

Design Document for:

*Z-Rolls*

All genres , Right here

*“Roll your way to your goal!”™*



Game Idea  
By  
SAHELI BASU

rolls

# DESIGN HISTORY

# Genre

- Action:-It primarily about overcoming obstacles and defeating enemies through skillful play.
- Strategy:-Strategy games involve the use of mental skill to outwit an opponent.
- Role-playing:-Role Playing Games, or RPGs, are games that put you into the shoes of a character and as the game progresses, the character grows and becomes more powerful by “leveling up” and gaining increased abilities.
- Simulation:-Simulation games are those that more literally put you into the shoes of a particular person.

## **Version 1.10**

This is the first version of the Game which includes some tuning and tweaking that I did after making my initial pass at the design.

After many hours of design, many decisions have been made.

Most of these large design decisions are now reflected in this document.

Included in the changes are:

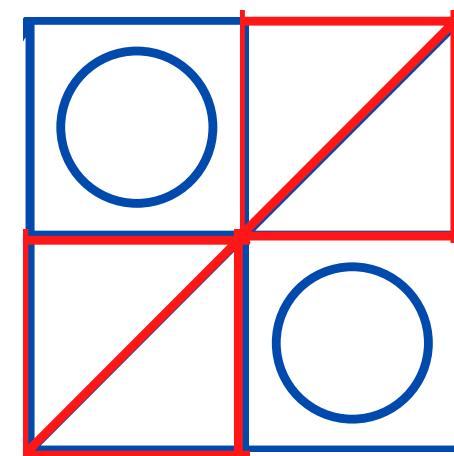
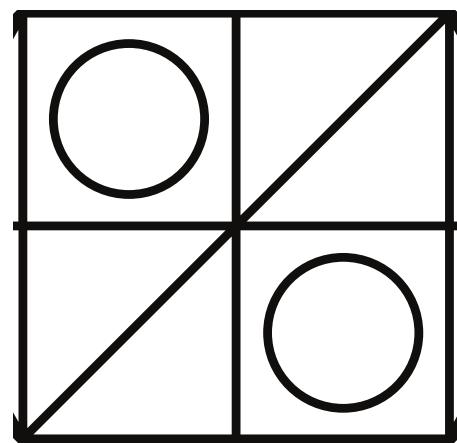
1. I rewrote the section about what systems the game runs on.
2. I incorporated feedback from the team into all parts of the design however no major changes were made.
3. Pairing down of the design scope. (Scope, not design)
4. More detailed descriptions in many areas, specifically Settings and Character sections.
5. Story details.
6. World layout and design.

# GAME OVERVIEW

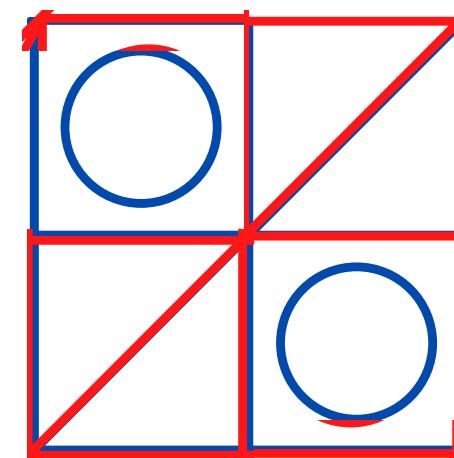
# Z-Rolls

## A game proposal

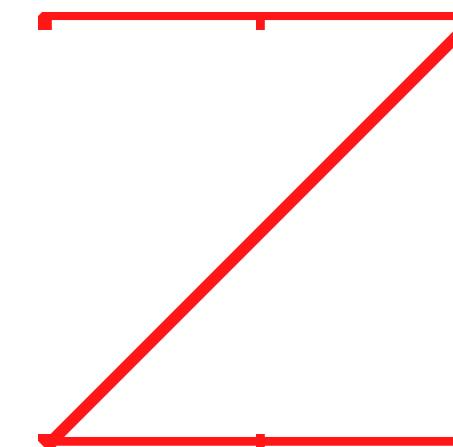
**It is based on tracing the pattern of Z from a given abstract figure**



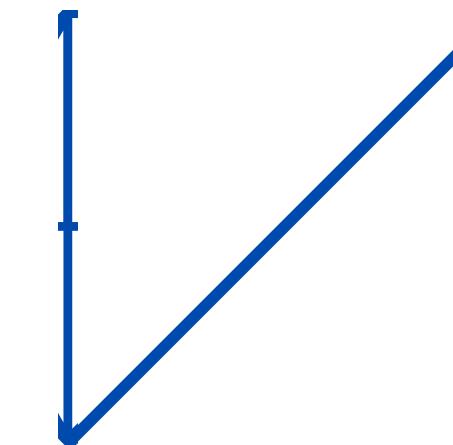
In this figure there are numerous possibilities of finding the pattern. For instance the Black, Red and the Blue marked regions in the pattern . But repetition of pattern would incur loss of points. i.e. The squares with the common diagonal will fetch points for the largest Z shape and will score full points.



*either*



*or*



# Concept

A graph is a diagram of points and lines connected to the points.

It has at least one line joining a set of two vertices with no vertex connecting itself.

The concept of graphs in graph theory stands up on some basic terms such as point, line, vertex, edge, degree of vertices, properties of graphs, etc.

## **POINT**

A point is a particular position in a one-dimensional, two-dimensional, or three-dimensional space. For better understanding, a point can be denoted by an alphabet. It can be represented with a dot.

*Example*



Here, the dot is a point named 'a'.

## **LINE**

A Line is a connection between two points. It can be represented with a solid line.

*Example*



Here, 'a' and 'b' are the points.

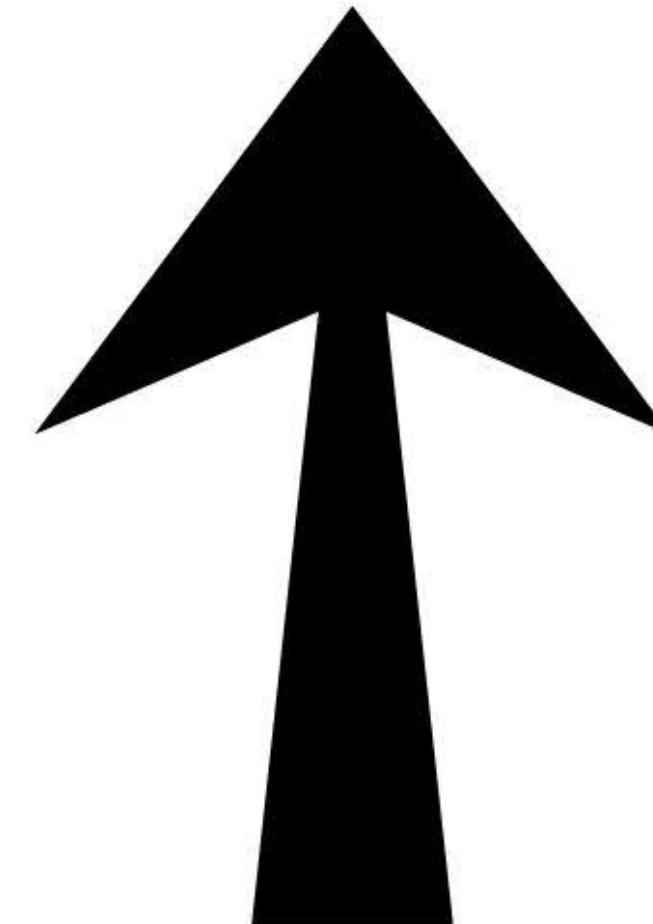
The link between these two points is called a line.

# FEATURE SET

# Z-Rolls

It is based on tracing the pattern of Z from a given abstract figure

**Hard**  
**Medium**  
**Easy**



- *Complexity*
- *Design*
- *Color palette*
- *Character creation*
- *Penalty games*
- *& more*

# Outcome

*Upon reaching the desired destination , the journey will proceed into the next level .*

**Note**:- *Newer challenges will be faced by the players as they complete one stage and move on to the advanced levels but the strategy would be the same as earlier.*

# The Story & the characters

It is a story of a girl named Zizi and/or a boy named Zozo

Who are on a journey to reach to their friends

a girl named Rori and/or a boy named Riro

*One condition that they need to abide by is that they have to travel in the pattern of Z and such that any path isn't repeated ,to successfully catch up with the friends*

The simulation game will have 2 character options which can be chosen as per the preference of the player.

ZIZI is the name of the Female Character and ZOZO is the name of the Male Character.

The main concept of the game is to trace the pattern of Z from a given abstract figure .

