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# Design History

This is a brief explanation of the history of this document.

## Version 0.10

## Version 0.20

## Version 0.30

## Version 0.40

## Version 1.00

Game Overview

This is where a general overview is given for the game.

## Philosophy

## Common Questions

### What is the game?

This game will be an rpg, set in Programonland. The player will find himself in the shoes of one of the three characters. He will battle against other programmons and fight against boss programmons. Programmons are three groups of people, Application Development, Media Development, GEO Development.

### Why create this game?

We decided to create this game because it would be fun to see our own rpg game in real life. And we would learn a lot of creating a game.

### What is the purpose of the game?

The purpose of the game is to catch all programmons.

### Where does the game take place?

The game takes place in the land of programmons.

### What do I control?

The player will control one of the three characters available. The characters are Luuk, Koen, Steven.

### How many characters do I control?

The player will only have control over one character.

### What can the character do?

The character can only move, attack and catch other programmons.

### How many levels are there going to be?

There is only 1 level in the game.

### Do I score points?

There is no ability to score points.

### Are there any obstacles or traps in the game?

There are doors that are locked when you walk past by them. Also you can’t enter some buildings without a key.

### What is the main focus?

The player will attack and catch programmons, at the end the player needs to defeat the end boss.

### What’s different?

There’s nothing different.

# 

# Feature Set

## General Features

## Game Play

# The Game World

## Overview

De game wereld bestaat uit een paar steden die aan elkaar gebonden zijn door bossen, rivieren en graspaden. Het terrein in de steden is gefocust op kleine gebouwen en langs wegen. Buiten de stad is alles gebaseerd op de oudere Pokémon stijlen.

## The Physical World

### Key Locations

Hotels, scholen, gym’s.

### Travel

N.I.Y.

### Scale

De schaal van de map is gebaseerd op de oudere Pokémon en zal dus bestaan uit 16x16 nodes.

### Objects

Objecten kunnen gekocht worden in shops of gevonden op Programons.

### Day and Night

N.I.Y.

### Time

N.I.Y.**Rendering System**

### Overview

De game gaat gebruik maken van een 16x16 node systeem om de achtergrond te renderen. De actors ( Npc’s, Programons en de speler ) zullen op een vergelijkbare manier gerenderd worden.

### 2D/3D Rendering

Er zal in 2D gerenderd worden.

## Camera

### Overview

Er zal geen specifiek camera object gebruikt worden in de game maar wel een soort van camera matrixen.

## Game Engine

### Overview

De engine zal gebruikt worden voor allen functies die niet met de content te maken hebben.

### Game Engine Detail

De engine behuisd: de drawer, transform, node, matrix, actor, npc, programon, boss, sprite en lcg random.

### Collision Detection

De collision detection zal werken met een property ( “Walkable” ) in de node structuur. Deze zullen gecheckt worden voordat de actor naar de node probeert te lopen.

# The World Layout

## Overview

## World Layout Detail

# The World Layout

## Overview



## World Layout Detail

Here is an overview of the level. This is a global version so there are no details, but it gives a good idea of how the game world looks. We used trees to divide the map into different parts. The character will be walking through parts of the map, fighting programmons

# Game Characters

## Overview

Steven

Type: Apo

Terarria

Heavy voice

Koen

Type: Media

Sync first!

Boostrap linken

Luuk

Type: Geo

Cawcaw

Vectorlayer

Rasterlayer

Fer

Type: Apo

Aanvallen:

Boring powerpoint.

Bad puns

## Enemies

All programons are your enemies

**Concept Art**

# User Interface

## Overview

## User Interface Detail #1

## User Interface Detail #2

# Weapons

## Overview

The programons can learn an attack by leveling or earning the attack. Depending on the enemy some attacks are super active and some are less effective. (see attack chart).

## Weapons Details

In our game we don’t have real guns, all we have are attacks which a programon could have, earn or learn. We have the following attacks:

Terarria: gives a possibility to give your opponent the “distracted” status.

Heavy voice: deals some basic damage against the enemy.

Sync first!: deals some basic damage against the enemy only if the attack speed is greater than the enemy attack speed.

Bootstrap linken: Defence status up.

Cawcaw: Confusion status effect and basic damage.

Vectorlayer: speed decrease

Rasterlayer: speed increase

Boring powerpoint: The opponent may get the status distracted or asleep.

