

Game Design Document: Final Project

Game Engine

Unity

The Name of the Game

ONI

Concept

A casual 3D platformer game with a hungry monster trying to eat chickens in the field. The game is presented with a cute cartoonish style and light feeling.

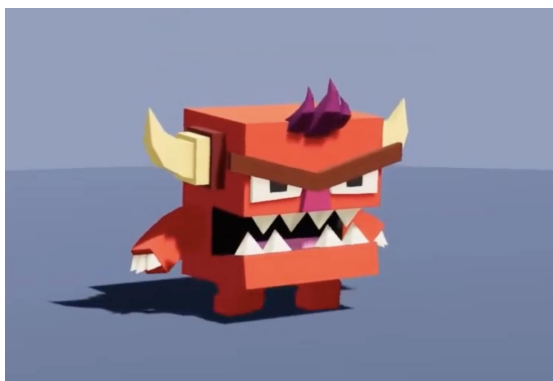


Game Flow

The game starts right away when the monster spawns in the field. The player will chase after chickens, attack them and eat them.

Main Character

Monster: hungry and wants to eat all chickens.



Gameplay

Goal

Eat all the chicken in the field before the energy bar (time) runs out.

Player Mechanics

- Run: Move around to chase after the chickens
- Jump: To reach higher platforms and to avoid holes
- Magic Attack: To freeze the chicken
- Eat: To consume the chicken

Game Elements & Mechanic

Chickens

- Walk in circles, eat, and idle when the player is not in range
- When the player is in range, run away from the player
- When eaten, it gives a boost to the energy bar



Losing or Restarting

When the player falls through the hole in the ground, the player respawns at the original position.

When the energy bar runs out, the player loses. The menu pops up and a restart option is available.

Winning

When all chicken is eaten, the game is won.
A score menu pops up and shows the time used.

UI

Game Start: a short game start animation

During Game:

- Energy bar: a bar that decreases over time unless refilled with eating chickens
- Display: Chickens Eaten / Total Chickens
- Pause Game

Game Over or Win

- Replay button

Graphics and Styling

Cute cartoonish style

Music and Sound Effects

Music

- Background Music

Sound Effect

- Player Walking Sound
- Player Jump Sound
- Player Fall Sound
- Player Attacking Sound
- Attack Hit Sound
- Player Eating Sound
- Chicken being eaten Sound
- Egg Collected Sound
- Respawn Sound
- Winning Music
- Loss Music