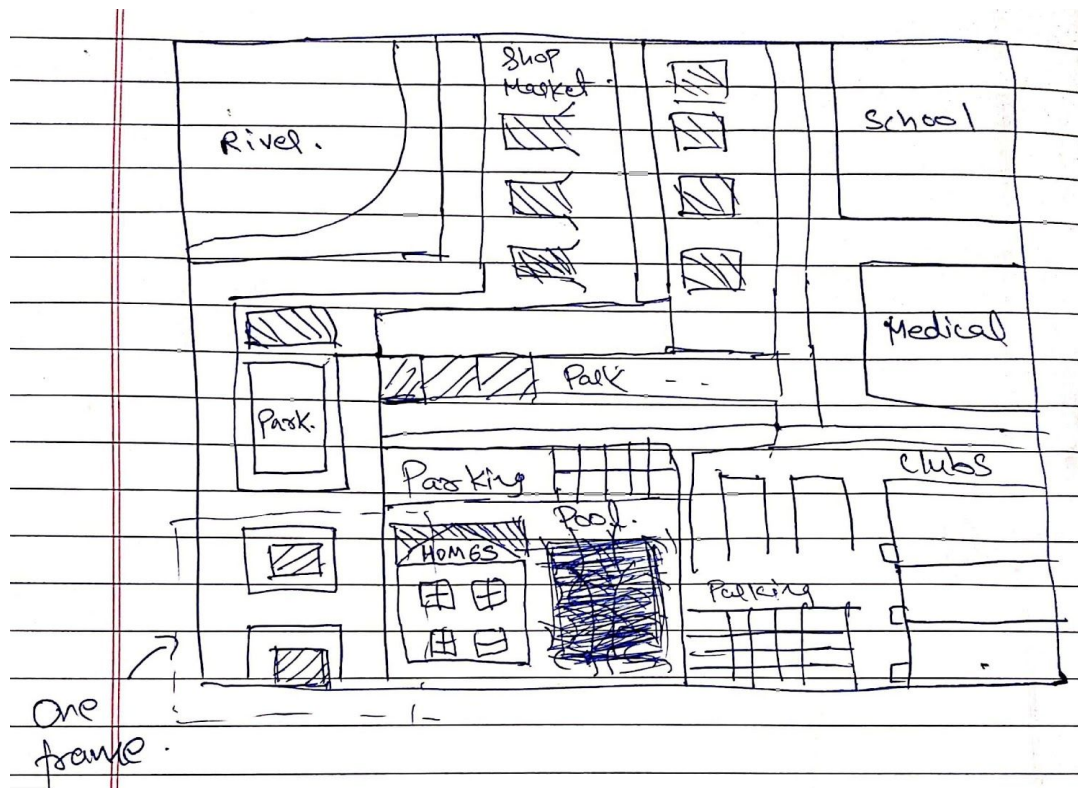


## Roll Numbers – 20171108, 20171005, 20171064

### Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. But considering the time constraints, short descriptions to convey understanding of the topic/header is sufficient. Though, most of your design might not be developed, it would be good to think through it at the least.

1. Title Page
  - 1.1. Game Name – *Be the Change*
2. Game Overview
  - 2.1. Game Concept – *Changing the past to prevent war*
  - 2.2. Genre – *War and Peace*
  - 2.3. Target Audience – 15+
  - 2.4. Game Flow Summary – *The game is set in 2-D continuous and bounded space.*



- 2.5. Look and Feel – *Initially the world is very constrained and everything seems to be gloomy. The world isn't green anymore and there are no outdoor activities. The constant sound of rain and thunder fill up the scene. We show this in contrast with the past, where the war is still to happen and peace prevails.*

### 3. Gameplay and Mechanics

#### 3.1. Gameplay

3.1.1. Game Progression - After the protagonist goes to the past the game progresses as she starts completing the smaller objectives of the game. Only after completing all of the levels, will there be peace in the present times.

3.1.2. Mission/challenge Structure - *The challenges will be presented in a multilevel structure where the difficulty increases gradually.*

3.1.3. Puzzle Structure -

3.1.4. Objectives – What are the objectives of the game?

3.1.5. Play Flow – How does the game flow for the game player

3.2. 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.

