

# **BOB THE HEADER**

# **GAME DESIGN DOCUMENT**

“How dare you steal my favorite shoes?”

## 1. Project Overview

*A 3D platformer game in which the player has to navigate through different areas by solving puzzles, dodge obstacles, collect coins, reach to the destination and fight the boss.*

## Version History

Version #	Implemented By	Approved By	Reason
0.0.0.1	<i>Anmol Mittal</i>	Everyone	<i>WASD Player Movement</i>
0.0.0.2	Faizal Khan	Everyone	Started making level selection environment
0.0.0.3	Anmol Mittal	Everyone	Jump & super jump
0.0.0.4	Faizal Khan	Everyone	Change in environment design
0.0.0.5	<i>Anmol Mittal</i>	Everyone	<i>Moving platforms and bug fixes in player movement</i>
0.0.0.6		Everyone	
0.0.0.7		Everyone	

## **Table of Contents**

- 1. Characters**
- 2. Story**
  - 2.1. Theme**
- 3. Story Progression**
- 4. Gameplay**
  - 4.1. Goal**
  - 4.2. User Skills**
  - 4.3. Game Mechanics**
    - 4.3.1. Player**
    - 4.3.2. Enemies**
    - 4.3.3. BOSS**
      - 4.3.3.1. Boss Attacks**
  - 4.4. Core Mechanics**
  - 4.5. Items & powerups**
  - 4.6. Progression & Challenge**
  - 4.7. Losing**
- 5. World Design**
  - 5.1. Level selector**
  - 5.2. Level Design**
- 6. Art style**
- 7. Music & Sounds**
- 8. Technical description**
- 9. Marketing & Funding**
  - 9.1. Demographics**
  - 9.2. Platforms & Monetization**
  - 9.3. Localization**

## 1. Characters

**BOB the header** is the main character of this game. He has very big feet and he wears very big shoes on them.

**Patrol enemies** are in the way of the protagonist to stop from reaching its goal.

**Radius based enemies** who will act when player comes in their radius sphere.

**JINGO** is a big monster and is the final boss who lives on top of the mountain and throws rocks.

## 2. Story

Once upon a time, there was a Stone Age man named Bob who had very big feet and wore very beautiful and big shoes on them. He was a nomad who liked to explore the world by running and jumping.

One day, an evil monster comes and steals his shoes while Bob was sleeping under a tree.

Now Bob has a mission to find that monster and take his shoes back from him, to do so, he need to solve puzzles, kill enemies that comes in his way to stop him and finally to defeat the monster and take his shoes back.

### a. Theme

Bob the header is a puzzle adventure game about a story of a Stone Age man whose shoes got stolen and he is trying to get them back.  
Adventure | Story | puzzle

### 3. Story Progression

*The game starts with:*

**Scene 1:**

*Bob is shown making his way through the jungle.*

**Scene 2:**

*Bob gets tired and goes for a nap under a tree with his shoes by his side, after a while, a monster comes and steals his shoes.*

**Scene 3:**

*Bob wakes up and sees that his shoes are missing, he tries to find his shoes but he don't see them anywhere.*

*Now the player starts the game in the level selector where basic controls are to become familiarized with on the ground and player will select levels by doing parkour on floating platforms.*