The game starts with ZIZI or ZOZO getting a call from their friends RORI or RIRO who are to be rescued from "The target area".

Note:-

They have to abide by a condition and that is they have to travel in the pattern of Z and such that any path isn't repeated ,to successfully catch up with the friends waiting on the other side.

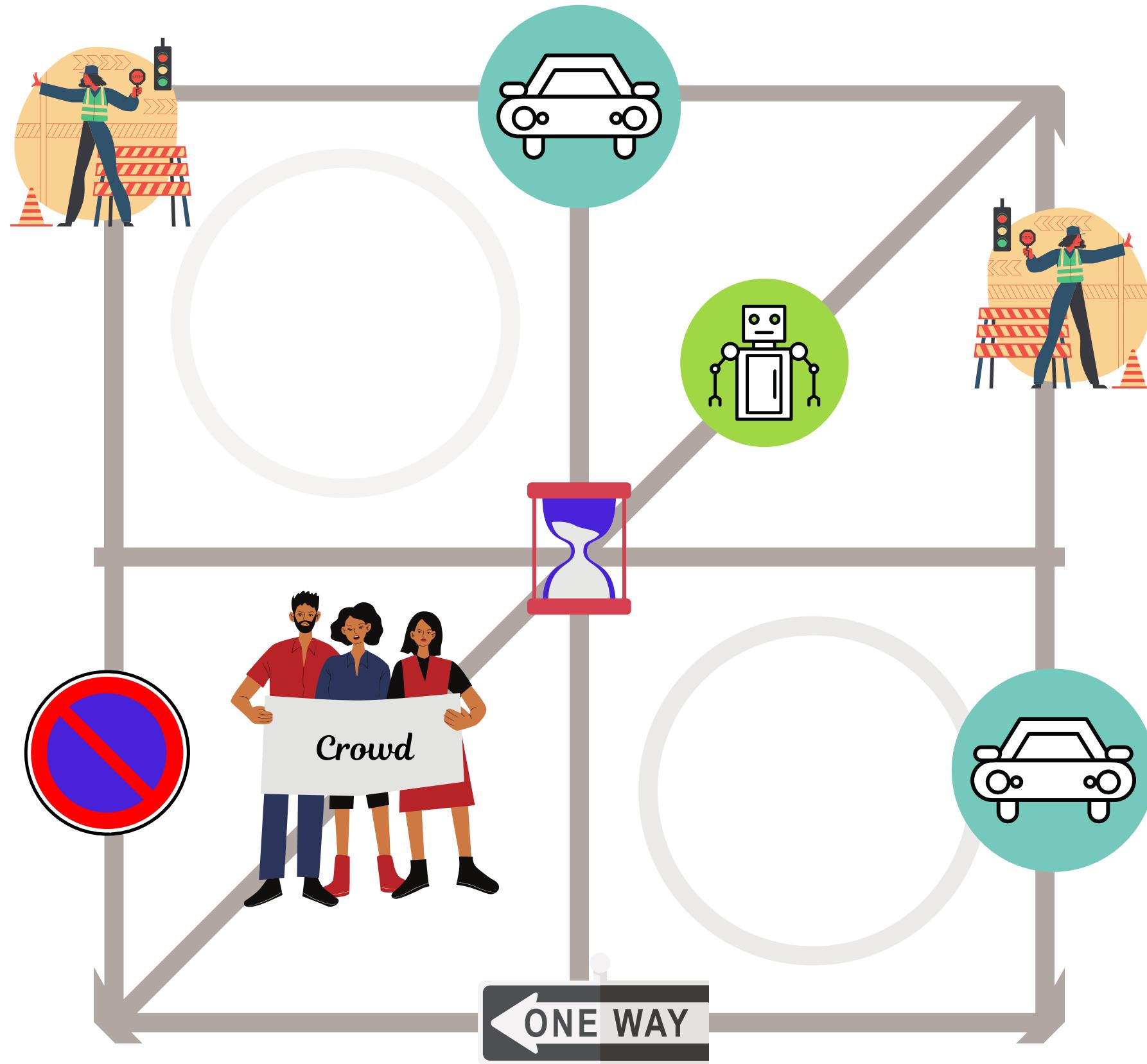
On their way to the destination they come across various obstacles and had to navigate through various troubles /hurdles in the form of road blocks,crowds,cops,robots etc .

Furthermore, they have to carefully undertake the following.

They interact with a smart device that tells them about the time/distance and other aspects.

[This hints will be activated with some special short missions to be completed within the stipulated duration / acquiring boosters and activating advanced features by fetching products from the stores. ]

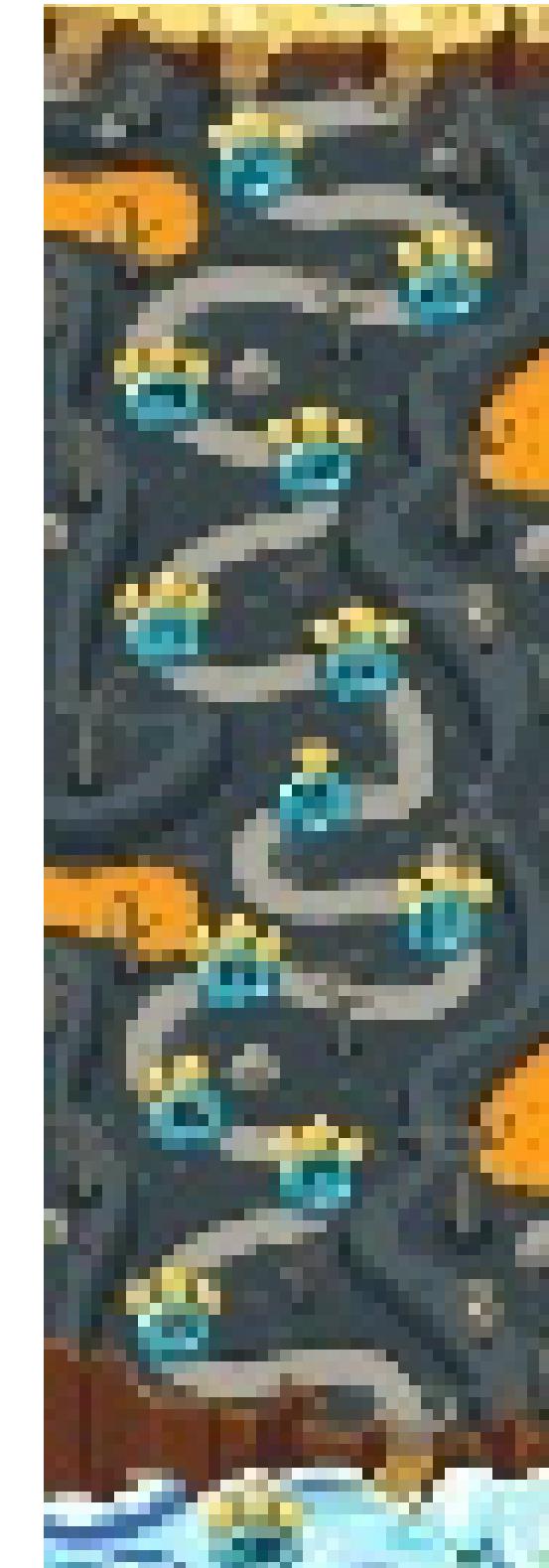
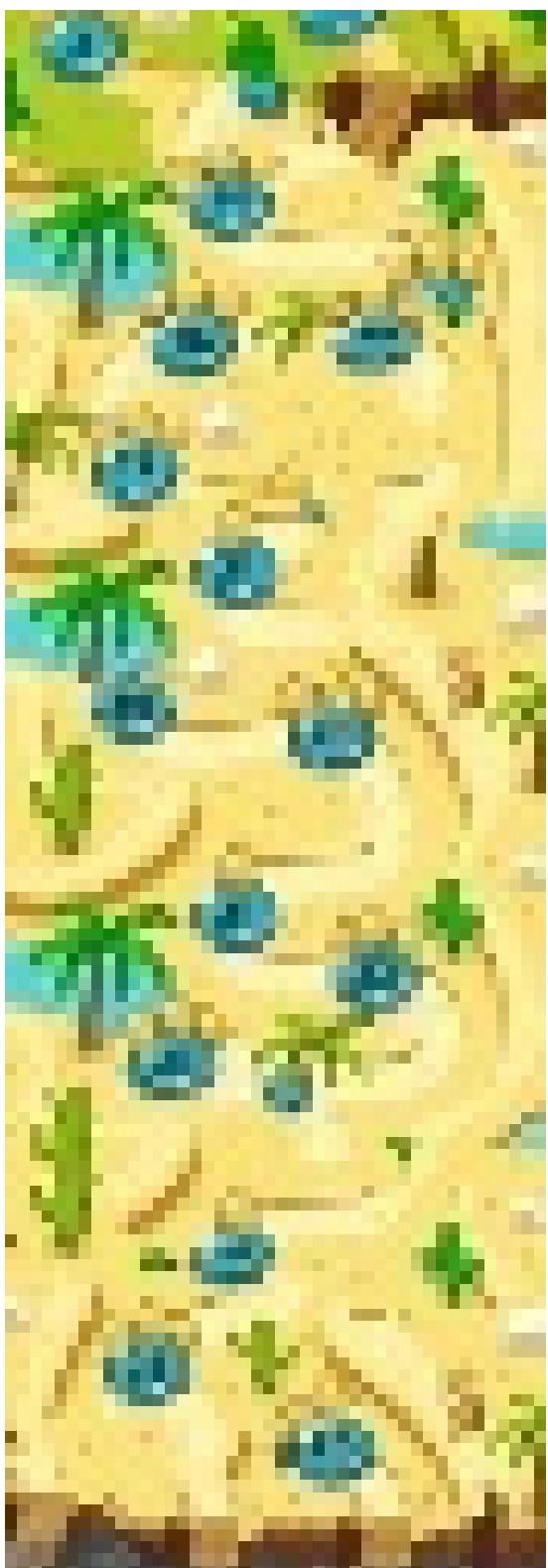
# Hurdles



