

School Crawler

Game Design Document

Cover Image / Screenshot of Game

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Game Concepts

High Concept Statement-- Shayden

The main point of the game is to survive. You are fighting many enemies in a PvE style. The enemies are bullies in a post apocalyptic school and they want to kill you. You must save yourself by using various items found in the school as weapons. Cut down all the thick boisss!

Player's Role-- David

The player is in a post apocalyptic school trying to survive against waves of mutant rodents and students. The final goal is to take down the Mutant Math Test!

Main Character -- Shayden

The main character is a somewhat scrawny boy. He is set in a high school setting. The character is really simple because it is a top down game. The character has a basic school uniform.

Gameplay-- David

The Gameplay is a top down PvE dungeon crawler, the player will face basic minions like rats but also bosses like

Interaction Model-- Tara

We have a character that the player can use to interact with the game world. The character is a male model.

Camera Model-- David Reaney

The camera is going to be locked above the player but will have certain places where you have a first person view, like when looking in a locker

Genre-- David Reaney

Does this game fall into an existing genre? If so, which one? Do the challenges and actions that you want to offer your player suggest that it belongs in a particular genre? Are there certain actions that the player will probably be performing most of the time, such as driving, that would tend to put it in a certain genre?

Dungeon crawler RPG,

Type of Play-- Shayden

Is the game competitive, cooperative, team-based, or single-player? If multiple players are allowed, are they using the same machine, with separate controls or different machines over a network?

Target Audience-- Tara

The target audience for this game would be for teenagers and people in their early twenties. The game is simple and has challenges that would appeal to that group of people. The game is planned to have death and some blood in it.

The game does not have a lot of novelty because it is not really open, but there is ways to expand. There is some challenge for the players. The audience wouldn't be really committed to playing the game because it would be a pretty quick game.

Currently we have one character that is male. In the future the plans had that the player would be able to customize the character. We are not going towards one particular gender.

The people that play our game will not need to be extremely dedicated. It is a rather quick game with easy controls and not a lot of skills. There are only two things one can actually do and that is running and punching.

Platform-- Shayden

This game was originally designed to be a computer game. The future goal is to make it playable on the switch. If possible we will make it compatible with all systems. There will need to be touch screen features if we add it to mobile devices.

Setting-- Shayden

The game is set in a post apocalyptic world. The character is set in a modern high school that is overrun with thick bois.

Levels-- Shayden

The game is broken up into separate levels. Each level is a floor in the school labeled with a subject. You move on to the next level when you reach the stairs.

Story - Mason

Not really a hugely narrative story, enough to let the player know they're in a post-apocalyptic world.

Game World - MASON DESPISED DOING THIS

Physical Dimension - Mason

This game doesn't require anything in the physical dimension, besides your controller/keyboard. Nothing will require movement controls.

The player is stuck in the world, moving on the ground. Jumping has never been a necessary element to the game.

The game's scale is not too important. It's give or take the size of an average high school.

The game will need an outdoor scale, if we ever get that far into the game. We plan to let you go out on an adventure outside, and fight the monsters out there.

Objects and people will be, give or take, the same size as they are in real life.

The edge of the world will be pretty apparent, it's the walls of the school. You pretty obviously can't leave.

Temporal Dimension - Also Mason

Time is not a meaningful element, and it doesn't really even pass in our game. It's basically always either dead of night, or mid day.

Time doesn't affect our player, because time doesn't pass.

Time only matters for the mood of the room you're in, and it seems to change from room to room.

No measureable time scale.

Seamlessly transfers between rooms/levels and time does as well.

Day and night will merely be for how much light seeps through everything.

Time just casually won't matter at all.

Environmental Dimension - Mason still

The game is set at nuances, after an apocalypse.

Other people are all infected/radiated and rendered basically brain dead, and they just want to kill you.

The aesthetic of the "people" in my game world is the same as the fallout game series; they're all rag tag, if not just plain out dead.

Since there isn't people, they all act dead and just want you dead, for food. Undead still have to survive somehow.

Game takes place mostly inside a broken abandoned school, but you can(eventually) go outside into the desolate wasteland.

Style and mood all revolve around how it's in a wasteland, and more than likely, you're the last human alive.

There won't be a lot of detail, the game will seem scattered at best because the world seemed to just end at a moments notice.

Emotional Dimension - Mason again what's poppin

The game world's emotion we're trying to convey is mostly dark. The whole world is a school after an apocalypse and the main character is just trying to get by.

Emotion isn't a huge part into the gameplay.

The game does not have a huge emotional dimension; characters are kind of stock, and the world is a pretty basic school.

Ethical Dimension - Mason did all of this page and now wants death

There isn't really right and wrong, you can do whatever you want.

The player won't get told what's right and what's wrong. They can kill and smash whatever they want.

Only conflict is you vs the world, the world is out to kill the player.

When ever the player completes a hard task, whether it be a puzzle or killing a hard boss, they'll get loot as a reward.

The victory conditions are finishing the final boss fight, alive. He'll give you lots of good loot which will make the rest of the game stupid easy.

