Generic Blank Game Design Document (GDD)

Your Game Logo

Here

***‘Tread carefully, It’s dangerous ahead’*** – Thomas van Dyk

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# 1 Game Overview \*

Title: Watch Your Step

Platform: PC Standalone

Genre: 2D puzzle

Rating: (G) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November, 2017

Publisher: Thomas van Dyk

Description: The game is based off a concept of blindly walking through a dungeon. In watch your step, the user navigates a tile based room from a top down perspective and tries to reach the door at the end of the level. However, there are numerous tiles where the floor is unstable and the user falls back to the beginning.

# 2 High Concept\*

Original concept was to create a puzzle style 2d game where the player must find their way through a maze or puzzle room to proceed to the next. I did not want to do a simple maze and did not have time to create a puzzle room that was up to my standard so I decided to combine the two into one. This game combines a maze with a puzzle by removing the usual walls of a maze and replacing them with collapsible floors.

# 3 Synopsis\*

Watch your step is a 2D puzzle game which requires the use of memory and trial and error. The user must travel through a maze with flooring that crumbles beneath their feet resetting their progress. Upon reaching the end of the 3 levels the user collects a trophy.

# 4 Game Objectives\*

The objective of the game is to reach the end of each level until finally collecting the treasure, a golden chalice, at the end of the game.

# 5 Game Rules\*

The player may travel across any solid tile. Any movement onto a space that does not contain a tile or contains a broken tile will result in the player being reset to the starting position.

# 6 Game Play\*

## 6.1 Game Controls

WASD keys to move along the tiles.

### 6.2 Maps

3 Maps becoming progressively larger and more dangerous

# 9 Art \*

## 9.1 Setting

The setting of the art is a run down dungeon that looks close to caving in on itself. The user can see that the dungeon leads into a bottomless chasm along the sides of the room.

## 9.2 Level Design

The levels were designed to increase in difficulty in order to challenge the player as they progressed through the game. Each level was designed by hand by Thomas van Dyk. The final level was to include a victory screen and return the player to a menu screen but was left out due to time constraints.

## 9.3 Audio

Audio was not added due to time constraints.

9.4 What you Developed

Every tile used to traverse across the level was designed in Piskel by Thomas van Dyk.