**THE GAME WORLD**

## Contains 4 different worlds:

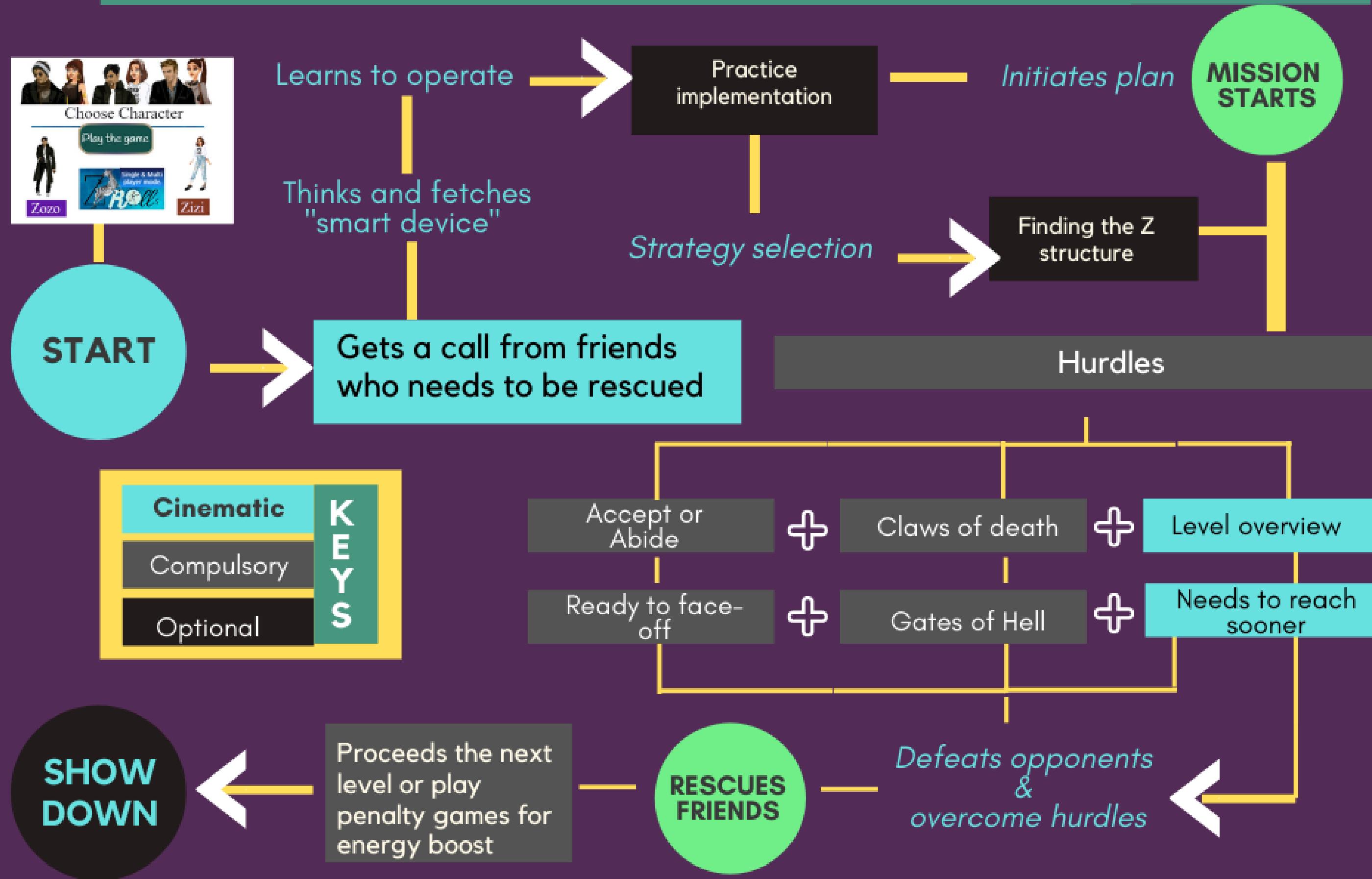
- Green Land,
- Desert,
- Ashes (Lava/Volcano),
- Snow Land (Winter).



