**Diddy INC**

Search

**Diddy INC chat**

**29 August 2024**

1. 

Sillier Goose — 29/08/2024 14:34

im doing english gimme time

ren the pookie wookie 🐈 — 29/08/2024 14:35

oke

1. [14:35]

all i remember there was Diddy as a final destination. So u fight like 4 bosses to get to diddy then when u find him idk

1. [14:37]

<https://trello.com/invite/b/66d0879362a61529877481d2/ATTI46ab8d58e9bd64e93a410090ef8e46c29D3688D6/finding-diddy>

[**Trello**](https://trello.com/invite/b/66d0879362a61529877481d2/ATTI46ab8d58e9bd64e93a410090ef8e46c29D3688D6/finding-diddy)

Organize anything, together. Trello is a collaboration tool that organizes your projects into boards. In one glance, know what's being worked on, who's working on what, and where something is in a process.

1. 

Sillier Goose — 29/08/2024 14:45

ok so

1. [14:45]

you are basically trying to escape a dungeon

1. [14:45]

and on the way there is bosses

1. [14:45]

and at the end

1. [14:46]

and since the theme is wall there is wall shrines that you sit down at where you can increase your stats

1. [14:46]

we can also make the wall be alive and talk dialogs and stuff

1. [14:46]

we gotta make someting that is more about the theme wall

1. [14:46]

or at least turn it that way

1. [14:46]

a bit more

ren the pookie wookie 🐈 — 29/08/2024 14:46

hmm

1. [14:46]

Oke

1. 

Sillier Goose — 29/08/2024 14:47

so first we need ideas as to how we can make the theme wall more visible

ren the pookie wookie 🐈 — 29/08/2024 14:47

Hmmmmmm

1. [14:47]

how to do that

1. [14:47]

lmao make the bosses like png walls like in roblox

1. 

Sillier Goose — 29/08/2024 14:47

what if

1. [14:47]

we make a part of the main plot be

1. [14:48]

you have to collect bricks that the bosses have (that's why you have to beat them) to rebuild a wall at the end of the dungeon and once you get all the 4 bricks and rebuild the wall a passage opens and you can escape

ren the pookie wookie 🐈 — 29/08/2024 14:48

woa

1. [14:48]

yesyes

1. 

Sillier Goose — 29/08/2024 14:48

yeye

1. [14:48]

alr

1. ren the pookie wookie 🐈 pinned a message to this channel. See all pinned messages. — 29/08/2024 14:49

ren the pookie wookie 🐈 — 29/08/2024 14:58

<https://reiknistofnun-my.sharepoint.com/:w:/r/personal/2110072650_fss_is/Documents/diddydungeon.docx?d=w5fbc1c45dc90464ca6edb0d56bd51c2d&csf=1&web=1&e=GDF0Iq>

1. [14:59]

this is the gdd

**30 August 2024**

ren the pookie wookie 🐈 — 30/08/2024 11:35

@Sillier Goose one of the 2 fucks ur talking abt is my cousins bf

1. [11:35]
2. [11:35]

why r y a hater

1. @ren the pookie wookie 🐈

@Sillier Goose one of the 2 fucks ur talking abt is my cousins bf



Sillier Goose — 30/08/2024 11:35

Who?

1. [11:35]

Which one

ren the pookie wookie 🐈 — 30/08/2024 11:36

the blong one

1. [11:36]

On ur right

1. 

Sillier Goose — 30/08/2024 11:36

Not that one

ren the pookie wookie 🐈 — 30/08/2024 11:36

The ginger?

1. 

Sillier Goose — 30/08/2024 11:36

I mean the darker one and small blond one

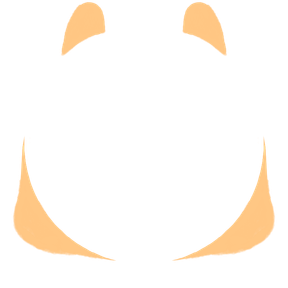
ren the pookie wookie 🐈 — 30/08/2024 11:36

havent seen em lmao

**2 September 2024**

ren the pookie wookie 🐈 — Today at 10:32

bbbojbodjsojsoigiohjgioushgoighjoghjdioghjhesiog

1. 

Val — Today at 10:32

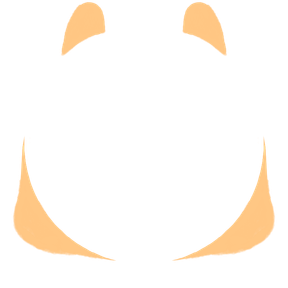
hi

1. [10:32]

uwu

ren the pookie wookie 🐈 — Today at 10:35

what am i saupposed to do on source tree???? i didnt hear it bc its so loud in here

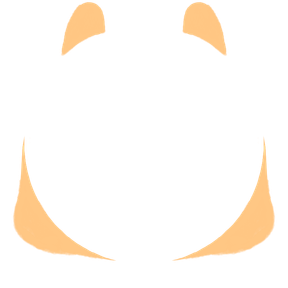
1. 

Val — Today at 10:35

is adam in there?

ren the pookie wookie 🐈 — Today at 10:35

no

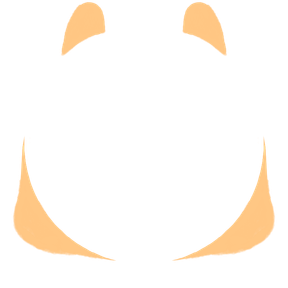
1. 

Val — Today at 10:35

is everyone is the source tree?

1. @ren the pookie wookie 🐈

what am i saupposed to do on source tree???? i didnt hear it bc its so loud in here



Val — Today at 10:35

pull

ren the pookie wookie 🐈 — Today at 10:37

done

**NEW**

ren the pookie wookie 🐈 — Today at 11:09

Project Description

A summary of what this game is about, without going into too much detail about game mechanics or anything else.

