Team: “De Bronze Koe”

Game Design Document

**“The Dumb Tower”**

*(Video editing in motion)*

Summer GameJam   
Dutch Game Garden Hilversum

2015

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# Game Overview

**1.1 Approach**

**-** The Dumb tower is developed for the Dutch Game Garden Summer   
 Game Jam contest. The Jam’s theme is: “Red Carpet. This is the   
 main event of the NFF (Nederlands Film Festival).   
  
 - The philosophy of The Dumb Tower, is to engage the audience in  
 an experience that entertains them, and informs them about the  
 activities of the NFF through dialogue and narrative.   
  
 - The target audience consists of a 15-30 year old students. From   
 around the age of 15, Dutch high school students get exposed  
 to Dutch cultural events through their education. This remains  
 encouraged throughout their following years as a student. We   
 aim to reach these students through educational systems, and the  
 already existing network of the NFF.   
  
 - The game will be released as a Web game. This enables an easy   
 for of sharing the game, without requiring downloads. The NFF   
 can simply place it on their website, and share the link with   
 High schools, colleges and various other networks (Sites, news,  
 magazines, etc.).

**1.2 General Information:**

**1.2.1 Genre and Platform:**

- The Game fits in the first person spatial puzzle genre. The player  
uses his environment with our mechanic in order to traverse a path from point A to point B.

- It is a single player experience. The game aims to entertain the  
 player with a mechanic that works closely to the narrative, while informing the player about interesting information of the NFF.   
  
- A multiplayer aspect can be added by recording a player’s play-through of the game per level, and building in the functionality to share this clip through social media. This generates a competitive spirit as players now contest for the fastest times with one another. Due to the scope of the project, this is a **stretch goal.**- This game is developed for web play, in order to increase the accessibility of our game. (RESEARCH THIS\*) roughly 90% of Dutch residents own some form of PC or laptop, with a keyboard, a mouse, and internet access.

**1.2.2 Core Objective:**

- The player has to escape the Dumb tower in Utrecht in order to reach the NFF’s red carpet event on time. In the meantime, the player decides to make a short documentary about his escape and the NFF.   
  
- The player’s objective is to progress through each individual room of the Dumb Tower. A door is highlighted in order to make the goal of the room clear.

**1.2.3 Story and Narrative Delivery:**

- The player plays a filmmaker, who was on the way to the NFF red carpet event. This movie fan decided to pay a visit to the Dumb tower in Utrecht first, and got trapped inside after a small earthquake. Luckily, this fanatic has a particular skill that can aid in the escape: Real-Life editing. With a camera in hand, the player can record objects in his vicinity, and use them to traverse the obstacles in the level.   
  
  
- Once the player emerges from the tower, a small walk over the red carpet will yield applause and flashes from the crowd gathered around the event.   
  
- The information about the NFF will be voice recorded, and shared through the player’s point of view. The player is making a documentary.

**1.2.4 Player and Game World Representation:**

- The player is represented in first person, with a camera in hand in front of the main camera in the scene. The camera is used for the main mechanic.   
  
- The world is represented from the inside of the Dumb tower, which is dusty due to the recent earthquake, and in all sorts of disarray. Some parts have turned to rubble, others have fallen off and block the exits completely.  
  
- The points of information the player can find are scattered across the level, and represented by a small golden calf.

**1.2.5 Gameplay and Mechanics:**

- Main mechanic: Real-Life editing.   
Put simply, the player can interact with an object in the level in order to record it, and interact with certain locations in order to apply the latest recorded item.   
  
- **Record**In order to record an object, the player has to be pointing the camera at the object and press the right mouse button. The player also has to be in range of the object. Note that not all objects in the game can be interacted with in this manner.

Only one item can be recorded at a time. If a new item is recorded, the previous one is overwritten and all placed versions of the previous recorded object are removed.   
  
- **Place**  
In order to place a recorded object, the player has to point the camera at an interactable location and PRESS THE LEFT MOUSE BUTTON. The locations the player can interact with will be highlighted when the player points the camera at them with a recorded object in their camera.   
  
- **Narrative Mechanic – Documentary information**

The information about the NFF is scattered through the tower in the shape of Golden Calf statues. When the player reaches one, a prompt will be given. The player can press SPACEBAR in order to add information about the NFF to their documentary. The player character will then play a voice recording containing interesting information about the NFF.   
  