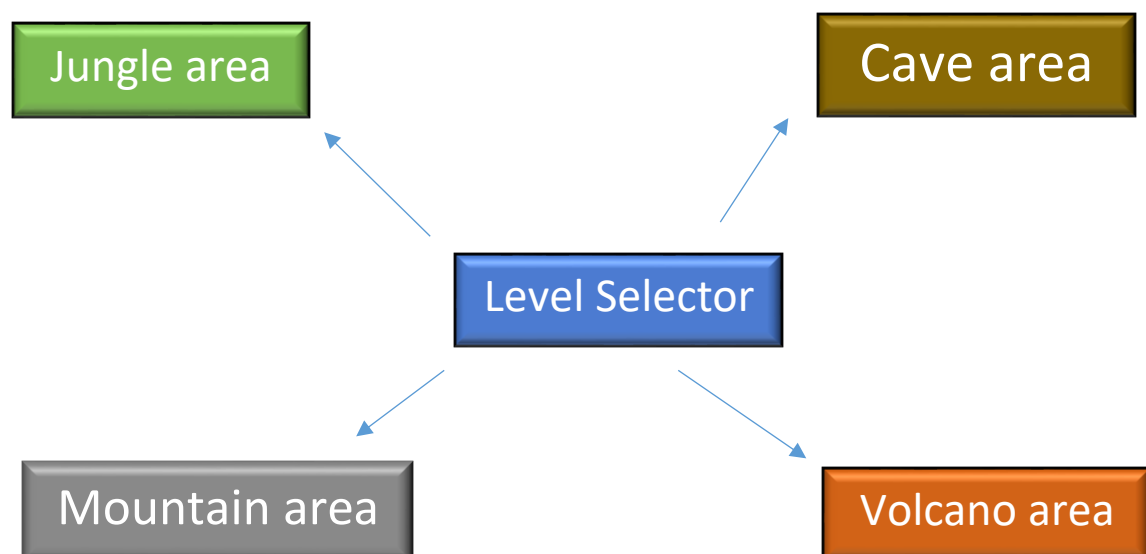
*Bob now have four paths to go to, each path containing 3 levels each.*

**Jungle** where waves of enemies will spawn and player will have to clear these waves.

**Cave** where player will try to find a hidden staff, avoid traps, solving puzzles, killing cave type enemies.

**Volcano** where

**Mountain** where the player will have to parkour his way through the environment to complete the levels.



## 4. Gameplay

*Gameplay will be from a third person perspective.*



Player perspective reference: Camera should be a little bit more zoomed in.

### 4.1. Goals

*Overall (**Long** term) goal: To snatch back Bob's shoes from **JINGO** the final boss.*

*Gameplay (**Short** term) goals:*

- a. Jungle: Clear waves of enemies.*
- b. Cave: Find a hidden items.*
- c. Volcano:*
- d. Mountain level: Parkour.*

### 4.2. User Skills

- a. Moving around*
  - *Forward, backward, left, right [W A S D]*
  - *Jump [SPACE]*
  - *Super Jump [Only available in level selector]*
  - *Jump on the heads of enemies to kill them.*
- b. Pick up items*
  - *Hidden item*
  - *Powerups*

## 4.3. Game Mechanics

### 4.3.1. Player

Refer to section 4.2 user skills.

Name	Height	HP	Lives	Attack damage
Bob	1 unity unit	10 hits	3	1 [default]

Concept art reference images for Bob & his shoes:



Note: Bob's feet will be bigger than the reference image and he will be wearing his shoes only in the starting cut scene. Also he won't be holding any weapon in his hands. Both shoes and Bob's models are separate.



#### 4.3.2. Enemies

<b>Enemy</b>	<b>What they do</b>	<b>description</b>	<b>HP</b>	<b>Give damage of</b>	<b>Take damage of</b>
<b>Guards</b> <i>[temp. name]</i>	<i>Patrol only</i>	<i>Patrol on a defined path and is fast. 2 units</i>	<i>In the range of 1 to 3 randomized</i>	3	1
<b>Rangers</b> <i>[temp. name]</i>	<i>Radius based</i>	<i>Patrol on a defined path but Throws sticks towards player when in range. <b>Standing enemy.</b></i>	<i>In the range of 4 to 6 randomized</i>	1	1
<b>Brutes</b>	<i>Radius based</i>	<i>Follows player when Bob is in its range. Small.</i>	3	2	1

