

Computer Games Development CW208

GDD

Year IV

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Contents

[Acknowledgements 4](#_Toc54713974)

[Game Overview 5](#_Toc54713975)

[Feature Set 5](#_Toc54713976)

[General Features 5](#_Toc54713977)

[Multiplayer Features 5](#_Toc54713978)

[Editor 5](#_Toc54713979)

[Gameplay 5](#_Toc54713980)

[The Game World 6](#_Toc54713981)

[Overview 6](#_Toc54713982)

[The Physical World 6](#_Toc54713983)

[Overview 6](#_Toc54713984)

[Key Locations 6](#_Toc54713985)

[Travel 6](#_Toc54713986)

[Scale 6](#_Toc54713987)

[Objects 6](#_Toc54713988)

[Weather 6](#_Toc54713989)

[Day and Night 6](#_Toc54713990)

[Time 7](#_Toc54713991)

[Rendering System 8](#_Toc54713992)

[Overview 8](#_Toc54713993)

[2D/3D Rendering 8](#_Toc54713994)

[Camera 8](#_Toc54713995)

[Overview 8](#_Toc54713996)

[Camera Detail #1 8](#_Toc54713997)

[Camera Detail #2 8](#_Toc54713998)

[Game Engine 9](#_Toc54713999)

[Overview 9](#_Toc54714000)

[Game Engine Detail #1 9](#_Toc54714001)

[Water 9](#_Toc54714002)

[Collision Detection 9](#_Toc54714003)

[The World Layout 10](#_Toc54714004)

[Overview 10](#_Toc54714005)

[World Layout Detail #1 10](#_Toc54714006)

[World Layout Detail #2 10](#_Toc54714007)

[Game Characters 11](#_Toc54714008)

[Overview 11](#_Toc54714009)

[Creating a Character 11](#_Toc54714010)

[Enemies and Monsters 11](#_Toc54714011)

[User Interface 11](#_Toc54714012)

[Overview 11](#_Toc54714013)

[User Interface Detail #1 11](#_Toc54714014)

[User Interface Detail #2 11](#_Toc54714015)

[Weapons 12](#_Toc54714016)

[Overview 12](#_Toc54714017)

[Weapons Details #1 12](#_Toc54714018)

[Weapons Details #2 12](#_Toc54714019)

[Musical Scores and Sound Effects 12](#_Toc54714020)

[Overview 12](#_Toc54714021)

[Red Book Audio 12](#_Toc54714022)

[3D Sound 12](#_Toc54714023)

[Sound Design 12](#_Toc54714024)

[Single-Player Game 13](#_Toc54714025)

[Overview 13](#_Toc54714026)

[Single Player Game Detail #1 13](#_Toc54714027)

[Single Player Game Detail #2 13](#_Toc54714028)

[Story 13](#_Toc54714029)

[Hours of Gameplay 13](#_Toc54714030)

[Victory Conditions 13](#_Toc54714031)

[Multiplayer Game 13](#_Toc54714032)

[Overview 13](#_Toc54714033)

[Max Players 14](#_Toc54714034)

[Servers 14](#_Toc54714035)

[Customization 14](#_Toc54714036)

[Internet 14](#_Toc54714037)

[Game Sites 14](#_Toc54714038)

[Persistence 14](#_Toc54714039)

[Saving and Loading 14](#_Toc54714040)

[Character Rendering 15](#_Toc54714041)

[Overview 15](#_Toc54714042)

[Character Rendering Detail #1 15](#_Toc54714043)

[Character Rendering Detail #2 15](#_Toc54714044)

[World Editing 15](#_Toc54714045)

[Overview 15](#_Toc54714046)

[World Editing Detail #1 15](#_Toc54714047)

[World Editing Detail #2 15](#_Toc54714048)

[References 16](#_Toc54714049)

# Acknowledgements

We would like to thank the following people who assisted in completing this project including;

John Doe of ACME who kindly agreed to …

I would also like to thank #### Solutions for use of ….

# Game Overview

Summarize your game (including screen-shots, where appropriate).

Common Questions:

What is the game? Why create this game? Where does the game take place? What do I control? How many characters do I control? What is the main focus? What’s different?

# Feature Set

## General Features

Huge world

Mutant fiddle players

3D graphics

32-bit color

## Multiplayer Features

Up to 10 million players

Easy to find a game

Easy to find your pal in huge world

Can chat over voice link

## Editor

Comes with world editor

Get levels from internet

Editor is super easy to use

## Gameplay

List stuff here that is key to the gameplay experience

List a lot of stuff here

Hey, if you got nothing here, is this game worth doing?

# The Game World

## Overview

Provide an overview to the game world.

World Feature #1

This section is not supposed to be called world feature #1 but is supposed to be titled with some major thing about the world. This is where you break down what is so great about the game world into component pieces and describe each one.

World Feature #2

Same thing here. Don’t sell too hard. These features should be awesome and be selling the game on its own.

