**Stork and baby-birth Design Document**

**Introduction**

1. Overview

Ciconia(tentative name) is an adventure game for mobile devices. The background story is based on a very famous European folklore in which a stork is responsible for delivering new babies to new parents. In the game, the player will control a stork to get babies’ spirits from holy clouds and deliver him to the destination. However, the journey is not easy. There are naturally created talents hidden somewhere waiting for the stork to pick them up along the road. Moreover, there are evil demons living in the shadows that eat new babies spirits. Thus, the main goal of the player is to let stork pick up all the required talents and finally reach the new parents’ house in limited time.

1. Gameplay

As an action and adventure game, player will control the stork by control panels both on the lower-left corner and lower-right corner. There are two status of the stork: moving or fighting. When moving, player use lower-left control panel to control flying height and turning. At the same time, lower-right panel has buttons for moving forward and acceleration.

We use third-person perspective. Player will see the back of the stork.

1. Technologies

We will use Unity 3D for development and finally run the game on Android and IOS systems.

**Screens and overall structure**

1. Entry

**Title**

**Entry**

**Quit**

1. Main Menu

**Resume**

**Select Stage**

**Setting**

**Leave**

1. Select Stage

In select stage screen, we can choose stories as well as the stages in each story. However, we can only choose those unlocked stages.

1. Setting

**Control**

**Flexibility**

**Music**

**Account**

**Setting**

1. In game

**Forward**

Speed

**A**

**B**

**Blood(???)**

**Energy**

**Time**



**Mechanism**

1. **Agent**

There are two types of agent: stork and demon.

1. **Stork**

**Movement:**

moving forward

moving backward

increase height

decrease height

turn left

turn right

combined movement (change height and angle at the same time)

**Status:**

Full energy: can accelerate and use fighting skill 2

80% energy: can accelerate and use fighting skill 1

50% energy: can use fighting skill 1

30% energy: can only move with normal speed

0 energy: drop the baby and failed

1. **Demons**

**Movement:** move in the limited area.

Status:

Normal: The demon has certain distance away from the player and move randomly.

Fighting: When the player is close enough, the demon will attack player and try to grab the baby.

Dead: When it’s blood is below 20%, it will fade and disappear.

1. **Environment**

Different story we have different environments and in each story there are also multiple conditions along the road.

In our first story, the environments includes: forest, mountains, caves, and villages. The unit elements includes: tree, stone, mountain and house.

1. **Scoring**

**Software structure**

**Art Direction**

Since our development is mainly focus on program design and implementation, we will not take too much time on art. We will use basic models of both agents and environment elements and structure them appropriately. After we have complete game program, we will refine the art design.

**Interation**

1. Basic Version

In basic version, we set up the standard game world and put basic models in it.

We will finish basic functions of the stork and demons.

The most important task is to design a good software structure which is easy to modify and extend.

1. Middle Version
2. Final Version

**Schedule(tentative)**

1. Week 1
2. Week 2

Decide the theme and finish the first version of GDD

Finish the presentation PPT

1. Week 3

(1)Start learning Unity 3D and set up the bounding box.

(2)Finish designing software structure

1. Week 4

(1)Assign different modules to members and start working on the basic version.

1. Week 5
2. Week 6
3. Week 7
4. Week 8
5. Week 9 **(Midterm)**
6. Week 10
7. Week 11
8. Week 12
9. Week 13
10. Week 14
11. Week 15
12. Week 16 **(Final)**
13. Week 18:Showcase