#### 4.3.3. BOSS: JINGO

<b>Name</b>	<b>Type</b>	<b>Description</b>	<b>HP</b>	<b>Give damage of</b>	<b>Take damage of</b>
<b>JINGO</b>	BOSS	<i>Stays in the middle of fight area most of the time and does his attacks. Occasionally runs after Bob to punch or kick him.</i>	100	2,3,5	1[default]

Reference images for JINGO:



#### 4.3.3.1. Boss Attacks

<b>Name</b>	<b>What it does</b>	<b>Lasts for</b>	<b>How to tackle</b>
1. Earthquake attack	This is standing attack. The boss jumps and bangs his feet on the ground so hard it creates an earthquake. If player stays on the ground, he gets damage.	5-6 seconds	Stay on a floating platform to avoid damage.
2.			
3.			
4.			

#### 4.3.4. Collectables

<b>Name</b>	<b>Type</b>	<b>What it does</b>	<b>Where to find</b>
Hidden items	Mandatory	Helps to open boss level,	A secret area or after defeating all enemies.

#### 4.3.5. Platforms

<b>Types of the platform</b>	<b>What does it do?</b>
Normal	Ground platforms. Stay idle.
Floating	Float in air.
Floating + Moving	Float along a defined path.

#### 4.3.6. Obstacles

<b>Name</b>	<b>Type</b>
Boulders [4-5x the size of player]	Non destructible
Big logs	Non destructible
Fallen trees	Non destructible

#### 4.4. Core Mechanics

- Walk
- Jump
- Destroy things by jumping on their head/top.

#### 4.5. Items and Power-ups

<b>Name</b>	<b>Description</b>	<b>Where to find</b>	<b>Lasts</b>
<i>Jump boost</i>	<i>Temporarily increases the jump eight [2x].</i>	<i>Before a parkour part of the level</i>	<i>10 seconds</i>
<i>Damage boost</i>	<i>Temporarily increases the damage given by jumping on the heads of enemies from 1 to 5.</i>	<i>Where player have to fight 4-5 enemies simultaneously and in boss fights.</i>	<i>15 seconds or permanent [?]</i>
<i>Health</i>	<i>+1 HP</i>	<i>Specific places.</i>	<i>Permanent</i>
<i>Throw</i>	<i>There are some very small rock or pebbles that Bob can pick up and throw at enemies.</i>	<i>Randomly anywhere</i>	<i>One rock can only be thrown once.</i>

#### 4.6. Progreesion and Challenge

Game will progressively become harder overtime. The difficulty of puzzles and enemies will increase in later levels/areas and they will become harder to kill, for example, the HP of enemies will be around 1-3 in jungle level, 3-4 in cave level and 4-6 in mountain level. Parkour will become more difficult as new mechanics will be introduced for platforms.

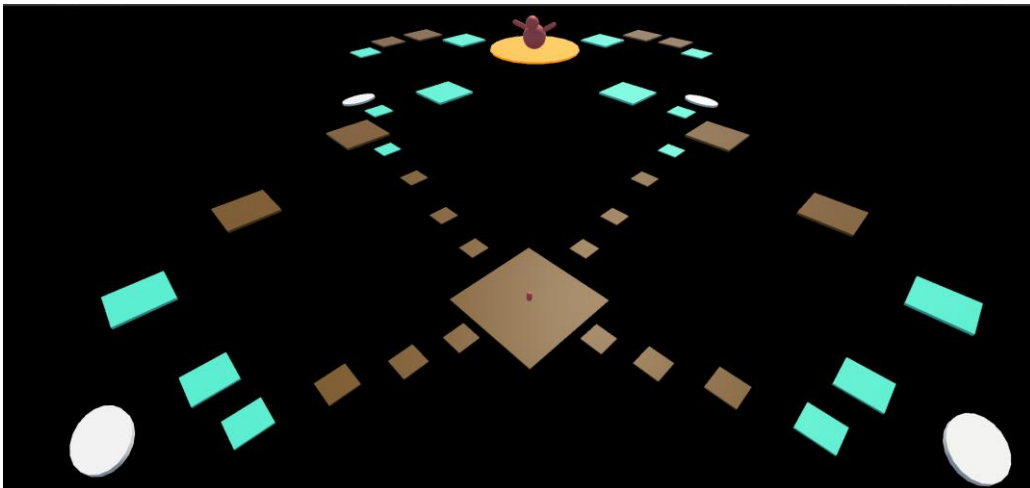
#### 4.7. Losing

When the player dies by taking enough damage from the enemies, he will spawn back to the center of level selector. Then the player will have to go back to the perticular level he died.

