



TEAM INFORMATION

Game Design Document

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| Team Name | Volkswagen studios |
| Team Member 1# | Vasco Sarrico |
| Team Member 2# | Viorel Cojocari |
| Team Member 3# | Vanessa Brioso |

GAME OVERVIEW

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| Game title | Cute Crush Epidemic |
| Game description | Action multiplayer game based in a epidemic, the game can be played by 2 to 4 players. Each player has its own color, as they walk around the squared board, each square they step on will gather to color of that player and earn him score. These squares can change colors if another player steps on them. Meanwhile there will be assets falling from the sky, such as masks, toilet paper, pills, medicine and virus. The three first ones gives the player extra points while the virus takes away points. The winner is the player with most points when the timer reaches 0. The story around the game focus on a pancemic, the players represent the people during the pandemic, their objective is to get masks and vaccines (pills) while avoiding the virus. Everyone around the board is cheering for them not to get sick, si immunity can grow and end the pandemic. It's somehow of a satire, since there's representation of events of the read world like the lack of toilet paper in grocery stores. |
| Audience | PEGI +6 This game is meant for children but also adults. The use of paster colors, rounder shapes and a more cartoony look was meant to make it more comfortable and light for children. The same reason we avoided using images of seringes to avoid shock. This is meant to be a fun familiar game to play next to each other now that it is possible to do it again. |
| Characters/Roles | The game is about two or more characters that represent the world population during an epidemic. There a minimum of two players and a max of four. The main characters are people whose objective is to avoid catching the virus, that will keep falling randomly on the board, this while they'll try to catch pills, masks and toilet paper for extra points. |
| Environment | Board of the game is composed of squares, the character can jump from square to square in any direction. At the same time there will be random assets falling on the board; virus, masks, pills, medicine and toilet paper. Masks shoots a timer, during that time wherever the player steps on will be a safe square from the virus. If the player catches a virus, there will also be a timer, and during that time all the squares the player steps on will be contaminated. The environment sorrounding the board area will be a group of other characters cheering the ones playing. |

GAMEPLAY/MECHANICS

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| Objectives/Goals | Main objective: Get the most score points when the timer reaches 0. Secondary objectives: Walk on the board to get as much squares of the players color as possible and catch as much masks, pills, medicine and toilet paper while avoiding the virus. |
| Perspective | Third person / 3D top down perspective |
| Controls | Keyboard (WASD and directional arrows) The keys will make each player jump in the direction we want. |
| Reference points Originality | References in playability: - Crash Bash References in similar stories: - A plague tale innocence - Pandemic board game References for art: - Dangos (anime) Our game is made for all ages in na educational and fun way to play. It's a multiplayer game that people can play in the same computer like old times. |

TECHNICAL REQUIREMENTS

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| Platform | PC |
| Development Environment | Unity 3D, Blender, C# |
| System Requirements | Computer with at least 4GB RAM Keyboard and mouse (optional) |
| Resourcing Capability | PC/Macbook with capability to run Unity's latest version. 3D modeling C# developing Storytelling UI/UX design Script writting Task management: 3D Modeling > Viorel Cojocari C# developing > All Storytelling > All UI/UX design > Vanessa Brioso & Vasco Sarrico Level designing > All Script writting > Vasco Sarrico Documentation > All |

VISUALS/ARTWORK/GRAPHICS

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|---------|--------------------------------|
| Style | 3D low poly |
| Process | Blender modeling and texturing |

TIMELINE

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| Deadline | 27-01-2023 |
| Timeline | The deadline will affect the majority of the features we want to implement. For a start we wish to show na example/pitch of what our idea would be. Priorities: <ul style="list-style-type: none">- The basic environment aspect of the board- One character- One or two assets- Point and timer UI Optional: <ul style="list-style-type: none">- UI do menu- Second character- Rest of the environment sorrounding the board The game needs to be ready for testing on the 22-01-2023 to deliver on 27-01-2023. |

OTHER CONSIDERATIONS

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| Responsibility | All our team members will take the responsibility for meeting the deadlines, as our tasks will be seperated accordingly. |
| Submission Guidelines | Trying to accomplish every step mentioned in the matrix of avaluation. We will have a matrix with steps that we will follow and try to accomplish as much as possible. |