**GAME DESIGN DOCUMENT**



Cyber Catastrophe

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# Game Analysis

Cyber Catastrophe is a first-person platforming game that introduces fast movement with exploration. The purpose of each level is to collect coins and take an objective item to the exit.

# Mission Statement

Cyber Catastrophe is a first-person platforming game that introduces fast movement with exploration. The purpose of each level is to collect coins and take an objective item to the exit.

# Genre

First-person, Platformer

# Platforms

Mobile (IOS, Android, etc.).

# Target Audience

This game is intended for young audiences ages 8-15 who would likely click on an advertisement on any social media platform. Would be targeted to those who would easily be willing to pay a low price for the game and would likely be exposed to this game by another person, likely an online influencer.

# Storyline & Characters

At the beginning of the story, Michael adopts a new cat, Parker. While Michael is asleep, Parker jumps around and messes around with Michael’s computer. During this, Parker downloads a virus onto the computer which then sucks Parker into the computer. Upon finding out, Michael plays a game on the computer developed by the virus in order to save Parker and extract him from the computer

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Michael | Michael is the main protagonist. | They have no personality, besides a massive interest in Parker, his cat. |  |
| Parker | Parker is a supporting character, Michael’s newly adopted cat. |  |  |
| Virus | The virus is the main antagonist, serving to provide several hindrances to Michael’s saving of Parker. | Snarky, will make several comments about Michael’s poor gameplay. | At certain points in the level, the virus will introduce one of several challenges to Michael’s mobility in order to make the completion of levels more difficult. |

# Gameplay

## Overview of Gameplay

As mentioned, this will be a first-person platformer, which is not common along platforming games, that being a first-person perspective. The game will likely be on mobile devices due to the accessibility of accessing games through mobile devices’ app stores. The main selling point is mass exposure and an incredibly low price point, that price either being at or less than a dollar.

## Player Experience

The player will first be introduced to the main menu, which would have several options. Some of these options would be creating a new game and loading an already existing game, both of which would load a new save if no saves are already existing. Then the player would be thrown into the first level and there would be dialogue at the top right of the screen indicating that the player should find a certain amount of coins. After finding the coins, the dialogue would change and the player would be prompted to find Parker and bring him to the exit of the level. Parker could be located anywhere on the map (not randomly chosen) and the pedestal would usually be at the end of the level. If the player’s initial health value of 10 reaches 0, they would be moved back to the main menu, although they can simply load the level again from the save and continue at the beginning of that level.

## Gameplay Guidelines

There will be no instances of violence present in any part of the game, and each level must have a low skill requirement of the user in order to complete the level. Each level should be focused on exploration rather than difficult gameplay in order to avoid player’s closing the game before finishing. Each level must have a low amount of time needed to complete the level in order to promote fast gameplay so that the game can be easily completed in one to two sittings.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

(Each field should be no more than 50 words)

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| The player is rewarded with saving parker each level and also collecting coins during gameplay. | The virus would hinder the player’s movement by either decreasing their movement speed or slightly changing their direction of movement. | There would be no difficulty level outside of a timed mode, which each level would need to be completed in a short amount of time (unlocked after completing the game). |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

(Each field should be no more than 75 words)

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Michael | Simple first-person movement including jumping, as well as the ability to grab certain objects and move them along with the player. |
|  |  |
| **Game Modes** |  |
| Normal / Timed | The timed mode would require each level to be completed within a short amount of time. |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Coins | Each coin is obtained by moving close to it, and collecting a pre-determined amount of coins would allow the player to complete the level. |

## Level Design

The game so far only has two levels, and each level has moving platforms the player would need to maneuver with and a small amount of enemies with player would need to avoid in order to not lose health.

|  |  |
| --- | --- |
| **Levels** |  |
| Level 1 | There are three enemies, each patrol a set path via set points in the level. There is a single moving platform. There are several platforms/walls that will only appear when on screen. |
| Level 2 | There are three enemies which patrol set paths. Along with three moving platforms, and the level is close quarters. While the player can escape the level by jumping over the wall, they cannot directly complete the level by doing so. There are two enemies that appear only when on screen. |

# Control Scheme

This game has basic WASD movement which would be translated to a circle pad on a mobile device. The player can jump with a button on the screen (currently spacebar on PC), and can grab certain objects with right-click while looking at the object. That object can then be thrown by pressing the left mouse button or “Q”.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| Right mouse button | Grab an object and move it along the player’s center view. Can also release the grabbed object without throwing it. |
| Left mouse button / “Q” | Throw a grabbed object |
| Left Shift | Sprint, doubles movement speed |

# Game Aesthetics & User Interface

The game will have an incredibly basic geometric art style. Models would look like toys.

Most buttons will be centralized horizontally on the menu , and each menu will be able to back out into the previous menu, the HUD will be focused on the corners of the screen, going clockwise for each corner is the importance, health and coins, quest and objective.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

(This is for demonstration only, a real GDD will include this content. You are never required to fill this chart.)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |