Game Design Document

**Overview:**

Theme - A lone man must survive the ordeal of nature.

Setting - Forestty Road

Genre - Mobile Endless Runner

**Targeted platforms:**

Mobile platforms

**Monetization Model:**

Freemium with skins

**Project Scope**

-Applying and Fine Tuning Mechanics --> 19th / Wednesday

-Creating and applying game environment assets --> 21st / Friday

-Creating and applying Character Assets --> 23rd / Sunday

-Creating and applying Sounds --> 25th / Tuesday

**Influences**

* I want to make an immersive game.
* Events that can and cannot happen if the game world was real (thoughts).
* The causes and effects of object interactions (thoughts).
* An immersive atmosphere in games (games).

**Project Description:**

I have gone missing from the radar again the past few weeks, and that is not without a reason. After I took the time to revise the entirety of my project, I conclude that the game idea I presented was actually inefficient and was not thoroughly thought of.

Hence, I have taken the time to think about a new game idea that will inherit my investigation on immersion in a better manner.

My initial proposed idea was a floating world which uses real planetary rotations and orbit to generate day / night cycle, and a weather system using precipitation cycle which uses actors to count water evaporation variables etc.

After the project forked, I spent months working on this idea, researching the interactions of this world (kreb cycle, precipitation cycle, etc) in pursuit to creating these events without pre-determining them. The result? The game loses its purpose. As I think more and more about these naturally occurring events, I deviate from the "log line" of the game and I did not know what sort of game then can I make. I thought survival was the good choice as it would allow for unlimited possibilities in each gameplay. However after the presentation, I have given it a thought that I had never given it before, and before I realized it, I have over-scoped the project massively, in terms of time, and resources. The idea behind this game was very heavy on Chaos Theory, where a small deviation on events over time can result in a very big change in resulting events. And before I realized, I went overboard with the whole idea of making a realistic world, and that I have forgotten my true purpose; is to create immersion in a game.

Ever since then, the idea I have once again scrapped. I could not post anything at that moment as the idea began to shift. Where in before I have said that I would not be using shortcuts in my game, I did not realize if they were used more carefully, these shortcuts actually do shave unnecessary work (which I previously thought -- there is no unnecessary work) without much compromise to immersion.

The core aspect of immersion is to be true to the science that works it in the real world. This applies to sounds the game makes, progression / changes, and causes and effects (interactions). Visuals are usually the backbone of immersion in most games, however it can be argued that it is hardly important. My experience with Monster Hunter Generations clarified to me that graphics may not have as much effect to immersion as I thought before. Their aim is to simulate hunting monsters, and as such, in a real life event, there would need to be preparations to be made before the hunt. This game incorporates that idea very well, such that if the player's pre-hunt preparations are not adequate, the hunt may become very difficult. This gives light to my research on Chaos Theory, as the outcome of a hunt cannot be pre-determined unless the pre-hunt preparations are repeated (a sequence where, if just one sequence is changed, the result becomes very different).

And after two weeks I have finally brewed an idea that might just work. I will incorporate the underlying aspects of immersion into a very "gamey" game. An endless runner. However this endless runner incorporates that realism behind the theme behind it (to be disclosed further in the design document).

The game will incorporate day / night cycle, rainy / sunny weather cycle, and a karma system, which will determine the pace and difficulty of the game. The karma system is explained using the analogy of food sources in this world. There are item pick ups in the game that would fill the player's stamina bar, however the more frequent the player takes these items, the less frequent they will appear. The type of obstacles are also based on this karma system. If the player decided to snatch a lion's food for instance, they are rewarded with stamina, however punished by bad karma, that is being chased by the lion.

The day / night and weather cycle is there to give ambience and the feel that the world is alive. On top of that they are there to change how the game behaves and feels in different weather conditions in day / night. These will determine the type of obstacles and the tile set that are spawned and the challenges in different conditions, such that, for instance if the player is currently on the hills tiles on a rainy night, they will be presented with mist (reduction of vision) and thunder obstacles.

**USP:**

* Immersive quality
* Done in such a short time, showing how easy it is to make a really good game??

**Mechanics:**

* Jumping, Sliding, SlideStopping, JumpSliding, Sprinting, SideDodging, Grabbing.
* Stamina System
* Karma System
* Day/Night Cycle
* Rainy/Sunny Weather Cycle

**Gameplay description:**

As the player endlessly runs through the forest road, their stamina slowly decrease over time, and player must grab food in order to replenish their stamina. Player may jump over, slide under, dodge (left / right) an obstacle by simply swiping up down left or right. Player is equipped with the capability to sprint (by double tapping and holding), however sprinting will multiply stamina degradation over time by 2. Day/night cycle will determine the vision limitation (player will autmatically bring out a torch) and stamina use (where nighttime is x1, and daytime is x1.2). Weather cycle determines what sort of obstacle is spawned. In a rainy weather, some ground will be muddy, requiring the player to utilize slide and jumpslide mechanic; player may also grab leaves from trees (done by tapping while jumping -- same method to pick up food). The karma system works as a variable that increases as the frequency of player picking up food from trees increases. The higher the "karma gauge" is, the less likely food will spawn. This is also implemented within the obstacles, choose to steal a lion's meal, and you will be chased by the lion. Run over a Gorilla's kid, and the mother will come at you, which will require sprinting (2x stamina loss over time).

**Assets:**

* Tiles
  + - groundDry
    - groundMuddy
    - groundWet
    - hillsDry
    - hillsMuddy
    - hillsWet

* Pick Ups (3D Models)
  + - StaminaUp (fruits/meat)
    - SlideLeave (Leaves)

* Obstacles (3D Models)
  + - Lion
    - Gorilla
    - LionsFood (trigger - staminaUp)
    - GorillaKid (trigger)
    - Rocks (wallObstacle - player killer)
    - FallenTree (wallObstacle - player killer)

* Miscellaneous (3D Models)
  + - Trees
    - Bushes
    - Foliage

* Miscellaneous (Sounds)
  + - Night Ambient Sounds
      * Crickets
    - Day Ambient Sounds
      * Birds
    - Rain Sounds
      * Thunder
    - Sunny Sounds
      * Heat Haze

* Skyboxes
  + Night
  + Day