## 5. World Design

### 5.1. Level Selector

The player will spawn in the middle of the Ground, from where player goes to one of the four paths leading to unique set of levels.



**Blue platforms:** Moving platforms

**Yellow platform:** Boss level

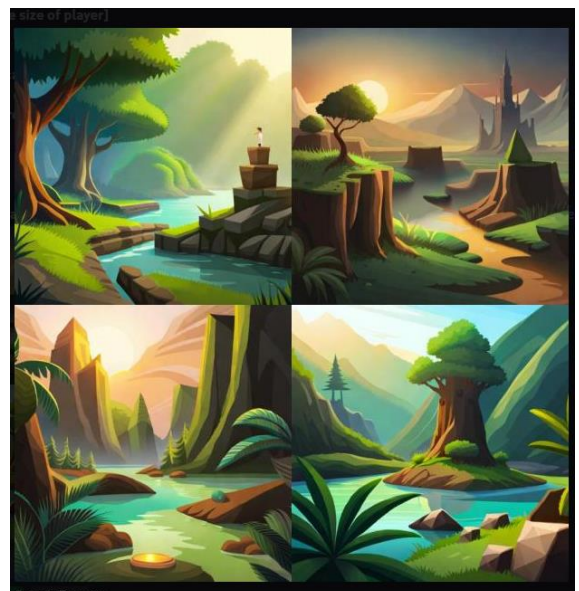
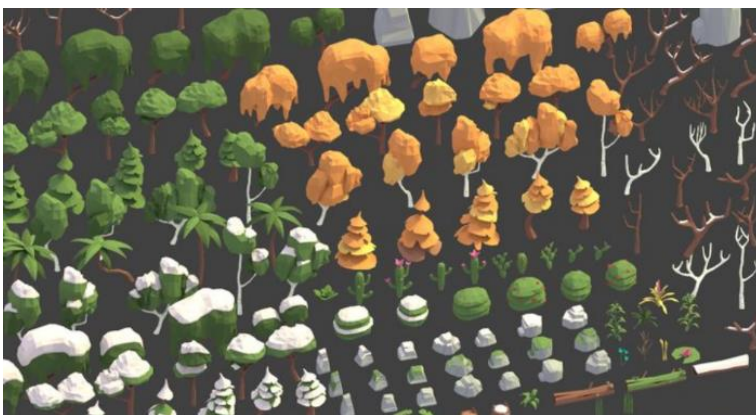
### 5.2. Level Design

There are 4 types of levels each having their own unique environment, traps and enemies.

## 6. Art Style

- Low poly but cartoony style.

Mood and environment reference images:



## **7. Music & Sounds**

### **7.1 Player Sounds:**

- Walk [ footsteps ]
- Jump
- Kill
- Excited sound when key is found
- Win
- Reference: <https://elements.envato.com/caveman-happy-vocal-expression-Z87K2WV>

### **7.2 Enemy Sounds:**

- Patrol
- Hurt
- Die

### **7.3 Music**

- Menu background music
- In-game theme song

## **8. Technical Description**

### **8.1 Platforms Supported:**

- Window
- Mac OS
- Linux

## **9. Marketing**

### **9.1 Promotions:**

- Facebook posts
- Instagram posts
- YouTube channel

### **9.2 Demographics:**

- Age: 6+
- Gender: Anyone
- Mainly for Casual and Midcore gamers [ Anyone can play it though :) ]