[Insert Eco Warriors logo]

**Game Design Documentation**

**Version 2.0**

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Table of Contents

[DESIGN HISTORY 1](#_Toc497409305)

[SECTION 1 – GAME OVERVIEW 2](#_Toc497409306)

[I. Introduction 3](#_Toc497409307)

[II. Objective of the Game 3](#_Toc497409308)

[III. Genre 3](#_Toc497409309)

[VI. Features 3](#_Toc497409310)

[V. Platform 3](#_Toc497409311)

[VI. Intended Audience 3](#_Toc497409312)

[VII. Language 3](#_Toc497409313)

[VIII. Sound Consideration 3](#_Toc497409314)

[SECTION 2 - STORY 4](#_Toc497409315)

[I. Outline 5](#_Toc497409316)

[II. Story Synopsis 5](#_Toc497409317)

[III. Cut Scene Screens 5](#_Toc497409318)

[SECTION 3 – CORE GAME MECHANICS 6](#_Toc497409319)

[I. Camera 6](#_Toc497409320)

[II. Team Play 6](#_Toc497409321)

[III. General Movement 6](#_Toc497409322)

[VI. Initial Set Up 6](#_Toc497409323)

[VII. Points 6](#_Toc497409324)

[SECTION 4 – INTERFACE FLOWCHART 7](#_Toc497409325)

[SECTION 5 – IN-GAME ELEMENTS 7](#_Toc497409326)

[I. Colour Pallet 7](#_Toc497409327)

[II. Fonts 7](#_Toc497409328)

[SECTION 6 – CHARACTERS 7](#_Toc497409329)

**DESIGN HISTORY**

02-11-17

Game Design Documentation started.

**SECTION 1 – GAME OVERVIEW**

## **I. Introduction**

In this 2D web application game, players will build the greenhouse gas footprint chain for four products; mobile phones, beef, leaving electronic devices on standby and plastic bottles by identifying the next steps in the chain using a tell-tale game method. Players will have three choices on which step they believe comes next in the chain, and will obtain points for every correct answer. A habitat animal narrator will guide players through the journey, providing the correct sequence of events and educational facts for enhanced learning. At the end of the game, players will have the opportunity to provide a pledge on how they promise to try and help.

## **II. Objective of the Game**

The objective of the game is for each team to complete the greenhouse gas footprint chain for the four products in a fun and interactive way.

## **III. Genre**

Interactive, educational tell-tale game.

## **VI. Features**

* 2D game
* Team play
* Visual feedback
* Educational
* Interactive
* Tell-tale

## **V. Platform**

This game will be a web-based application, designed for use with on an Apple iPad using iOS 10.3.3.

## **VI. Intended Audience**

The intended audience of this game is for casual or non-gamers of both genders from the age of 11 to 16, however the primary age range is 11 to 12 years old.

## **VII. Language**

The game will only be in English.

## **VIII. Sound Consideration**

The game play experience is not dependant on sound and as such the game does not require speakers of any kind.

# **SECTION 2 - STORY**

## **I. Outline**

Production and disposal of mobile phones, beef, leaving electronic devices on standby and plastic bottles are having a detrimental impact on four habitats around the world. An understanding of this process, and a pledge to help, is absolutely vital to the future of these habitats and the animals that live there.

## **II. Story Synopsis**

The story relates the greenhouse gas footprint chain of production to disposal of four products to four habitats from around the world. In each habitat, players are presented with the beginning step of the chain and are prompted by the animal narrator to select one out of three options that they think might come next in the process. The tell-tale game continues until all chains are completed.

## **III. Cut Scene Screens**

[Insert storyboard]

*Login Window*

*Map view*

*Habitat tell-tale view*

*Habitat chain*

*Pledge window*

*Game end window*

# **SECTION 3 – CORE GAME MECHANICS**

## **I. Camera**

The camera will be stationary, with a top-down view of the world map, and a side view within each habitat window.

## **II. Team Play**

This game will be played in teams.

## **III. General Movement**

Players will be required to tap for habitat selection and within each habitat window for participation of the tell-tale games and pledges.

## **VI. Initial Set Up**

The web app opens with a request for the team to create a team name and select an animal character of their choice. A ‘start’ button will move them into the Map View, where the world is displayed with four unlocked habitats to select.

## **VII. Points**

Points will be obtained for every correct answer selected during the tell-tale games.

# **SECTION 4 – INTERFACE FLOWCHART**

# **SECTION 5 – IN-GAME ELEMENTS**

## **I. Colour Pallet**

## **II. Fonts**

# **SECTION 6 – CHARACTERS**