**GAME DESIGN DOCUMENT**

Simulation of Driving

Driving Sim



**Last Updated:**

2/25/24

**Prepared By:**

Christopher Fernandez

**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 3

Target Audience 3

Storyline & Characters 4

Gameplay 5

Overview of Gameplay 5

Player Experience 5

Gameplay Guidelines 5

Game Objectives & Rewards 5

Gameplay Mechanics 5

Level Design 6

Control Scheme 7

Game Aesthetics & User Interface 7

Schedule & Tasks 8

# Game Analysis

This game will teach the player the basic mechanics of driving a car within the simulator. They will be able to accelerate, reverse, break, and turn the car. They’re given a place to drive around to test these basic skills. The car will be able to tip over and get stuck if the player tries turning while going too fast or going off level terrain and flipping over. Once this happens the player will be able to press the R button in order to reset the scene.

# Mission Statement

Driving Sim gives the player the ability to simulate driving a car in the comfort of their own home.

# Genre

Simulation

# Platforms

PC

# Target Audience

Target audience are people who enjoy driving cars and simulators.

# Storyline & Characters

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Car | Vehicle the player controls | It can drive like a normal car | Stuck here for eternity |

# Gameplay

## Overview of Gameplay

It’s a simulation on PC and only will be available on PC. The player will use a keyboard to control their car.

## Player Experience

You will have a choice in which loop you drive around, one that circles around a mountain or a sandy pit. There are walls surrounding the area so the player cannot get out.

## Gameplay Guidelines

The car drives, there aren’t any crashes, just flipping over. No sound so nothing to worry about there.

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| The player has control and can continue driving. | The player abuses their control and loses it. | Normal, the terrain is pretty wide for them |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Car | The player can drive forward with W, turn with A and D, reverse with S, brake with the space bar, and restart with the R button. |
|  |  |
| **Game Modes** |  |
| Normal | The player doesn’t want to flip over. There’s terrain that can make that happen and insufficient driving skills can cause it to happen |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Not flipped over | The player isn’t flipped over and can drive around still |

## Level Design

|  |  |
| --- | --- |
| **Levels** |  |
| Normal Level | The level has a sandy pit and a snowy mountain and flat areas of grass the player can drive on |

# Control Scheme

Keyboard

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| WASD | Moves the player forward, left, right, and backwards respectively. |
| Space bar | Decelerates the player |
| R | Restarts the scene |

# Game Aesthetics & User Interface

The terrain looks flat and the car looks like a car.

There will be words at the top of the screen telling the player that they can press R to restart.