Game title

Game Design Document

Team Name

UWS – Paisley Campus

Computer Games Development – 2nd Year

Contents

[Section 1 - Initial Proposal 3](#_Toc19611885)

[Section 2 – Game Overview 4](#_Toc19611886)

[Section 3 – Story, Setting, Levels and Characters 5](#_Toc19611887)

[Section 4 – Interface 6](#_Toc19611888)

[Section 5 – Gameplay and Mechanics 7](#_Toc19611889)

[Section 6 – Technical 8](#_Toc19611890)

[Section 7 – Game Art 9](#_Toc19611891)

[Section 8 – Cut Content and Alterations 10](#_Toc19611892)

# Section 1 - Initial Proposal

* 3D 1st person perspective shooter-platformer
* Using C# in Unity
* Realistic graphics
* Obstacle course with targets
* Set in a warehouse/industrial building/compound
* QA done within group for initial testing, outside perspective thereafter
* Sound taken from free asset store
* Platforms for communication: Github, Discord and FB messenger
* Roles:
  + Kyle Gibson – Level Design/Lead Designer
  + Calum Christie – Programmer
  + Mihai Maftei – Programmer

# Section 2 – Game Overview

* 1. Concept
  2. Genre
  3. Target Audience
  4. Game Flow Summary
  5. Look and Feel
  6. Project Scope
  7. Number of Locations
  8. Number of Weapons

# Section 3 – Story, Setting, Levels and Characters

* 1. Story
  2. Game World
     1. General Look and Feel of World
  3. Objectives
  4. Map
  5. Encounters
  6. Area 1
     1. Layout
     2. Physical Characteristics
     3. Connections to Other Areas
  7. Area 2
     1. Layout
     2. Physical Characteristics
     3. Connections to Other Areas
  8. Character
     1. Physical Characteristics
     2. Animations
     3. Abilities/Equipment

# Section 4 – Interface

* 1. HUD
  2. Menu
  3. Camera Position
  4. Lighting Models
  5. Music/Sound Effects
  6. Help System
  7. Options Menu

# Section 5 – Gameplay and Mechanics

* 1. Game Progression
  2. Challenge Structure
  3. Game Objective
  4. Game Play Flow
  5. Objects
     1. Interactive
     2. Non-Interactive
  6. Actions
     1. Barriers
  7. Combat
  8. Screen Flow Chart
  9. Screen Descriptions
     1. Main Menu
     2. Options
  10. Game Options
  11. Replaying
  12. Saving
      1. Score Saving

# Section 6 – Technical

* 1. Hardware Requirements
  2. Game Engine
  3. Example Hardware Requirements

# Section 7 – Game Art

* 1. Concept Art
  2. Style Guides
  3. Characters
  4. Environments
  5. Equipment

# Section 8 – Cut Content and Alterations

* 1. Content Cut in Discussion and Production Phases
  2. Content Cut Due to Change in Pitch
  3. Content Cut Due to Time Restraints
  4. Content Cut Due to Errors