Bad puns: Deals damage and gives a possibility of the status bad burn.

Other than that we don’t have any attack or “things” that deals damage.

# Musical Scores and Sound Effects

## Overview

## Red Book Audio

## Sound Design

## Music Play List

# Intro Sounds

Background music.bgm

NewTeamDo sound.sfx (nintendo intro)

Press start Sound.sfx

# Main Menu Sounds

Background music.bgm

Switch options sound.sfx (tick)

Select option sound.sfx (tick)

Return sound.sfx (tick)

# New game sounds

-evt- Background music.bgm

-evt- dialog animation sound.sfx

Tick sound.sfx

# In home sounds

Background music.bgm (depends on house)

-evt- dialog animation sound.sfx

Tick sound.sfx

door Sound.sfx (played when character enters the house)

# Outside sounds

Background music.bgm

walk Sound.sfx (difference between stone and grass)

Tick Sound.sfx

# Village sounds

Background music.bgm (bgm depends on village)

walk Sound.sfx

Door Sound.sfx (wordt afgespeeld wanneer speler huis binnen gaat)

Tick Sound.sfx

Dialog sound.sfx

**In battle sounds**

Battle Music.bgm

Tick sound.sfx

Attack sound.sfx

Dialog sound.sfx

Hit.sfx

Miss.sfx

Item use.sfx

Switch programon.sfx

# After battle sounds

After Battle music.bgm

* Victory.bgm
* Loss.bgm

Tick Sound.sfx

Dialog sound.sfx

# Comtak sounds

Comtak Background music.bgm

Tick sound.sfx

## Overview

De game is gebaseerd op de oudere games van Pokémon. Het is dus gefocust op het “vangen” van Programons en het verslaan van bazen. Je loopt rond in een half Urbain en half natuurlijke omgeving waar je vaak Programons tegen gaat komen. Je gaat deze Programons bevechten met je eigen speciale aanvallen of de aanvallen van de vrienden die je “verzameld” door het spel heen. Je speelt dus niet als trainer maar als Programon. Je kun items kopen en verkopen bij de daarvoor bestemde shops. De Programons zullen opgedeeld worden in drie groepen: programmeurs, media developers en GEO Ict’ers. Deze zullen in een rock paper sissers manier met elkaar werken, bijvoorbeeld: media developers zijn goed tegen GEO Ict’ers, maar slecht tegen programmeurs.

## Story

De story begint met een Programon ( jijzelf ), in de loop van het spel zal je meerdere Programons in je groep krijgen zodat je aan het einde sterk genoeg bent om de bazen te verslaan. Je begint in een huisje net buiten de stad en moet je naam opgeven en Programon type invoeren, je kunt hier kiezen uit de drie Programons: Steven, Koen, Luuk. Met een van deze karakters en je groep kun je later de eind baas van dit level verslaan ( Fer ).

## Hours of Game play

In dit stadium van de game denken we dat we 1-2 uur aan gameplay kunnen leveren.

## Victory Conditions

Om de game te verslaan moet je de eind baas verslaan in een Programon battle.

# “The First Ideas Appendix”

In this appendix you will find our very first concept for this game. It is just us brainstorming about what we wanted to see happening and us thinking about the story.

# “In or Out Appendix”

In this appendix you will find an overview of the things we got into the game and things that had to be left out due to time or technical constraints.

# “Who Did What?”

This will be an overview of who did what in the game.

# The First Ideas Document

## General Setup:

* Players: There is just one player who has multiple programon to battle with (if these are recruited).
* Premises: The player faces many battles against other programon.
* Resources: The means to battle will be recruited programon. And the game will have health healing, status effect healing and stat effect increase items.
* Objectives: The objective is to defeat all the master programmers and become the new champion.
* Boundaries: Fixed path depending on where the story goes.
* Rules: The player move in the map and talk, in menu he can select options. In battles the player can attack and run. The battles are won when the enemy has been defeated.
* Conflicts: The obstacles are enemy programon and every place the player can’t walk.
* Outcomes: The player will be victorious when he defeated all the master programon.

## Plotline:

Player wants to defeat the master programon.

## Storyline:

The player wakes up in their home and go on a quest to train and defeat the master programon.

# In or Out Appendix

In this appendix we will describe the things that made it in to the game and things that we had to leave out or skip.

## In the game

## Not in the Game

# Who Did What?