**CM2113 Coursework – Design Document**

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**Mood Board**

A collage of toys and furniture

Description automatically generated

**Project Plan**

|  |  |  |
| --- | --- | --- |
| Date | Project stages/tasks | Stage |
| Week 1-3 | Learn class material, pitch creation/design start | Design |
| Week 3-5 | Mood boards, start plan and asset list | Design |
| Week 5-7 | Level map brainstorm scanning objects, scan environments and start unity | Design |
| Week 7-9 | Scanning objects, scan environments and start unity | Implementation |
| Week 9-11 | Added assets to unity, fix models (Blender) fix textures (Blender) add unity packages if needed | Implementation |
| Week 12-end | Finish Implementation, record demo and get user feedback/testing data, Submit work at due date | Implementation |

**World Map/Environment**

A room with a room in the middle

Description automatically generated with medium confidence

**List of Assets**

Bionicle Inika Jaller Figure

A toy robot standing on a table

Description automatically generated A toy robot with arms spread out

Description automatically generated

Bionicle Hewkii Figure

A yellow robot toy with a white and black mouth

Description automatically generated with medium confidence A toy robot with a black background

Description automatically generated

Bionicle Mahri Jaller Figure

A toy robot on a table

Description automatically generated A close up of a toy

Description automatically generated

My room environment

A computer monitor with a room in the background

Description automatically generated with medium confidenceA room with a desk and chair

Description automatically generated

Ram Anime Figure

A toy figurine on a desk

Description automatically generatedA toy figurine of a child

Description automatically generated

**Player Character Model**

Bionicle Inika Gali Figure

A blue and white toy

Description automatically generated A toy robot on a table

Description automatically generated

**Game Mechanics**

The inspiration behind my experience was to explore a familiar space from a new perspective and showcasing objects within my study, the mechanics of my game will be to talk an NPC, get a goal to collect some items while exploring the environment viewing a familiar space from a different perspective.

For the gameplay the main character will be a Bionicle character that can walk, run and jump, using right click will allow you to move the camera to that players shoulder to get a closer look in front of you, there will be collectables that the player can interact with to pick them up filling a counter on the UI, the perspective will be third person for the player character.

**Functional Requirements**

Players must be able to move within the Environment using the basic controls of walking running and jumping, this will be used to navigate such as gaining access to higher locations or running to access locations faster.

Players interacting with collectables causes the collectable to be picked up and the counter to increment by 1

Players can right click to zoom in the camera to gain better view in front of them

**Non-Functional Requirements**

Particle Systems within the level do not interfere with the players vision in a negative way, particles are suitable for what they are tied to

UI elements are easily readable and not over crowding the screen, making use of a sans serif font for readability and using a colour that suits the theme of the game while being easy to read and see depending on the current location and camera placement.

Audio may be used to signpost to users that they have achieved a task such as collecting all collectables within the level.

**References**

<https://assetstore.unity.com/packages/2d/textures-materials/sky/3-skyboxes-25142> 3 Skyboxes Texture By Bright Shinning Star Nov 2014

<https://assetstore.unity.com/packages/templates/systems/3rd-person-controller-fly-mode-28647> 3rd Person Controller + fly Mode By Vinicius Marques Oct 2023