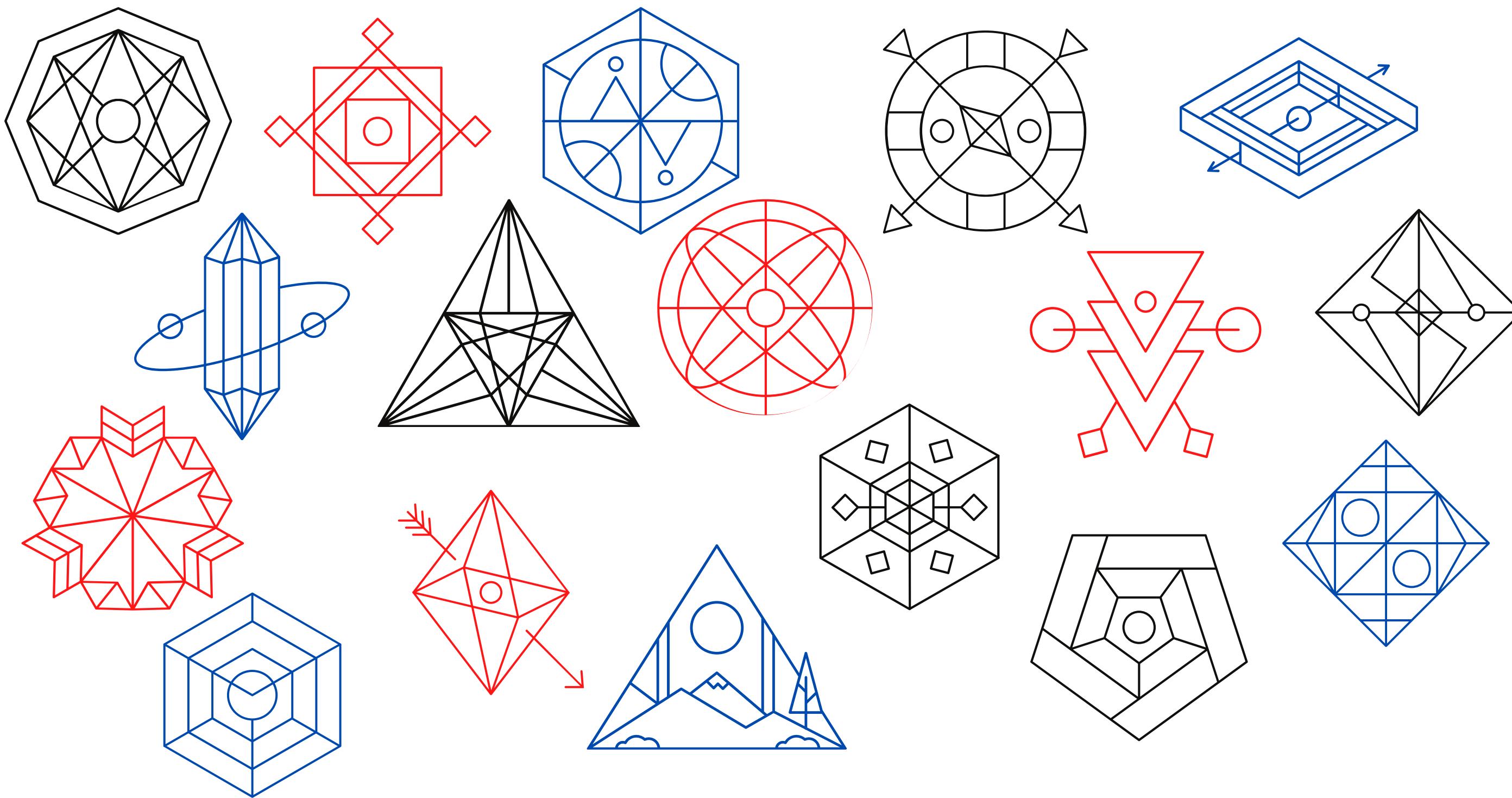
# AYOUTS,NAVIGATION & DEVICES

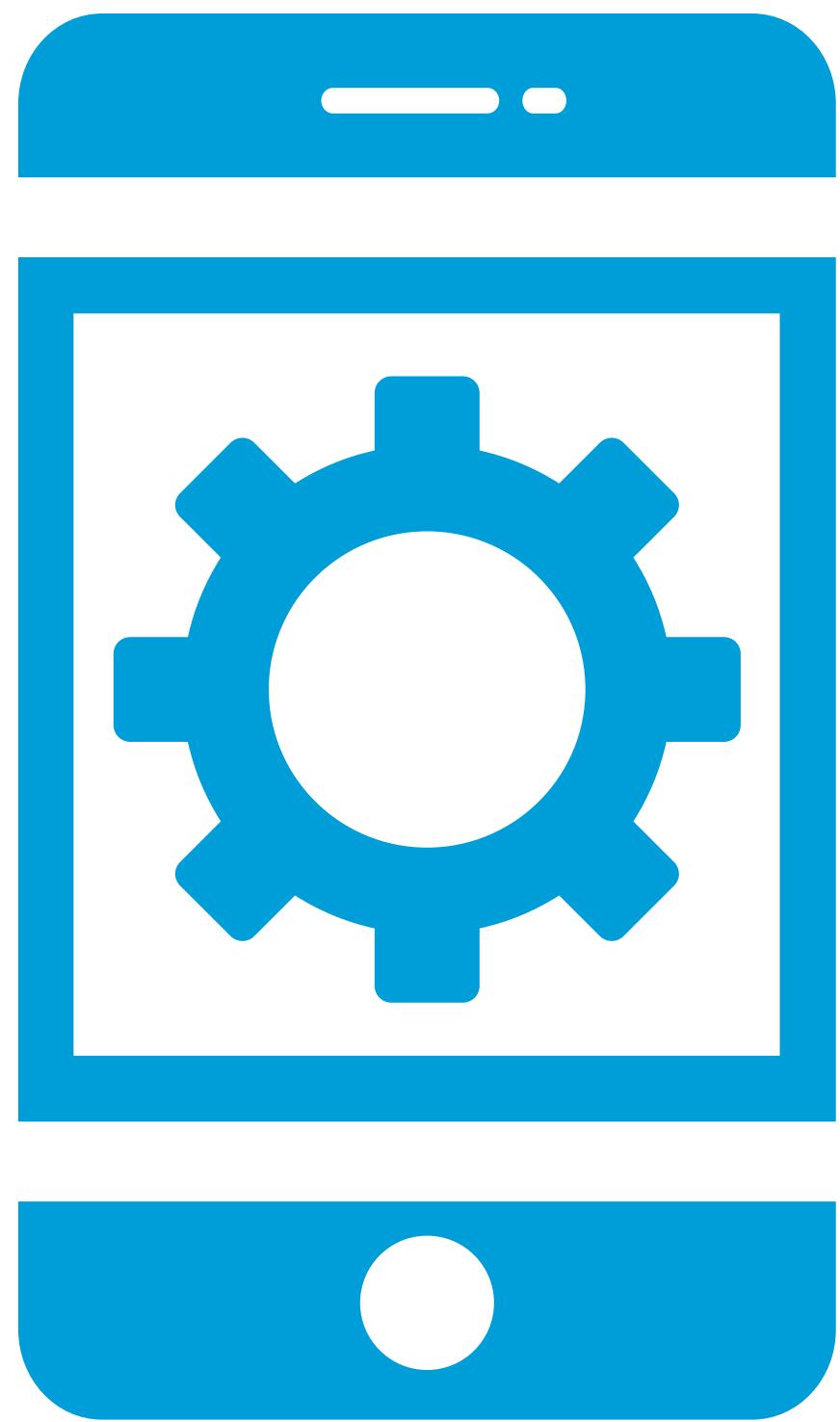
# Z-ROLLS

# STORYLINE FLOWCHART

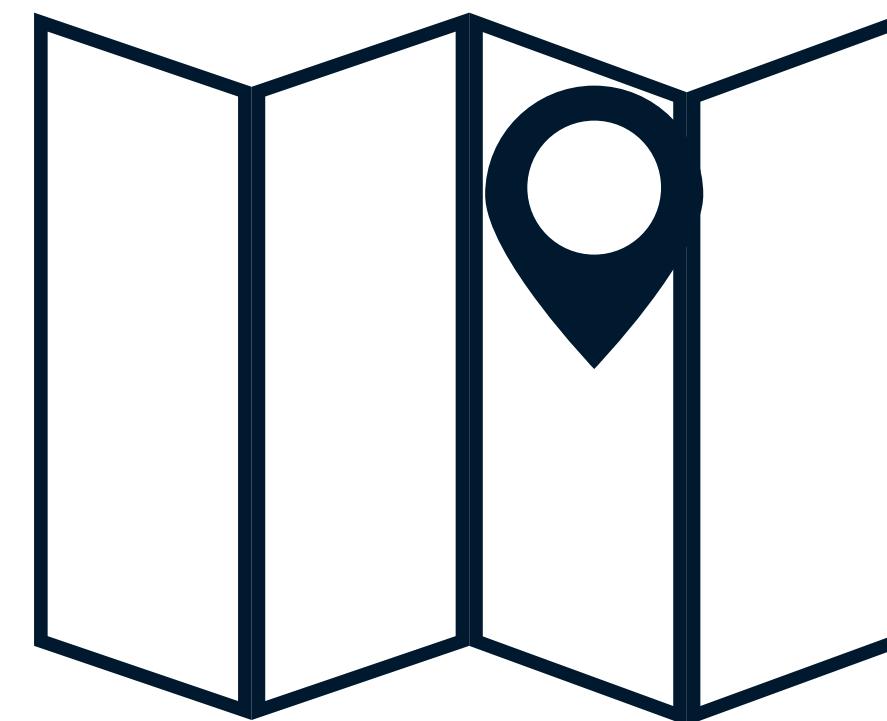


# Sample Gameplay.framework

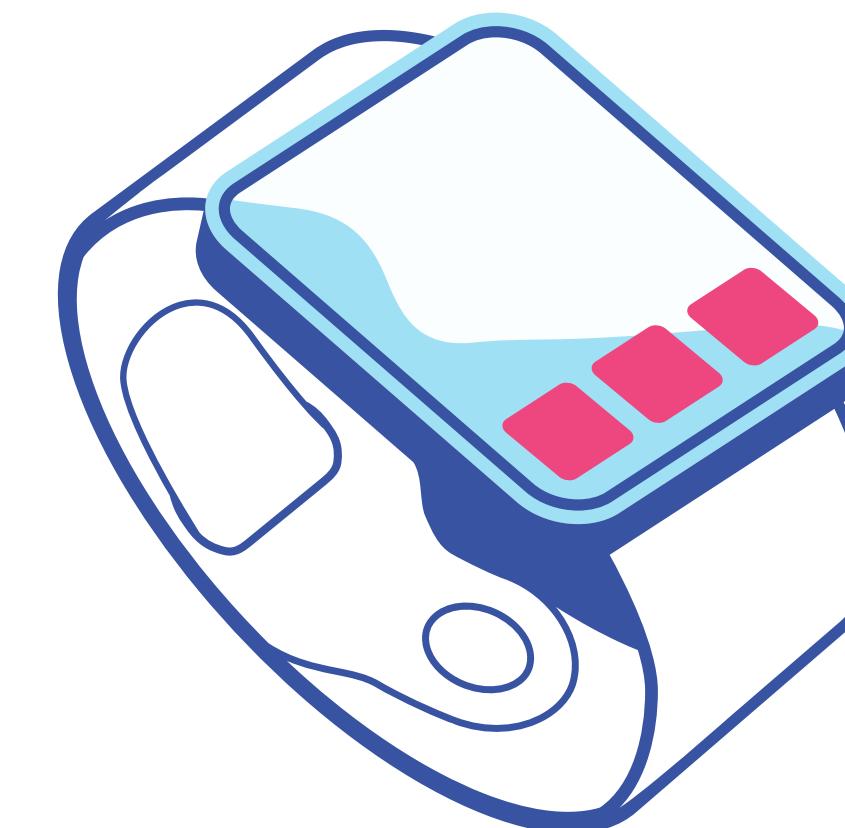
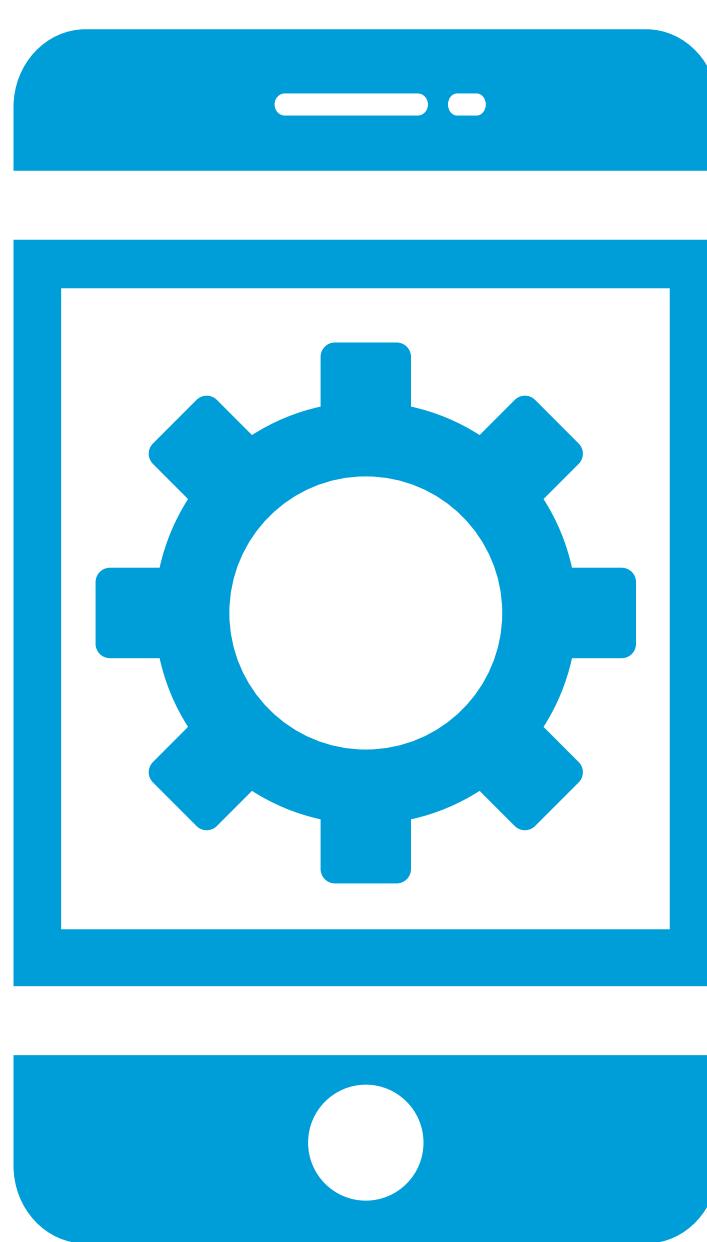




