GAME DESIGN DOCUMENT

Snowball game

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- **Define your own game idea with minimum of 1-3 sentences per point.**
- **Consider the developed game from the viewpoint that you are actually making something which will be published at the end.**
- **Focus on the aspects 1-4, others you can define in more general terms since this is only the intro course into game development.**
- **The main aspects you are defining here are the following:**
  - **What would you like your game to look? Search or draw some concept art for your game, levels and characters.**
  - **What is the player doing in the game, what are the abilities of the characters?**
  - **What technological demands or requirements do you have? What technical aspects have to be solved for your idea to work?**
  - **What will your interface look like? What control scheme are you using and how does it work?**

1. Executive Summary, Quick overview

The game will be a winter snowball throwing game, where you can attack enemies by throwing snowballs and they also throw them back at you. I thought it would work best as a multiplayer game, but this initial version will be a single player game.

2. Target Audience

Everyone, but mainly children and everyone who likes to hurt enemies in games.

3. Main Characters

A young boy possibly in a school setting.

4. Main Features

Hurling snowballs, Simple AI enemies.

4.1 Main mechanics

3rd person camera behind the player, a health bar, throwing snowballs and maybe also a melee attack.

4.2 Movement

WASD/arrow-controls for movement.

4.3 Physics

Not much physics involved, but everything, especially the snowballs will collide with enemies and objects.

4.4 Multiplayer mode

No multiplayer mode.

5. Genre, Setting, Concept Art book*

The games genre is probably some form of shooter/adventure game. The game setting is a snowy school yard, but the exact setting depends on what kind of free assets can be found from the Unity Asset Store.

Image: Game concept art

6. Enemies, NPCs, Other objects

The enemies are other kids. They are controlled by a simple AI. I'm considering adding a teacher, who will try to catch you.

7. Story board, script*

7.1 Story overview

A boy is bullied but decides to revenge against his bullies. Armed with only snowballs, he destroys them all.

7.2 Progression, World 1

Level 1 may be a schoolyard.

7.9 Progression, World 2

Level 2 may be a town around the school.

8. Technical definitions, Tech guide*

8.1 Platforms, versions

The game will run in Windows.

8.2 Control Scheme

WASD-movement and attacking and aiming with the mouse.

8.3 Limitations

9. Business definitions*

9.1 In-app purchases

No in-app purchases.

9.2 DLC packs

No DLC packs.

10. Outsourced/Bought Assets

The game will use character models, environment objects and animations from Unity Asset Store because I don't have the skill to do them myself. I will get music free from online sites and record sound effects myself.