Violence in the game will have just a tad bit of blood, to show you did damage. We want to keep the T rating. Not too realistic, but enough.

Character Development - Mason did all of this as well look at him go

Character Style - Mason

Initially, we went for a kind of fortnite-esque character style. Still remotely realistic, but has a pretty heavy cartoon influencing. We're going for this, because it's pretty easy to model.

Stereotypes - Mason

We're running our "classes" based off of high school stereotypes. Such as nerd or jock, something that's easily defined. It will help us easily make classes based around this, and skills to fit the "class fantasy"

Sidekick - Mason

No real side kick

Player Interest - Mason

The player interest will come with how you create your character, and then proceed to how you fit him out with gear and stuff.

Character Growth-mason

The avatar will slowly get better and better gear, increasing their stats and what they can accomplish.

Archetypes -mason

The character's archetype is very much so a hero kind of figure.

Character Sounds -mason

We probably won't have the character have a whole lot of sounds, as it's a dungeon crawler. Probably stuff just like "huraahhh" etc.

Character Speech - mason

There isn't really any speech, so it won't improve or hinder any understanding

Story

Actions - Aaron

The main actions that the character performs are exploring different areas of the school and witnessing the carnage that falls before him. As the main character explore the school, he slowly discovers new and more powerful weapons which can be used to cut down enemies. These actions convey the basic story of our character being in post-apocalyptic world. We keep repetition and randomness to a minimum by making the game short with only two levels to the school. We maintain the tension by keeping everything fast paced in a small area.

Type of Story - Aaron

The story for the game is very linear. It may appear to be nonlinear at times with open rooms on the sides of the hall, but in the end it is very linear and the player must take the same path each time to get to the end. The player will not be making any dramatic choices which affect the story of the game. The story will have one ending. It isn't a clear defined ending per se, but it leaves more to the imagination and the possibility for a second game to be developed open.

Granularity - Aaron

The game granularity will be relatively small. There will be a handful of items for the character to pick up and use, but that will be about it. There aren't any narrative events in the game; which means that the events of the game are interwoven seamlessly.

Advancing the Plot --David

Enemies and weapons gradually get stronger as the player proceeds throughout the levels

Prologue --David & Mason bc david doesn't know how to ELABORATE

The game doesn't need a prologue, you can tell it's in a post apocalyptic world, and the mystery aspect helps add into the game.

Narrative - Aaron

The game includes a very abstract noninteractive narrative. As soon as you press start you are thrown into a foreign school building with no instruction. This leaves the player very confused as to what to do. As they begin exploring this foreign area, their mind begins to wonder what happened for this place to become the way it did. “Why are the dead walking around,” “How did I get here,” etc. This curiosity is the spark which causes the wild fire of imagination to begin. The player begins coming up with their own ideas of what caused the situation the main hero is in. This is the players own narrative. In a sense, this is better than implementing our own narrative. As the developers, we supply vague ideas and concepts, such as a random weapon on a desk or a bumbling undead jock, which only stimulate the players imagination even more. With this kind of narrative in place, there are endless possibilities.

Non-Challenge Actions - Aaron

The only actions which the player can take that advance the story are exploring the different rooms of the school building. Which will eventually lead to the end of the game. No matter which rooms they go into, they must always return to the main hall and progress through the game.

Scripted Conversations - Mason

Since there isn't any other people in the game, you don't need any scripted conversations.

Story Parts - Mason

The story will not be multipart, because there is barely a story to begin with.

User Experience

Controls - Mason

The gameplay requires a keyboard and mouse. Keyboard to move, mouse clicks to attack

WASD is Forward, left, down, right, in that order.

Eventually, we want to make it possible to transfer between top down and first person, but for right now, it's just a first person game.

User Interface - Mason

We will have a health bar and a power bar on display on the screen to show what you have left.

We will use a first person camera because that is the easiest and also the most immersive.

The dungeon crawler genre does for sure help us define what kind of UI we need. A great example we've been taking ideas from is Diablo III.

Interface Details - Mason

We have one main menu

We have HP text on screen but that's it

The game uses our own ability icons.

Numeric values aren't too important, just know rough percents of what your life is at.

Style Support - Mason

Aesthetic style is kind of cartoonish

Audio isn't a huge part, just helps keep it from being silent

The UI and music are pretty generic, keeping with the style of the game

Creative and Expressive Play - Mason

Features to let our players customize, is we want a character customizer and class choosers.

If the player kills an enemy, he gets a reward.

Our creative play aspects will be constrained, solely on how much work we put into creating enemies and loot that they drop.

You aren't too free, you have to listen to the rules of the game.

Little bit of roleplaying, not a great story mode.

Mods are something that's inevitable. We won't make it impossible, but we won't make it easy.

Gameplay

Types of Challenges - Mason

Enemies will slowly get harder with each one you kill and each level you progress through.

Game genres are defined in part by the nature of the challenges they offer. What does your choice of genre imply for the gameplay? Do you intend to include any cross-genre elements, challenges that are not normally found in your chosen genre?

Does the game include implicit challenges (those that emerge from the design as well as explicit challenges (those that you specify)?

