# Game Design Document Outline

1. Title Page
   1. Game Name – Perhaps also add a subtitle or high concept sentence.  
        
      **“ESCAPE THE ?”**
2. **Game Overview**
   1. **Game Concept**

You play as a defective block (Think “Lego”) person who has been selected for decommission. Rather than accept your fate, you battle against your would-be destroyers and attempt the most daring escape. You will battle through many different locations, all the while trying to survive to make it to the next. Victory will be achieved when you emerge from the factory you were built and achieve the freedom you have justly earned.

* 1. **Genre**  
       
     Action / First-Person Shooter
  2. **Target Audience**  
       
     Ages 8+. Casual First-Person Shooter fans. Lego enthusiasts.
  3. **Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.**  
       
     The player will find the controls similar to other First-Person Shooters. The action will be fast paced and frantic. Players will be running into rooms and quickly dispatching the enemies within, moving on at a brisk pace. Once the objectives of the level are met (If there are any), the player will be able to escape to the next level. Between levels they will receive currency to spend on upgrades that will make them more durable and more powerful. The objective of the game is for the character to get themselves packaged and shipped to the store.
  4. **Look and Feel – What is the basic look and feel of the game? What is the visual style?**

Action will feel very cartoon like, with bright colours permeating every scene. Objects will be angular and simple.   
Block style characters, similar to Lego,  


1. Gameplay and Mechanics
   1. Gameplay
      1. Game Progression  
           
         Player will go through the level, which is 1 continuous world. Upon death, the player will be brought back to the nearest checkpoint (most recently completed room). The player must kill all enemies in each level in order to progress
      2. Mission/challenge Structure

Mission is to escape the factory alive.

* + 1. Objectives – What are the objectives of the game?   
         
       The objective of the game is to get to the final level, where you are placed packaged and shipped off to the store (to be sold).
    2. Play Flow – How does the game flow for the game player  
         
       Fighting against rooms filled with enemies, in an attempt to find an exit. There will be obstacles such as walking on a bridge over a boiling pot of melting plastic. But the general flow will be to move to the packaging stage of the factory.
  1. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
     1. Physics – How does the physical universe work?  
          
        Components that will be present in the game:
        1. Gun Projectiles
        2. Explosions
        3. Destructible objects and enemies/players
        4. Physics system
     2. Movement in the game  
          
        First person controls with the exception that player will have short term control upon player death. WASD controls and mouse input for aiming/turning/interaction. Special abilities to be decided.
     3. Objects – how to pick them up and move them   
          
        Walk through object highlighted and hovering above the ground, it then gets picked up into inventory
     4. Combat – If there is combat or even conflict, how is this specifically modeled?  
          
        Physical altercation, by means of punching, shooting, or grenades.
     5. Economy – What is the economy of the game? How does it work?  
          
        Point system, enemies killed award points based on performance, which can be used towards upgrading the player health(armor) or weapons(guns/knives/etc).
  2. Game Options – What are the options and how do they affect game play and mechanics?

Difficulty system – more enemies, which work together as the difficulty increases.  
Checkpoint - Auto save when player reaches next checkpoint.  
Save – to allow the player to take a break.

* 1. Cheats and Easter Eggs

Yes…aka “bugs”

1. Story, Setting and Character
   1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.

You’re a defective Lego unit, which was pulled from production. You hear that you are going to be dismantled so you make a break for it.

* 1. Game World
     1. General look and feel of world  
          
        LEGO
     2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)  
          
        moving through different parts of the factory floor, from production lines, to security, etc.

1. Levels
   1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.  
        
      Player will go through the factory level, going through various stages of assembly.
      1. Plastic Production

The player will start at this level. Their body has been deemed unfit for sale, so they need to be melted (recycled).  
This level will be created based on recycling and/or plastic production facilities in real life. Some of the obstacles may include, going across a bridge over melting hot plastic, and going as quickly as possible through a heater (or going around). The path to be taken is directly to the molding room. They can follow the conveyer system.

* + 1. Molding

This level will entail avoiding machines that can potentially crush the player, again. There will be a lot of unmarked faces and bodies that resemble the player, symbolizing how they are not different than them. All of the parts will be unassembled, and will represent a vulnerability. This vulnerability is their ease of coming apart.

* + 1. 4 Assembly Stages (Head / Torso / Arms / Legs)

This is where all of the pieces of the character comes together. It will be an assembly line style production. The torso moves along a conveyer and other parts are added to it, from above (head / arms) or below (legs). The player must follow the conveyer and avoid the guards and go unseen.

* + 1. Soul Installer

The soul installer is the place where each of the bodies will get a soul, and a face, installed. Each of the bodies will be placed in a chair, similar to an electric chair, where their soul will be installed. The installers will then draw on their faces, and deem if they are worthy at this point. If they are not worthy, they will be re-flashed. The player must avoid the installers and get to the education room.

* + 1. Education

The education room is where all of the artificial intelligence is installed. The player can opt to sit in on some of the classes, but must not stick out. The tactic for this level is to sneak from the back to the front door and continue to the next stage.

* + 1. Packaging   
       This is where the units are packaged in air tight packages. Quality assurance happens at this level as well, so the player must get past QA specialists. The main goal of the player is to get packaged along with the other units, and be sold in store.
  1. Training Level  
       
     This level will walk the player through the controls, and very basic knowledge background on what has happened. The player was deemed unworthy of sale, so they were sent for melting, to be molded into a new unit. All of the units (enemy and ally) will be explained to the player, and how the basic system works.

1. Interface
   1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?  
        
      HUD: Health Points, Weapon, Ammo, Crosshair, Timer.
   2. Control System – How does the game player control the game? What are the specific commands?  
        
      WASD, left mouse click, rotate view with mouse, XBOX 360/One Controller
   3. Audio, music, sound effects  
        
      To be determined
   4. Help System  
        
      Showing controls and objective.
2. Artificial Intelligence
   1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making   
        
      Yes, individual AI system, not group AI. Combined AI could be used for different difficulties
   2. Non-combat and Friendly Characters  
        
      There will be some factory workers that are not armed, and will flee on sight of a gun.
   3. Support AI -- Player and Collision Detection, Pathfinding  
        
      Collision detection, and path finding for enemy AI.
3. Technical
   1. Target Hardware  
        
      PC
   2. Development hardware and software, including Game Engine  
        
      AwesomeEngine  
      XBOX360 Controller (optional)  
      Mouse  
      Keyboard
   3. Network requirements  
        
      TBD
4. Game Art – Key assets, how they are being developed. Intended style.

A majority of our art assets will be built in blender. We can due this due to the low-poly nature of our game, and create a number of assets at the same time. A majority of the characters will be the same, aside from minor alterations. The style is intended to be block/Lego style.