*Single Player  
artifacts option*



# *Multi Player artifacts option*



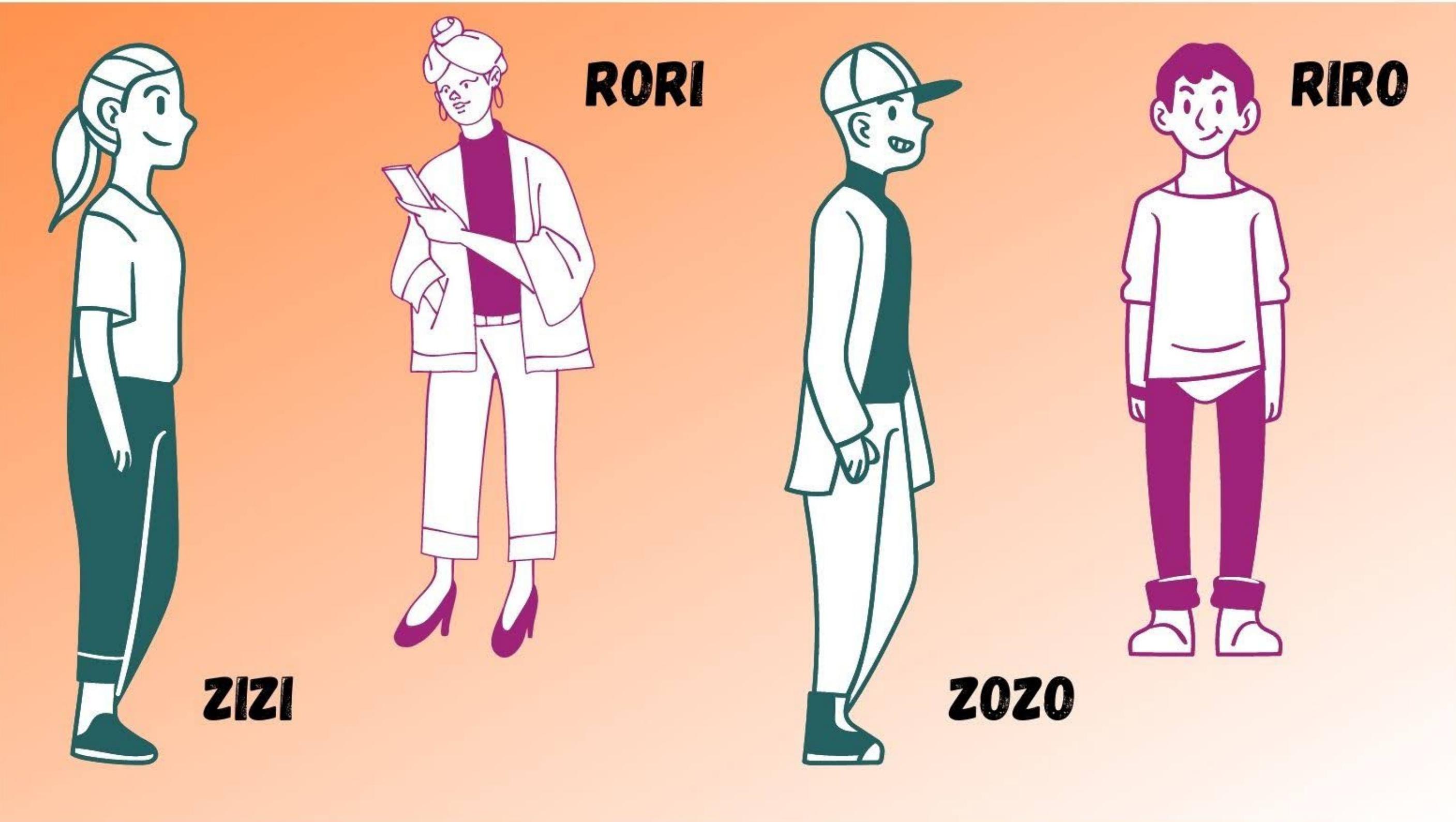
# SINGLE PLAYER GAME

## Singleplayer with hurdles & enemies

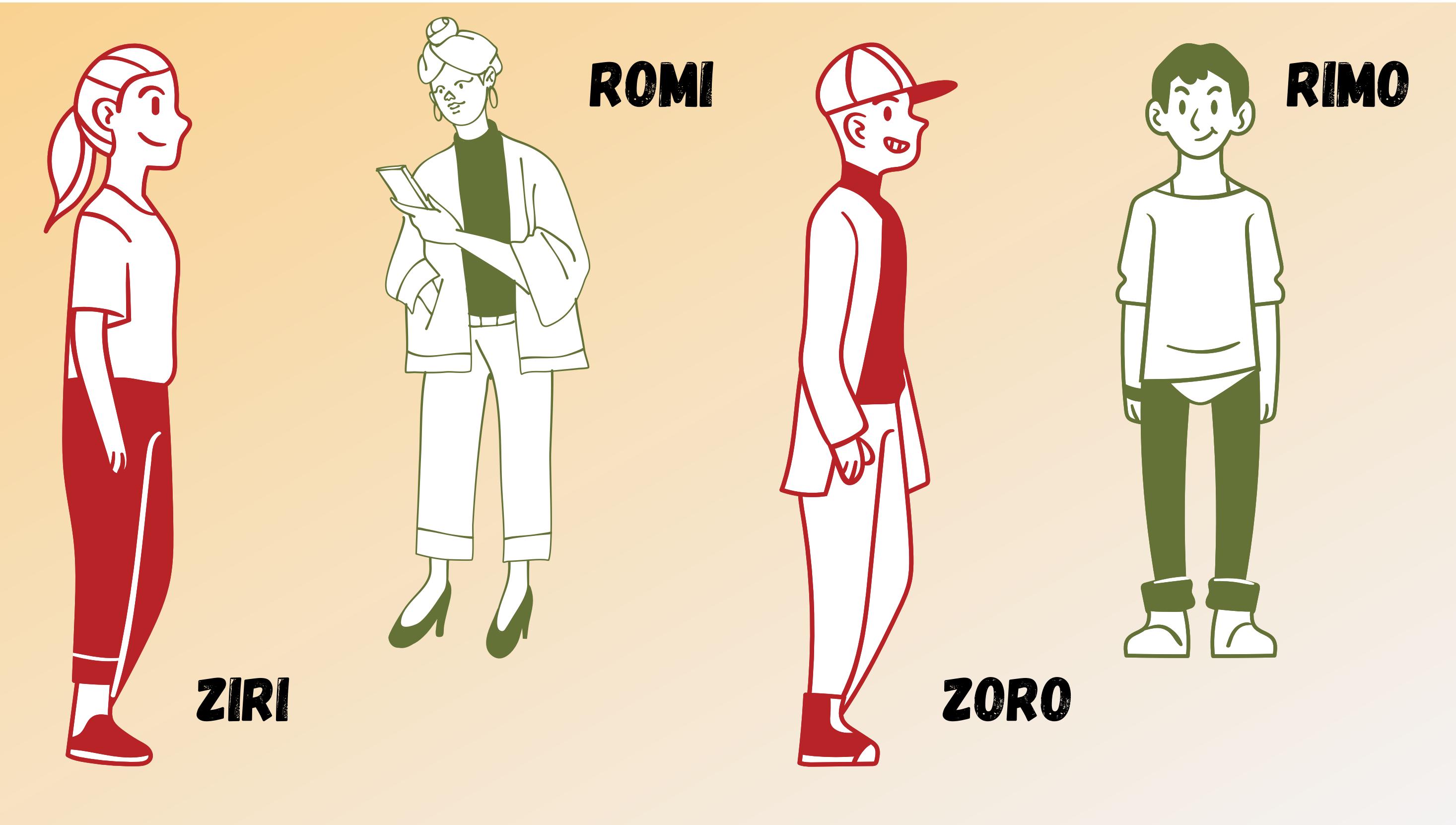
Here,only 1 player is to be selected(from the listed options of available characters.)