## The Physical World

### Overview

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

### Key Locations

Describe the key locations in the world here.

### Travel

Describe how the player moves characters around in the world.

### Scale

Describe the scale that you will use to represent the world. Scale is important!

### Objects

Describe the different objects that can be found in the world.

See the “Objects Appendix” for a list of all the objects found in the world.

### Weather

Describe what sort of weather will be found in the world, if any. Otherwise omit this section. Add sections that apply to your game design.

### Day and Night

Does your game have a day and night mode? If so, describe it here.

### Time

Describe the way time will work in your game or whatever will be used. Focus game timeline with three engaging minutes of gameplay. Create a timeline bubble and narrative for this. Each minute builds to an event and within each minute a series of engaging events occur. The tree minutes should where crescendo to a large event.

# Rendering System

## Overview

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

## 2D/3D Rendering

Describe what sort of 2D/3D rendering engine will be used.

## Camera

### Overview

Describe the way the camera will work and then go into details if the camera is very complicated in sub sections.

### Camera Detail #1

The camera will move around like this and that.

### Camera Detail #2

The camera will sometimes move like this in this special circumstance.

# Game Engine

## Overview

Describe the game engine in general.

### Game Engine Detail #1

The game engine will keep track of everything in the world like such and such.

### Water

There will be water in the world that looks awesome and our game engine will handle it beautifully.

### Collision Detection

Our game engine handles collision detection really well. It uses the such and such technique and will be quite excellent. Can you see I am having a hard time making up stupid placeholder text here?

# The World Layout

## Overview

Provide an overview here.

### World Layout Detail #1

World Layout Detail #2

### World Layout Detail #2

World Layout Detail #2

# Game Characters

## Overview

Over of what your characters are.

## Creating a Character

How you create or personalize your character.

## Enemies and Monsters

Describe enemies or monsters in the world or whomever the player is trying to defeat. Naturally this depends heavily on your game idea but generally games are about trying to kill something.

# User Interface

## Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

### User Interface Detail #1

User Interface Detail #1

### User Interface Detail #2

User Interface Detail #2

# Weapons

## Overview

Overview of weapons used in game.

### Weapons Details #1

Weapons Details #1

### Weapons Details #2

Weapons Details #2

# Musical Scores and Sound Effects

## Overview

This should probably be broken down into two sections but I think you get the point.

### Red Book Audio

If you are using Red Book then describe what your plan is here. If not, what are you using?

### 3D Sound

Talk about what sort of sound APIs you are going to use or not use as the case may be.

### Sound Design

Take a shot at what you are going to do for sound design at this early stage. Hey, good to let your reader know what you are thinking.

# Single-Player Game

## Overview

Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

### Single Player Game Detail #1

### Single Player Game Detail #2

### Story

Describe your story idea here and then refer them to an appendix or separate document which provides all the details on the story if it is really big.

### Hours of Gameplay

Talk about how long the single-player game experience is supposed to last or what your thoughts are at this point.

### Victory Conditions

How does the player win the single-player game?

# Multiplayer Game

## Overview

Describe how the multiplayer game will work in a few sentences and then go into details below.

### Max Players

Describe how many players can play at once or whatever.

### Servers

Is your game client-server or peer-to-peer or whatever.

### Customization

Describe how the players can customize the multiplayer experience.

### Internet

Describe how your game will work over the internet.

### Game Sites

Describe what gaming sites you want to support and what technology you intend to use to achieve this. Perhaps Dplay or TCP/IP or whatever. It is probably a good idea to break the tech stuff out into a separate area, you decide.

### Persistence

Describe if your world is persistent or not.

### Saving and Loading

Explain how you can save a multiplayer game and then reload it. If you can or why this is not possible.

# Character Rendering

## Overview

Provide an overview as to how your characters will be rendered. You may have decided to include this elsewhere or break it out to provide more detail to a specific reader.

### Character Rendering Detail #1

### Character Rendering Detail #2

# World Editing

## Overview

Provide an overview about the world editor.

### World Editing Detail #1

World Editing Detail #1

### World Editing Detail #2

World Editing Detail #1

# References

**Book**

Author(s) - family name, initials. (Year). *Title of book.* Edition. Place of publication: Publisher.

[1] Doe, B. (2013). *C++ for Game Developers.* Indianapolis: John Wiley & Sons.

**Report**

Author(s) - family name, initials. (Year). *Title of report.* Edition. Place of publication: Publisher. (Series and vol./no.).

[2] Burrows, D., *et al.* (2012). *Global Trends: Alternative Worlds.* Washington: National Intelligence. (Office of the Director of National Intelligence).

**Web-site**

Author(s) - family name, initials. (Year, month day). *Title of document.* [Online]. (URL). Place of publication: Publisher. (Date accessed).

[4] de Valk, J. (2014, May 12). AI for Games. [Online]. (URL https://www.somesite.com/articles/1234/). (Accessed 12 February 2014).