1.Characters

The reason we start with characters is because you need to introduce them before the Story. If your game doesn’t have Characters and/or Story, you can just jump to the Gameplay section and remove Sections 1 to 3 (or leave them empty).

Expand

message.txt7 KB

Top of Form

Message Diddy INC

﻿

Bottom of Form

**MEMBERS—4**

addikoko

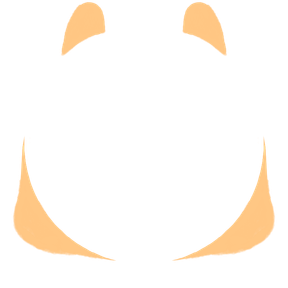
ren the pookie wookie 🐈

guys, i think i might be



Sillier Goose

I love my wife



Val

Project Description

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1. Characters

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2. Story

“An important part of the art of storytelling is to create characters that the guests can empathize with easily, for the more the guests can empathize with the characters, the more interesting the events become that happen to those characters.” – Jesse Schell, Book of Lenses

Having introduced the characters, it’s a good time to talk about the events that will happen throughout the game.

3. Story Progression

So, you have a Story, but how will the game take your players through that story.

“The world of your game is a thing that exists apart. Your game is a doorway to this magic place that exists only in the imagination of your players” – Jesse Schell, Book of Lenses

4. Gameplay

“The game begins with an idea.” - Jesse Schell, Book of Lenses

This is (probably in 99% of games) the most important section of the GDD. It’s where you describe what your Gameplay (yes, with capital G), will be like.

Since this section can become humongous, we went ahead and divided it in sub-sections that made sense to us. Of course, this is a very subjective topic and what works for us may not work for you.

4.1. Goals

In short, why is the player playing your game? It’s good to add this to a separate section so you don’t have to guess while reading through the whole GDD.

For example:

Overall (long term): Help Gnumies return home

Gameplay (short term): Defeat the enemies, advance to the next level…

4.2. User Skills

This is not the most intuitive section, but it really helps to narrow down your scope if you think about what are the skills your player needs to master in order to play your game. Believe us, writing this list will help you find problems in your Game Design, for example, you may be trying to develop a game for kids but realize you require them to do something that is too advanced for their age, or some inputs may be good for Mobile but not for a Console with a Joystick. Also, if your game is going to have Custom HW built around it, then this list will allow you to figure out what components you’ll need to make it work.

For example:

1. Drag and drop

2. Tap on the screen

3. Memory

4. Puzzle solving

5. Rearranging pieces

6. Manage resources

7. Strategy

4.3. Game Mechanics

This is where you describe your proper game mechanics. Spare no words, when you circulate this GDD around your team, there has to be the least reasonable amount of doubt about what the gameplay should be like. This is a very good section to add some Artwork or Screenshots of your prototype (we prefer to prototype the mechanics and figure out if they are fun before committing resources to a game).

There are complete books and sites with materials about how to describe game mechanics, so we’ll not elaborate with examples here.

4.4. Items and power-ups

We use this section to elaborate on the Game Mechanics. In order to avoid having a single section with everything in our brains poured into it, we use the section above to describe the core mechanics, and this section to talk about things that can be added to the game in order to improve the fun and empower the player.

So, if your game is a match-3 game, then in the previous section you’d go and describe exactly how a match-3 game would work (and adding your variations to the formulae).

In this section you’d add every power up and item the player can use/encounter/buy and how they would affect the core gameplay.

For example:

When finishing a world, you could get a power up related to that world. For example, finishing the volcano world, can give you an item that makes red Gnumies more powerful. It could be a scarf, or something they can wear, and those items could be seen in-game later. You can level up items using in-game currency, or use real money to acquire in-game currency packs….

4.5. Progression and challenge

This is also a very subjective section that may or may not work in your design. Our idea behind this section is to elaborate on how the difficulty will increase throughout the game, and making sure we give the player the tools to catch up with it.

For example:

Difficulty will advance by making the enemies harder. To mitigate difficulty, the user will have to play better, level up Gnumies and use items (also level up the items).

Also, here we can talk about the way players will unlock new levels or missions.

For example:

Each boss drops a key with a jewel of that world’s color. Worlds can be tackled in any order. When the user beats every world and has every key, then he can go and work his way through the last world. The order in which a user tackles each world can be chosen by him. The boss at the end of a world drops a key that can be used to open a different world. Once the item is used, it is lost forever. That way, the user must complete the world he selected before opening the next. At that point the difficulty for that world is set

4.6. Losing

Yes, losing! What are the losing conditions? Time, health, all of them? This is the section where you describe how the player gets to see your Game Over screen.

For example:

These are the losing conditions: losing by running out of time, losing by running out of moves, losing when there are no available combinations.

When the player loses, there must be an image showing the Gnumies wounded/scratched. Maybe they can lose some hair and you can see the skin under the hair.

5. Art style

This section is self-explanatory, here’s where you describe your ideas about what the game should look like. Since a picture is worth a thousand words, this is a great place to add some concept art.

8. Other ideas

Another completely optional section. If you have ideas that you are not sure if they should go in the game or not, just add them here so you don’t forget them.

For example:

• Level designer

• Be able to rate levels created by other users

• Achievements

• Leaderboards

• Should the game have a Multiplayer mode?

“Generally, it is safe to assume that a multiplayer online game will take four times the effort and expense to create compared to a similar single-player game.”

“There is an old rule of thumb that it takes six months to balance your game after you have a completely working version” – Jesse Schell, Book of Lenses