The hurdles and game structure would be mainly of abstract nature  
Obstructions will include path/road blocks , traffic condition , facing situations not possible to overlook like natural disaster , time out

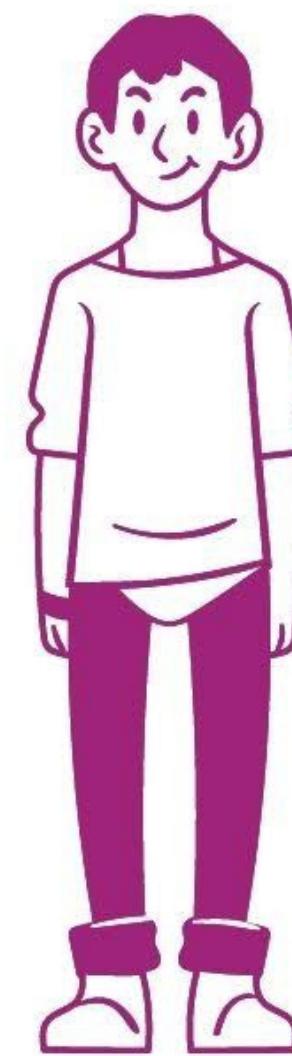
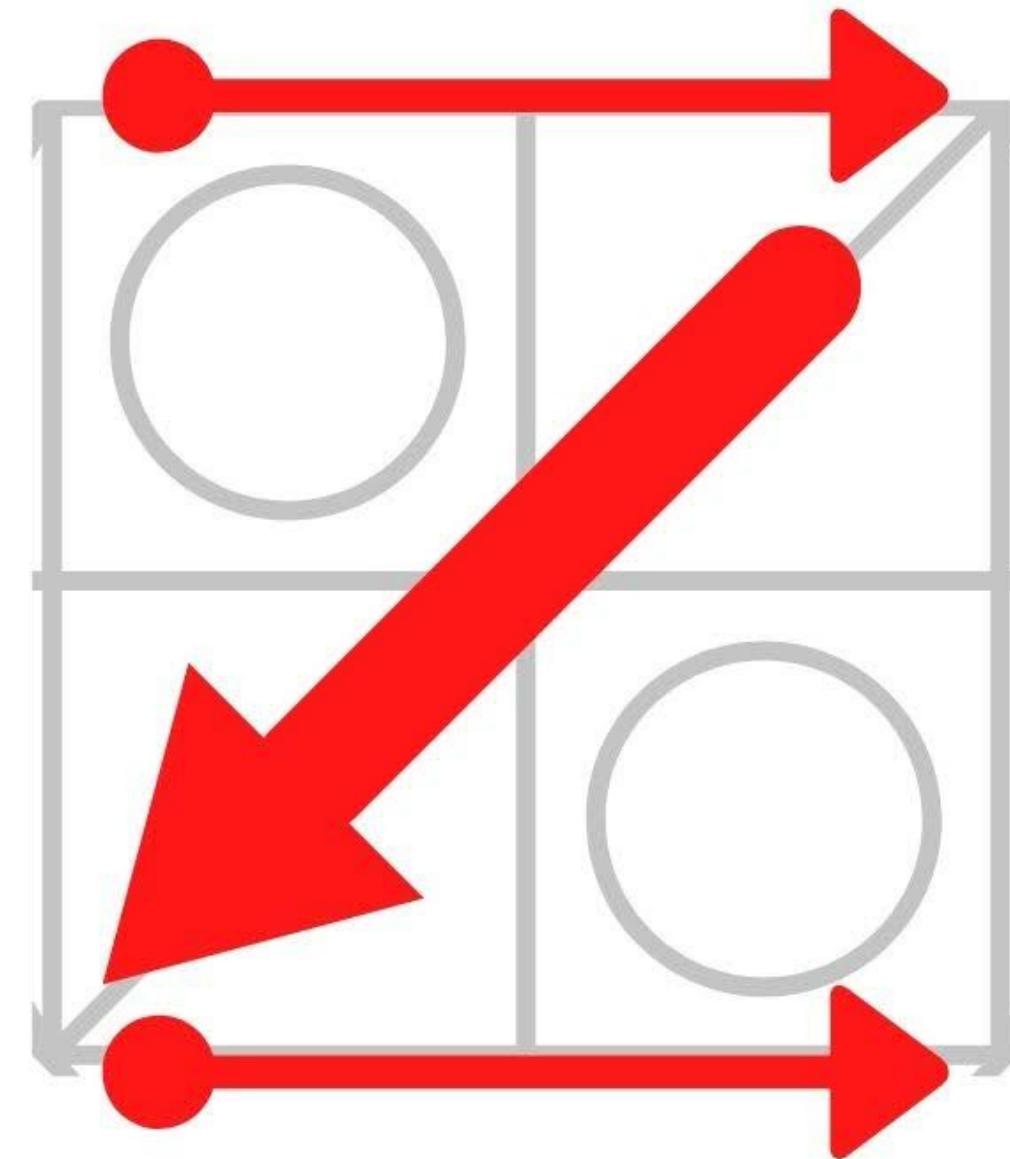
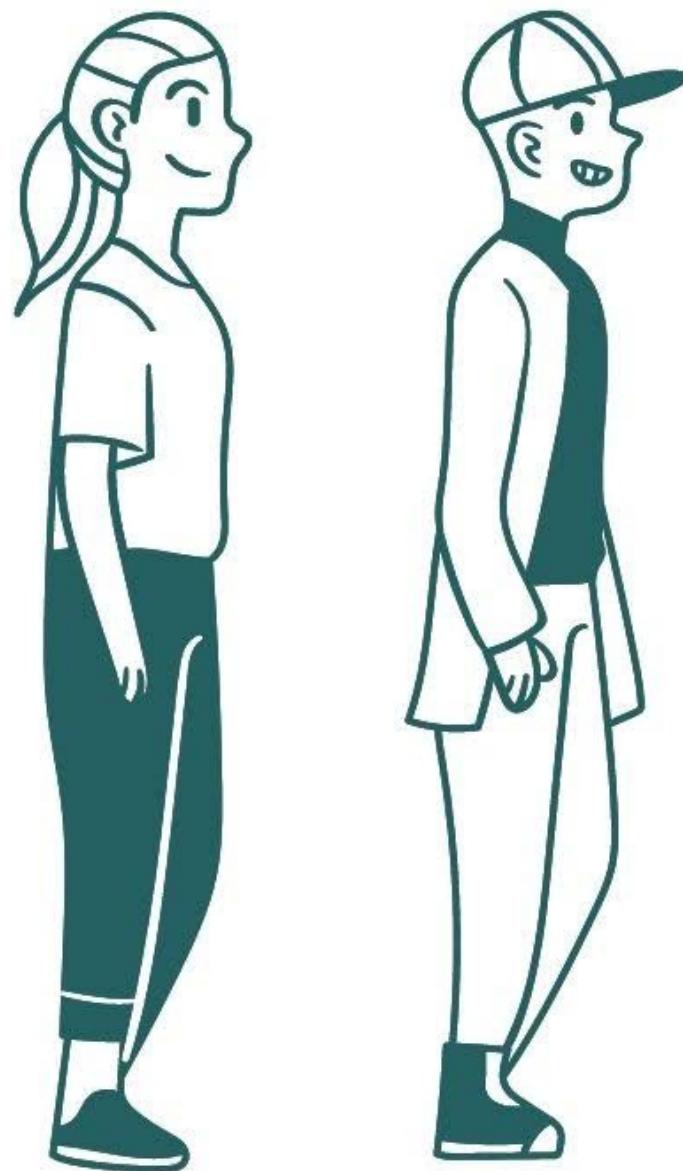
C  
H  
A  
R  
A  
C  
T  
E  
R  
S