- **Scoring Mechanic – Time**

The first resemblance of score is done by timing the player. At the end of the level, the player will be able to view how fast they have played through the level.   
  
- **Scoring Mechanic – Documentary Quality**The game keeps track of the amount of audio queues the player has found and played during the play through. The more are found, the higher the score will be. If all of them are found, a Golden Calf for “Best short documentary” will be awarded to the player.

**1.2.6 Obstacles and Objects:**

**Obstacle – Gap**

Certain parts of the tower have fallen and broken otherwise useable walkways. The player has to use the mechanics to traverse the gaps, or find a different way.   
  
**Obstacle – Bell**The bells of the tower have fallen and block the player’s path physically. The player has to use the mechanics to remove the bell, or find a different way.   
  
**Object – Slate**

A slate of concrete can be recorded and placed over gaps. This object is used as the main form of traversing levels with large areas of open space between point A and point B.   
  
**Object – Bell**

This object used to be a counterweight to another bell in the level. This object can be recorded and placed on an empty rope. The Bell obstacle is then lifted by the counterweight of the placed bell. If the Bell is removed, the Bell obstacle will drop into its original position.

**1.2.7 Intrinsic and Extrinsic motivation:**

**Intrinsic – Cultural education**

The player’s intrinsic motivation is to gather more information about the NFF. Or to simply expand their own knowledge and culture.   
  
**Extrinsic – Exploration**The player is motivated through the placement of our gold calf statues to further explore the borders of the levels in order to find them all.

**Extrinsic – Social competition**

Due to the implementation of a timer, a friendly social competition is added where players compete with each other for the fastest time.  
  
**Extrinsic – Mandatory assignment**

Due to the nature of our game as an educational game for students, it is a possibility that our game will be used in an educational program as a simple introduction to the NFF.

**1.2.8 Audio**

**Note:** The audio elements were designed by an external developer named Lars Brugman.

**Immersive audio – Footsteps**The player will have footsteps audible as the character walks.   
  
**Immersive audio – Ambiance**

A small amount of ambient sound is audible in order to break the dead silence of the game’s background.

**Immersive audio – Earthquake**

At the start of the game, an earthquake sound effect will be audible to help establish the initial narrative.

**Immersive audio – Bells**

In the background, a soft sound of bells can be heard.

**Conditioning audio – Bells**

When the player completes a room/level, loud bells will ring to signify success.

**Conditioning audio – Affirmation**

When a mechanic is applied correctly, an affirmative sound effect will be audible.

**Conditioning audio – Applause**

When the player finishes the game, applause will be audible, along with cheering.

**1.2.9 Technology**

* This game is developed as a web game and requires a keyboard, mouse and internet.
* The development software used: Unity, Maya, Microsoft office.

# Player/Game Interaction

## **2.1 In game interaction**

The player interacts with the system using a keyboard and mouse for PC. The only buttons required from the player are: WASD for the Walk activity, Mouse movement for camera movement, Right click for the Record activity, Left click for the Play activity, E for the Interact activity, Space for the Jump activity, and left Shift for the Sprint activity.

### **2.1.1 Activity 1 (Walk):**

The player can press W to move the character forwards in the speed of the walking speed variable.   
The player can press A to move the character to the left in the speed of the walking speed variable (left).   
The player can press S to move the character backwards in the speed of the walking speed variable (back).  
The player can press D to move the character to the right in the speed of the walking speed variable (right).

### **2.1.2 Activity 2 (Camera Movement):**

The player can move the mouse in any direction in order to shift the camera angle in that respective direction equal to the amount of the Camera movement speed variable.

### **2.1.3 Activity 3 (Record):**

When the player presses the right mouse button, the game checks whether the player is targeting a recordable object, and if that object is in range. If both result in a yes, the object will be stored in the character’s camera object.

### **2.1.4 Activity 4 (Play):**

If an item is recorded, and the player is targeting a placement area in range, the player can press the left mouse button in order to place the previously recorded item within that placement area.

### **2.1.5 Activity 5 (Interact):**

The player can point the character at a golden calf item and press E in order to interact with the object. The calf disappears and a recorded audio voice is played.

### **2.1.6 Activity 6 (Jump):**

The player can Press Spacebar in order to jump the character up to a height equal to the jump height variable.

### **2.1.7 Activity 7 (Sprint):**

The player can press and hold Left Shift while performing Activity 1 in order to increase the walking speed up to the sprinting speed variable.