GAME DESIGN DOCUMENT

Tilted



Golf but no hitting balls

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# Game Analysis

Tilted is a game where you play gold, with a twist. You don’t move the ball, instead you tilt the entire course in order to “tilt” the ball to the hole. Game features platforming puzzles and low poly graphics.

# Mission Statement

You ever wanted to play golf, but you suck at hitting balls, what if you could just tilt the level so that the ball rolls by itself to the hole. Well now you can.

# Genre

Puzzle platformer

# Platforms

PC, Android and iOS

# Storyline & Characters

The game doesn’t have a story per say but it does feature a progressivly difficult levels

# Gameplay

## Overview of Gameplay

This game is similar to your regular golf games in its core gameplay loop, get the ball to the hole and you win, fall out of the course and you loose. The twist here is that you don’t hit the ball to get to the hole, you instead tilt the entire level to get the ball rolling down a hill to the hole. The player also has the ability to make the ball jump. Since the scoring can’t be done with traditional how many pars to the hole, it will be done using seconds e.g. “You finished this level in x seconds”

## Player Experience

First booting up the game, apart from the main menu the player will be able to select levels to play. After selecting a level the player can attempt to beat it. When failing to beat the level (fall off the course) the player has the option to try again or exit to the level picker. If the player wins, he is shown his winning time and can proceed to the next level.

## Gameplay Guidelines

Game will have to be playable on a phone, as well as on PC – Any new feature should be evaluated if it’s going to impose problems on any platform.

## Gameplay Mechanics

|  |  |
| --- | --- |
| Character Attributes |  |
| Character | Movement Abilities / Actions Available |
| Ball | Can jump to get over obstacles |
| Course | Can be tilted in full 6 degrees of freedom |
|  |  |
| Game Modes |  |
| Golf | Player has to get the ball to the hole. The Course has to guard rails so the ball can fall of the course, resulting in a game over |
| Scoring System |  |
| Points/Coins/Stars/Grades/Etc. | How it’s Awarded & Benefits |
| Time | Player is timed during gameplay, after finishing the course if his time is over a certain threshold he is rewarded with completion checkmark on that level, if not he can still move to the next level but without a checkmark that he completed a level |

## Level Design

The game currently has 3 levels and the design fits with the low polly, simple graphics. Levels are block based, similar to something like Minecraft with with its own unique theme. The level design also fits the platforming aspect of the game.

|  |  |
| --- | --- |
| Levels |  |
| Level 1  A picture containing player, ball  Description automatically generated | Simple level to teach the player the controls |
| Level 2  A picture containing player, phone  Description automatically generated | A little bit more advanced level to teach the player that the ball can jump |
| Level 3  A picture containing toy, circuit, sign, train  Description automatically generated | An advanced level for the player to test his/her skills |

# Control Scheme

Game can be played with a Mouse and Keyboard, Controller, Phone touch controls and phone Gyroscope sensor.

|  |  |
| --- | --- |
| Button/ Touch Input | Action it Performs |
| W, S, A, D, Swipe on screen, d-pad, Left analog | Rotate the level. |
| A, X, Space, Tap | Make the ball jump |

# Game Aesthetics & User Interface

Game has a Low poly design with a space vibe