# CHARACTERS

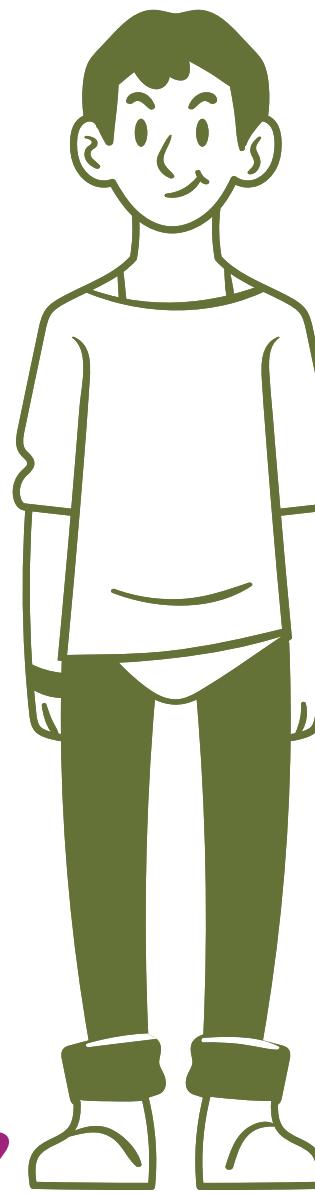
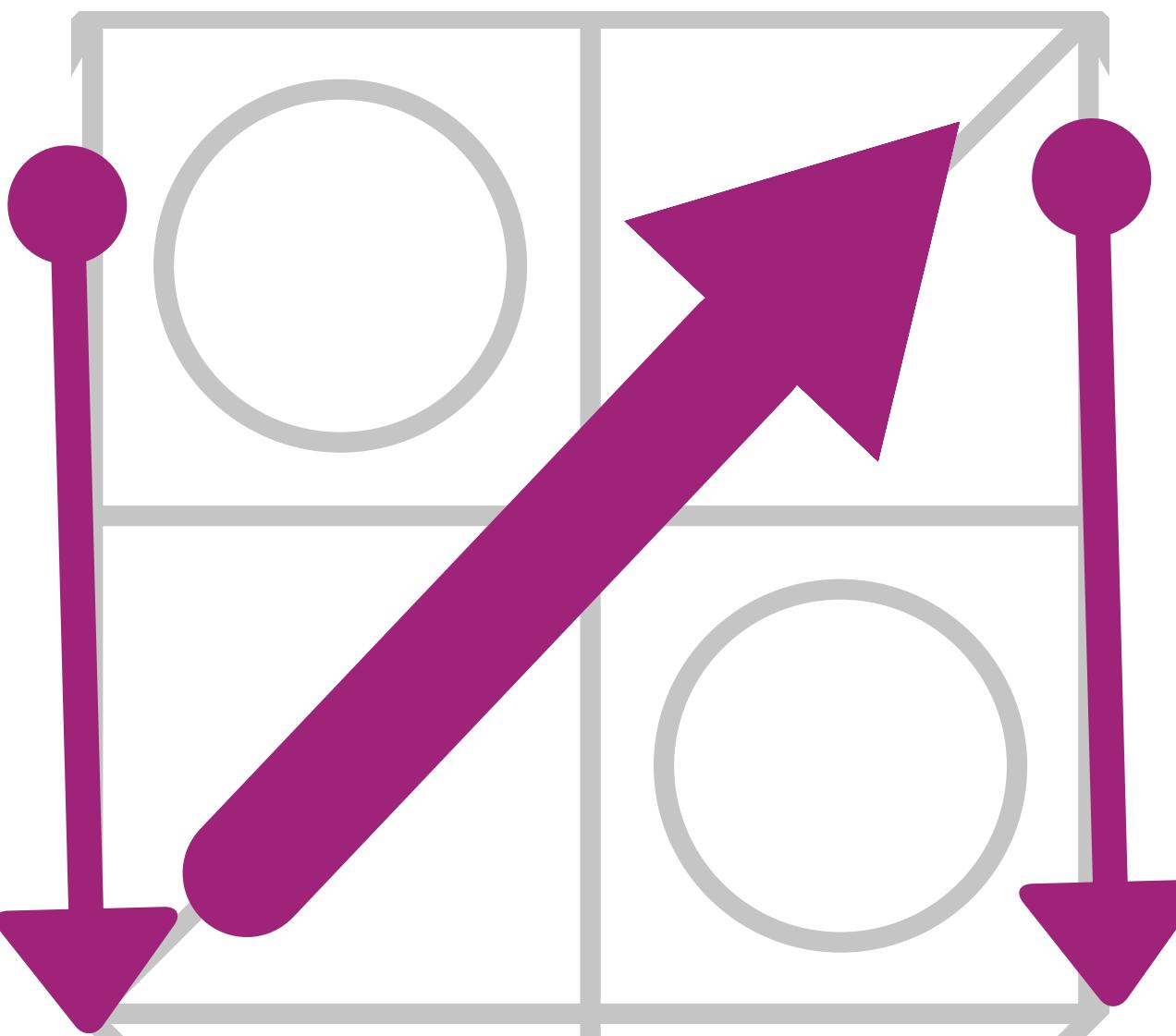
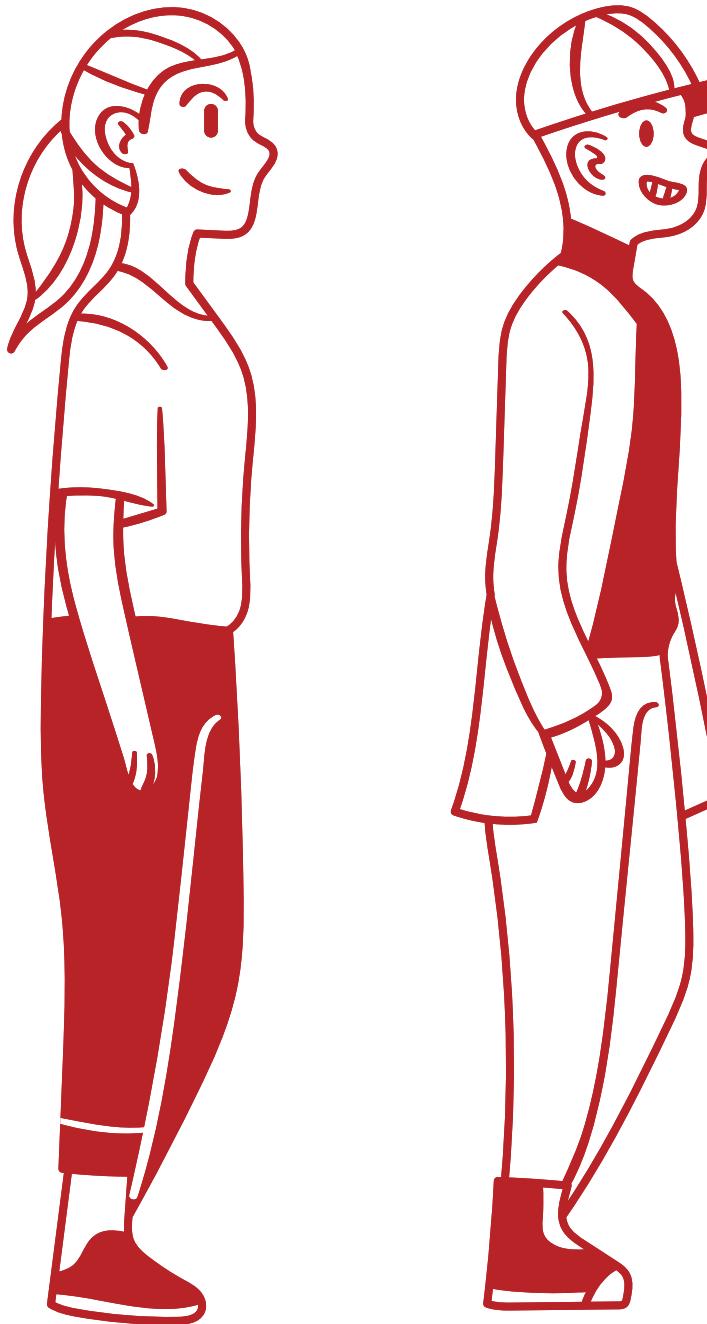


