* GDD of the game the story takes place in

[GDD By Richard Pountney](Game%20Design%20Documentation%20By%20Richard%20Pountney.docx)

* Summary of the script
  + A brief explanation of what the story is
    - You enter an abandoned theme park maze, the entrance of the maze somehow disappears & you will have to find your way out but to do so you need to find some items to help you.
* Genre of game
  + Explain how the story maps with the game’s genre
    - My game is planned to be a “Maze, Puzzle, Adventure, Escape the Room” Genre.
    - My game is a maze game, so I believe that is enough to make it a part of the Maze genre.
    - You get trapped in a maze, so you will have to find your way out but to do so you will have to find some items that allow you to break damaged maze walls. So, I believe that is enough to confirm that it is a puzzle & escape the room genre.
* Script components in the following:
  + Main plot
    - You enter a maze & the entrance disappears behind you so you will have to find your way out but to do so you will have to find some items that will give you the ability to destroy damaged maze walls.
  + Background stories
    - You go to explore an abandoned amusement park & find a maze, so you go to have a look & decide to enter.
  + Level/mission stories
    - It isn’t definitive levels because you can go back if you think you missed something but there is still some type of indication of levels.
    - I’d prefer calling the *levels* areas instead. There may end up being multiple parts of each area like having different fencing/walls, but they will still go under the same area only if the fencing/walls are the same material.
    - The first area is a wooden fencing area in which you would need to find an axe. After collecting the axe, a sound will play indicating that a section of the fence has disappeared & you can progress.
    - The second area is a stone wall area in which you would need to find an item that will allow you to break some stone. This area is planned for a future build/version because I ran out of time.
    - The third area is a metal fencing area in which you would need to find an item that will allow you to cut some metal wire. This area is planned for a future build/version because I ran out of time.
    - The fourth & final area is plants like hedges in which you would need to find a Machete. After collecting the Machete, a sound will play indicating that a section of the hedge wall has disappeared & you can progress.
* Illustrate how the story maps to the game:
  + Assets
    - The items are the core assets involved in progressing the game.
  + Levels
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  + Mechanics
    - The main mechanic is that upon collecting the item in the area the exit will open allowing you to progress. This is done via a script event that disables the “destructible fence/wall.”
* Title comparison
  + Show research in similar titles
    - Zardy’s maze
      * what stories they developed?
        + They don’t really have a story either other than maybe that you are a farmer & that strange giant vines sprouted in your corn field & you need to get rid of them.
      * How is yours similar/different?
        + Mine is different because the player is not a farmer, they are just a normal person that is stuck in a maze & needs to find a way out.
* Real-world influences on:
  + Characters
    - Just Want the player to feel like they are the character. It is just what I want, I didn’t have anything influencing this decision other than I want the player to feel immersed.
  + Location
    - I just think that a maze would work best in a theme park setting.
  + Narrative
    - There isn’t really a narrative other than you were exploring an abandoned theme park.
* Techniques used for storyboarding
  + Planning out
  + Visualization
  + Knowing the steps needed to progress
* Copyright/legislation
  + How Copywrite applies to game development
    - It applies to individual assets in the game. (e.g., graphics, fonts, models, sometimes the scripts/code)
  + How to seek permission to use protected elements in a script
    - Ask the owner for permission to use the asset/script via some kind of contact & credit the owner where needed.
* Budget and scheduling considerations in regard to the rest of the game
  + Outline wherein a production schedule writing and implementing a story could take place
    - Prototyping &or Alpha-Bata of the game.
  + List the resources needed to implement a story in a game
    - Actually have a story written down, & know how to implement it in the game.
    - Time needed to implement the story.
    - The game engine
    - Assets & scripts.

Part 2

* Draft script including:
  + the main character and their interactions
    - The player has interactions with destructible walls/fences & the items that they need to progress.
  + Background stories
    - You the player decided to explore an abandoned theme park, but once you entered a maze at the theme park, the entrance disappeared behind you, so now you need to find the way out.
  + Level and mission stories
    - You need to find an item in the maze section that you currently are in, to be able to progress to the next section.
* Character and narrative dialogue
  + There is no character dialogue.
  + Narrative text will only be at the start & end of the game.
* Storyboards visually presenting events in the story

|  |  |  |  |
| --- | --- | --- | --- |
| Storyboard Key | The breakable fence/wall | Player | Item needed to progress section/area |
|  |  |  |

A maze with a square shape

Description automatically generatedA black background with a black square

Description automatically generated

Once this fence/wall is destroyed & passed through you will get the victory screen

After collecting this item, you will be able to interact with the 2nd destructible fence/wall

After collecting this item, you will be able to interact with the 1st destructible fence/wall

The player starts & sees text telling what the controls & the objective are.