# Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of your design. I want you to think big…bigger than what you are able to develop. I also want you to be clear about what the software delivers and what the design entails. My recommendation is that you define the ultimate game and then clarify what it is that you have developed. If you are finding it too difficult to do that, you may produce too documents.

1. Title Page
   1. Game Name – Perhaps also add a subtitle or high concept sentence.  
      Brandon’s Revenge!
2. Game Overview
   1. Game Concept  
        
      The player has to navigate the school trying to find all of the letters of Brandon’s name without being caught by him
   2. Genre  
      Horror
   3. Target Audience  
      Teens and up
   4. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.  
        
      Main Menu that transitions into the main game. Player collects the first 3 letters in Level on the 2nd floor of Aultsville then level 2 is the last 3 letters on the First floor of Aultsville
   5. Look and Feel – What is the basic look and feel of the game? What is the visual style?  
      Basic horror assets with a dark environment and blood.
3. Gameplay and Mechanics
   1. Gameplay
      1. Game Progression  
         Player moves through each of the 2 levels grabbing the letters of Brandon’s name while Brandon chases him. Each letter increases Brandon’s speed
      2. Mission/challenge Structure  
         Collect all the letters without being caught
      3. Puzzle Structure

Letters must be collected in order

* + 1. Objectives – What are the objectives of the game?

Collect all the letters without being caught

* + 1. Play Flow – How does the game flow for the game player

Starts off on the second floor then moves to the first with the enemy getting faster as time goes on

* 1. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
     1. Physics – How does the physical universe work?

Realistically

* + 1. Movement in the game

Walking with WASD

Camera with the mouse

* + 1. Objects – how to pick them up and move them

E will be the interact key

* + 1. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
    2. Combat – If there is combat or even conflict, how is this specifically modeled?

Brandon chases you, music will sound when he is near, upon death a death screen will appear and sounds will play

* + 1. Economy – What is the economy of the game? How does it work?

N/A

* + 1. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.

Main menu allows for starting and exiting the game and is the only menu.

* 1. Game Options – What are the options and how do they affect game play and mechanics?

None really, just hop in and play

* 1. Replaying and Saving

N/A

* 1. Cheats and Easter Eggs

N/A

1. Story, Setting and Character
   1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.  
      Brandon has been banished from the group and desperately seeks to rejoin! Gather the letters of his name and add him before he catches and kills you!
   2. Game World
      1. General look and feel of world

Dark and spooky

* + 1. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)

The first and second floor of the aultsville building including the theater. They will be modeled realistically to what they look like now with some barriers set up to block off access to other parts of the school

* 1. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters

Player Character

Majid

Brandons professor. Moved him from the group to even out the balance between groups now brandon is out for revenge

Enemy

Brandon

A former student out to get revenge for being cast out of the group.

1. Levels
   1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

2 levels. first takes place on the second floor of aultsville where the player must collect the first 3 letters of Brandon’s name. then the second level takes the player to the first floor requiring them to gather the last letters for Brandon’s name.

* 1. Training Level

More a screen in the main menu telling you how to play

1. Interface
   1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

The game will be in first person, but will have no real HUD as nothing needs to be displayed to the player as of yet.

* 1. Control System – How does the game player control the game? What are the specific commands?

WASD – Walking

Shift – Sprint

E - Interact

* 1. Help System

A single Screen in the main menu to display how to play

1. **Audio, music, sound effects** **–** **For this project, this the most important part. Sound should be a central part of the game, a driving force for everything else. Whether its cues for players to better understand what is happening in the game, or sound cues to help a player navigate the scene or avoid enemies, or special effects, or simply to enhance the game and make it more entertaining and fun. Here are some functions of sound in a game to think about as you design your game:**
   1. **Setting the mood**
   2. **Adding realism**
   3. **Providing clues to the surrounding**
   4. **Enhancing entertainment value**
   5. **Creating tactile and interface feedback**
   6. **Establishing brand identity**

Sounds for Brandon Spawning

Music as he gets close. The closer he is the louder it gets.

Thunder

Rain

Windows breaking

Doors Slamming

Footsteps of the player.

Brandon’s Voice Lines

1. Artificial Intelligence
   1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

Brandon

* 1. Non-combat and Friendly Characters

N/A

* 1. Support AI -- Player and Collision Detection, Pathfinding

N/A

1. Technical
   1. Target Hardware

Low end PC.

* 1. Development hardware and software, including Game Engine

Unity

Visual Studio 2017

Blender

* 1. Network requirements

Just to download the game

1. Game Art – Key assets, how they are being developed. Intended style.

Photos of Brandon and required voice lines need to be taken and recorded.

Most materials will be made as needed.

Brick Textures and materials will be searched on the unity asset store as needed.

Furniture will be downloaded from the asset store or custom made by one of us in blender.