Hierarchy of Challenges -- Tara

The game gets harder as you go through. Each level is a different level of the school. There are zombie students that are the main challenge of the game. The main point is to just defeat the enemies. There can be different ways of achieving this based on the player's strategy.

Difficulty Levels - Mason

The game will have 2 different levels of difficulty, "easy" and hardcore. Hardcore will be permadeath, and enemies will have 150% health.

Actions--Tara

The character can do two different things. It can run and it can punch. The punching animation will help it to defeat enemies and the running animation will just help it get around the map. There are only two different things that the character can do, but it will be able to complete everything in the game.

Saving -- Brock & Mason

Save whenever you want. Press escape, open the save menu, save at that exact point in game. Enemies will stay at the same health; you will also.

Core Mechanics - Mason woood

Major Mechanics - Mason

It is an action based fighting game.

Entities and Resources - Mason

Enemies and mana are basically our only entities and resources. You can pick up mana potions, and enemies will slowly diminish as you kill more and more.

No truly unique entities.

Entities Attributes - Mason

Blue is for mana, enemies will be red.

None of them will change between forms. There isn't really a lot to manage in this game.

Entities Mechanics - Mason

Mana will help you use abilities to kill the enemies.

Global Mechanics - Mason

Global mechanics include: if you run out of HP you die.

Source, Drain, and Conversion of Resources - Mason

You regen mana, and enemies respawn after a certain amount of time.

Each resource will come back eventually.

No real conversion needs to occur

Equilibrium - Mason

We can't really get into an equilibrium. The way that the game is based, your character will just become more and more powerful.

Mechanics Actions - Mason

Mechanics are how enemies move and how hard they hit. You'll have to dodge enemies and not die.

How do mechanics implement actions? For each action that may arrive from the user interface, how do the core mechanics react?

NPC Mechanics - Mason

We have a basic NPC AI that basically just tries to fight the player. Nothing complicated at all.

Game Balancing

PvP or PvE- *Brock*

Our game is PvE, you battle against minions and other things, not players.

Relationship Among Player Options - Mason

The only real relationship in this game is between the player and the enemies, which are both trying to kill each other. Maybe one day we can get some PvP going, but that isn't in the foreseeable future.

Control of Units - Mason

The player only gets control over his/her character

Difficulty - Mason

As you progress into the game, enemies will slowly get harder; but in return drop better loot for you to equip, in turn making you stronger.

Feedback - Mason

The game includes positive feedback by dropping loot of of rarer enemies, letting you equip it and making you more powerful.

Level Design

Setting- Brock

It's based in a modern day school ground.

Initial Conditions - Mason

Initial conditions are where you drop down, and then have to fight some enemies.

Level Layout- Brock

The layout is the first and second floor of the school and on the second floor there are classrooms to continue on with the other floors and classrooms you have to beat the enemies of that floor.

Short-Term Goals - Mason

On the side of your screen, you'll have a nice little quest log to keep track of where you need to go and what you need to kill.

Challenges and Actions - Mason

Challenges you have to face solely depend on how much life and how hard the enemies hit, and if you can withstand it or not. Some are based on skill, some are based purely on if you have enough life to survive.

Rewards and Punishments - Brock

Each time you defeat an enemy you gain exp and currency to gain better items and skills.

Pacing - Brock

The game gets harder as the game progresses with the story.

Story - Mason

There isn't really a story to this game, besides the fact it's post-apocalyptic. We don't specify which kind of apocalypse; could be nuclear, could be zombie.

Mood - Mason

The mood of the game is pretty dark, as you're in an abandoned school.

Schedule

(Structure your development so that you complete each layer before going on to the next. Plan exactly what is entailed in each layer, and which team member is going to do each component.)

1. **Functional Minimum:** minimal items to make something that you might call a game. You'd be embarrassed if you only got this far, but at least it'd be something.
 - a. Movable "character" with one ability. One class, but barely even that. One level, barely any enemies.
2. **Low Target:** Your target for what you want to get done--the least possible to feel sorta OK about the result.
 - a. Class selection, moveable character that actually looks like a character, 2 classes, both with at least 2 of their working abilities. Finished school environment. A little variety in the enemies. Minimal loot system.
3. **Desirable Target:** This is what you're aiming for, if things go reasonably well.
 - a. Class selection, moveable character, 2-4 classes with all 4 abilities fully working. More than just the school to visit, a pretty decent variety of enemies. Mr. Simonsen easter egg. Loot system.
4. **High Target:** It might be possible to get this much done, if all goes extremely well.
 - a. Class selection, moveable character, 6 classes with all 4 abilities fully working. More than just the school to visit, a pretty decent variety of enemies. 3 fully functional locations. Mr. Simonsen easter egg. Improved loot system. Camera zoom functionality, maybe even randomly generated environments.
5. **Future Development:** Stuff that you know you can't get done this quarter, but might add later if you decide your game is cool enough to keep working on after the class is over, just for fun.
 - a. Everything above plus: multiplayer functionality, deeper loot system. Even more enemies, even more levels to dungeons. Definitely randomly generated.
- 6.