3.2.1. Physics – How does the physical universe work? - *Our game is a 2-Dimensional World that represents the top view of a modern day city. The game depicts a real world thus there are no alterations in physics of the world.*

3.2.2. Movement in the game - *The game shows a real world with obstructions like trees, walls, etc. Most movement occurs in the edges of our 2-D world where there are no such obstructions and buildings. One can enter a building which takes the person to a different window which contains the 2-D top view inside the building.*

3.2.3. Objects – how to pick them up and move them - Specific keyboard buttons are assigned for picking up and moving objects.

3.2.4. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used - Text messages using keyboard can be sent for interacting with objects like sending a key code. Different actions for movement (like walking, running, etc), fighting (to escape from a guard) have buttons assigned to them.

3.2.5. Combat – If there is combat or even conflict, how is this specifically modeled?

3.2.6. Economy – What is the economy of the game? How does it work?

3.2.7. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.

3.3. Game Options – What are the options and how do they affect game play and mechanics?

3.4. Replaying and Saving - *Game will be saved after each level is completed automatically. The same level can be played multiple times.*

3.5. Cheats and Easter Eggs - *None*

#### 4. Story, Setting and Character

4.1. Story and Narrative – *The game initially starts with a world which has suffered from a war and everything is gloomy. Everyone is in their homes and there is a general lack of freedom. The protagonist is not happy with the current situation and she wishes to change it and hence she goes out exploring the world. She enters the city museum and comes across a time machine. At first, she is shocked but then thinks that this time machine could be her key to bringing back the current world to a normal and happy world. She goes to the past, solves some tasks which is the main game-flow and finally comes back to see everything is finally back to normal. There will also be a side character which will guide the protagonist in the past world to solve the tasks.*

## 4.2. Game World

4.2.1. General look and feel of the world - *There are two phases in which we show our world. One is the present time where everything is dark and gloomy due to war, the other is the past where the war hasn't started and everything is well established and people are happy with their normal lives.*

4.2.2. 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) - *Our map is basically a large 2-D grid of a modern day city. There are parks, residential areas, government institutes, etc. The majority of the places won't be accessible to the protagonist and are present only for aesthetics but nevertheless the player is free to roam around the entire map. Only a few of the important government buildings will be accessible and these buildings will essentially represent the different levels of our game. The player can enter the buildings in a specific order which is defined by the task she has already completed.*

4.3. Characters. Each character should include the backstory, personality, appearance, animations, abilities, relevance to the story and relationship to other characters - *There are only two main characters, one is the player itself and another helping character which helps her stop the war once she goes to the past.*

- 1) *Protagonist(Lyla) - She is really unhappy with the current situation of the world. She wishes to find a solution for this and bring back peace in the world. She has a past working as an officer and can get in and out of a place without being noticed. She needs the help of Barton to get into the administration buildings and have a blueprint plan on how to stop the war.*
- 2) *Supporting Character(Barton) - He tried to save the war in the past, but wasn't quite able to do it and is completely devastated about it. He's at his deathbed and his last wish is a ray of hope to bring back the peace that his family used to live in. His special abilities include his knowledge about the ins and outs of administration which the protagonist can use to save the war.*

## 5. Levels

5.1. 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.

- 1) *There will be 5 levels in the game.*
- 2) *The levels are represented by certain predetermined government buildings in the past.*
- 3) *The levels needs to be played in a certain order.*
- 4) *Level-{1, 2, 4, 5} will be similar with increasing difficulty. The objective of these levels will be to overtake another person(someone who is about to contribute to the beginning of war) in a maze like setting with certain obstacles. This way, Lila stops the upcoming event that the other person was about to cause and is able to get one step closer to bringing peace.*
- 5) *Level-3 will be a simple puzzle. Exact details of the puzzle are yet to be decided. The objective is to get a key that will be used to enter in level-4.*

5.2. Training Level - *No training level.*

6. Interface
  - 6.1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?
  - 6.2. Control System – How does the game player control the game? What are the specific commands?
  - 6.3. Audio, music, sound effects
  - 6.4. Help System
7. Artificial Intelligence
  - 7.1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making
  - 7.2. Non-combat and Friendly Characters
  - 7.3. Support AI -- Player and Collision Detection, Pathfinding
8. Technical
  - 8.1. Target Hardware
  - 8.2. Development hardware and software, including Game Engine
  - 8.3. Network requirements
9. Game Art – Key assets, how they are being developed. Intended style - *We have two phases in the game. In both the phases there will be parks, buildings, residential areas, etc. The present phase is the post war scenario, everything is dingy so the buildings will be dusty and damaged. The past phase is pre war scenario where everything is pleasant and charming so the buildings look lively. Exact list of assets used will be added later.*