*On the way*



**Awaiting**

# *On the way*



**Awaiting**

# MULTI-PLAYER GAME

## *Multiplayer with hurdles & enemies*

Instructions will be the same ,only the player count increases.Characters can be picked from either genders for creating a team ,teams with only female/male participants can also be created alongside score comparison and communication preferences between players simultaneously



# Choose Character

---

Play the game



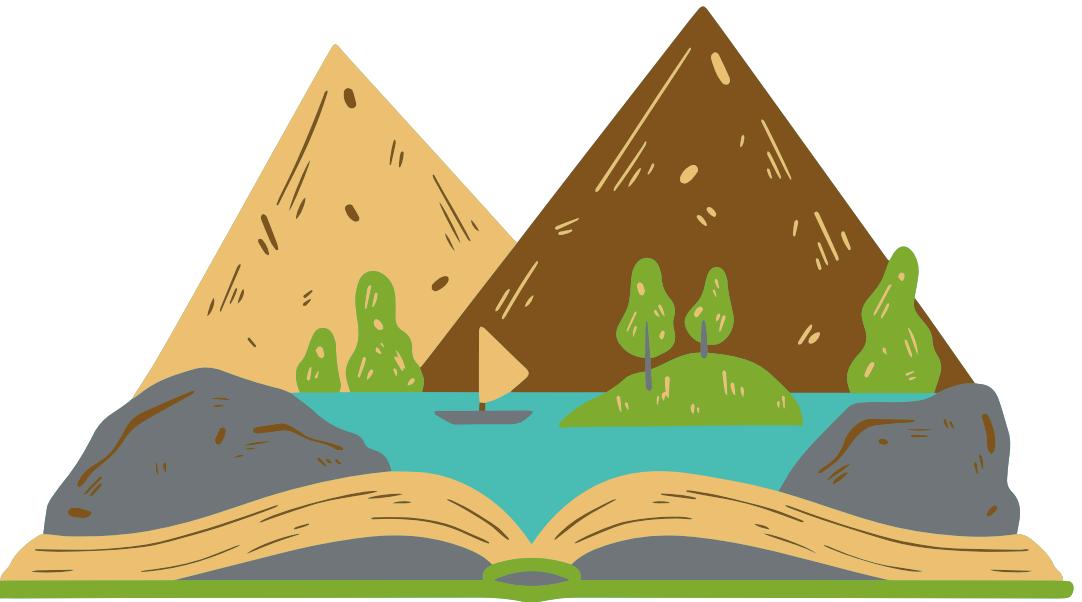
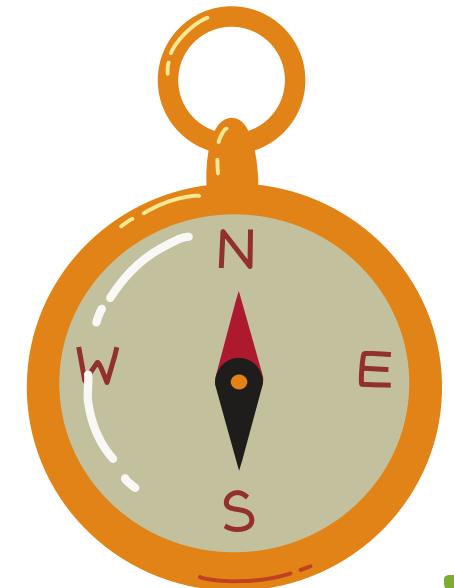
Zozo



Zizi

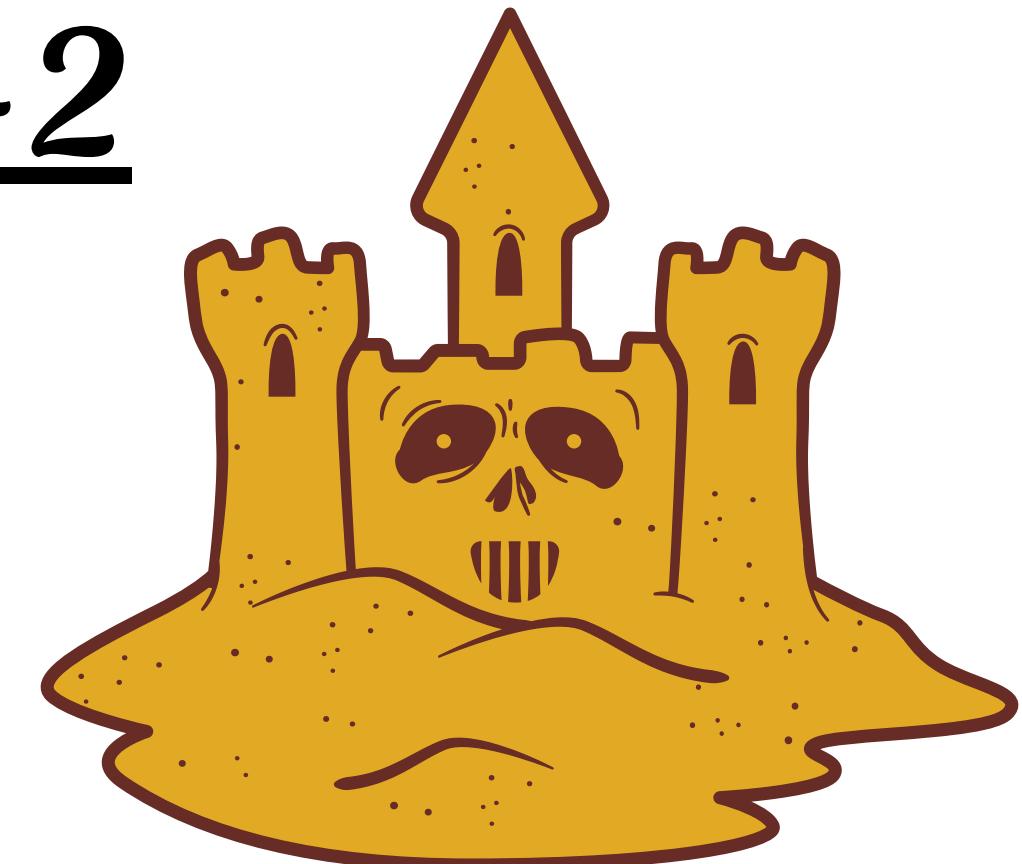


# World previews-1





## World previews-2



# GAME CHARACTER DESIGN & OPTIONS

# CHARACTERS



# CHARACTERS

Z  
0  
Z  
0

"In the third drawing, I'm creating the character to depict a casual look of the individual."

"In the second drawing, I'm trying to improvise and add some elements in order to enhance the look."

"In the first drawing, I'm adjusting my proportions to try to make my character more formal."



Z  
1  
Z  
1

"In the first drawing, I'm creating the character to depict a casual look of the individual."

"In the second drawing, I'm trying to improvise and add some elements in order to enhance the look."

"In the third drawing, I'm adjusting my proportions to try to make my character more formal."

# FINAL WORDS

Thank you for your time.  
Stay Safe

