

GD1-GA1
Groupe 16

Forkdrift

Game Design Document

Elevator Pitch : A game about a worker in a forklift dodging crates and lifting stuff in a crazy warehouse !

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I - Gameplay

Gameplay intentions : Our intent is to keep the player on edge, alert at all times, that's why he has two actions, moving the forks of his forklift and tilting his vehicle, which makes it slide one way or another. Each one of these actions is assigned to a movement with the mouse, in order to make them clear and easily understandable.

Pillars :

FORKLIFT : the player's possibilities are linked to the machine that he controls, a sturdy forklift.

DODGE : the player must find his way in the warehouse, between the crates and the shelves.

HURRY : in this game, we put the player in a stressed state, making him feel the pressure and the rush of being at Amazon.

Pitch : In Forkdrift, the player is a worker in a warehouse belonging to Amazing, a huge company selling all sorts of items online. It's a few days before Christmas and the building is in rush ! The player must dodge the piles of crates that have fallen on the road while picking up objects on his path.

Context : The game is set in an alternate version of our world, crazier and zanier, just like the original Wario Ware series. The game takes place in a warehouse reminiscent of those used by Amazon, with their huge shelves stretching for miles, and all the people running frantically everywhere.

Camera : The camera is third-person, behind the player, above it and looking slightly down, to allow the player to better see the obstacles coming his way and better appreciate the perspective and the distances. The camera follows the forklift, always staying at the same distance from it.

Controller : The game can be played using only the mouse : by moving it vertically, the player controls the movement of the forklift's forks and by moving it horizontally, the player makes the forklift tilt and slide.

Character : The player plays the worker driving the forklift, reacting to the inputs using the command board on the vehicle. He is seen from the back and is not the focal point of the player.

Win condition : The player wins if he is still alive at the end of the timer (20 seconds).

Loss conditions : The player loses if :

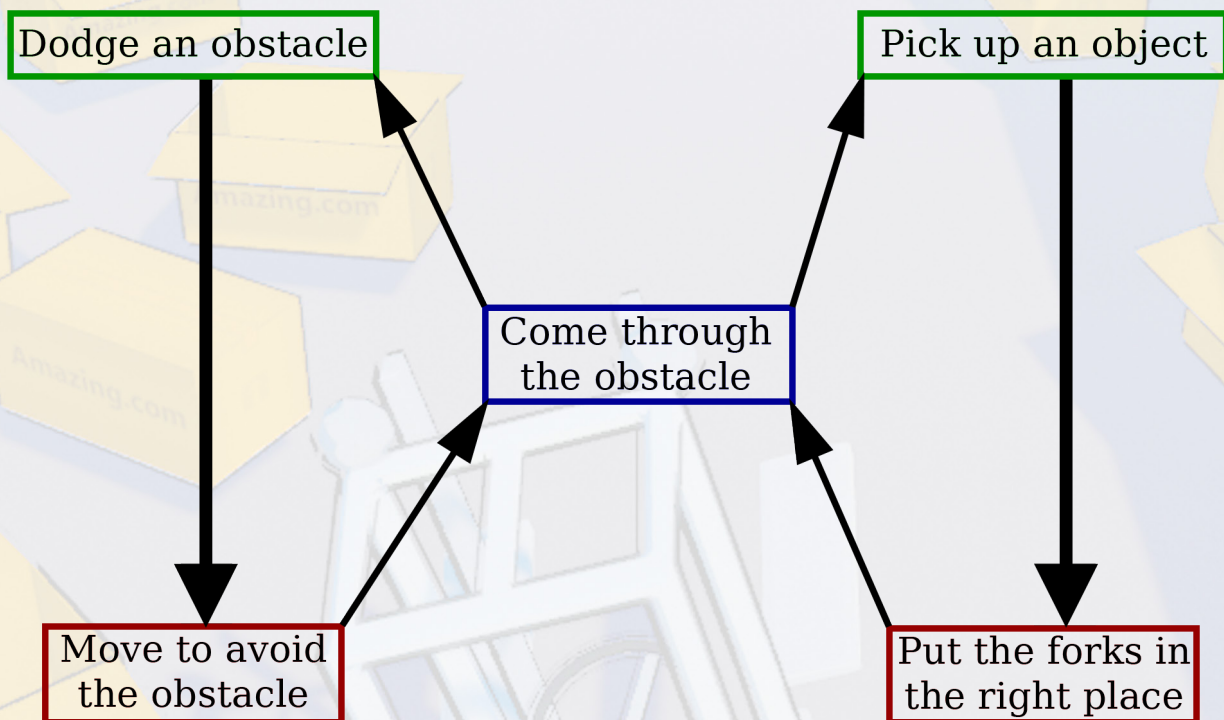
- he fails to pick up an obstacle
- he collides with a crate
- He tilts the forklift for too long, which makes it fall

Mechanics/Gameplay bits : The player can see the objects he has to pick up both in game and in the UI. In the game world, they are in a specific color that helps to put them forward and in UI they appear on the part showing at which height the forks are, in the bottom left corner. In this UI element is also a green field showing where the player should put his forks in order to successfully pick up the object. Once an object is picked up, it disappears.

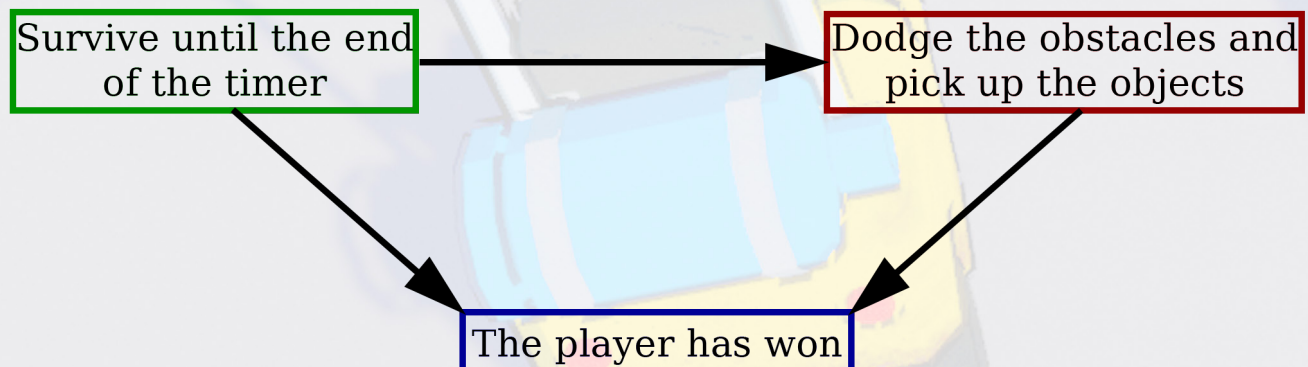
The player also has to slide left and right in order to dodge the piles of crates and the shelves on his way, but to add some danger to it and prevent the player from staying tilted and just waiting for the obstacle to pass by him, we've added a time limit : if the player stays tilted for too long, his forklift will fall on the side and he will lose. Of course, there are sound effects and visual effects to let the player know what is happening.

Gameplay loops :

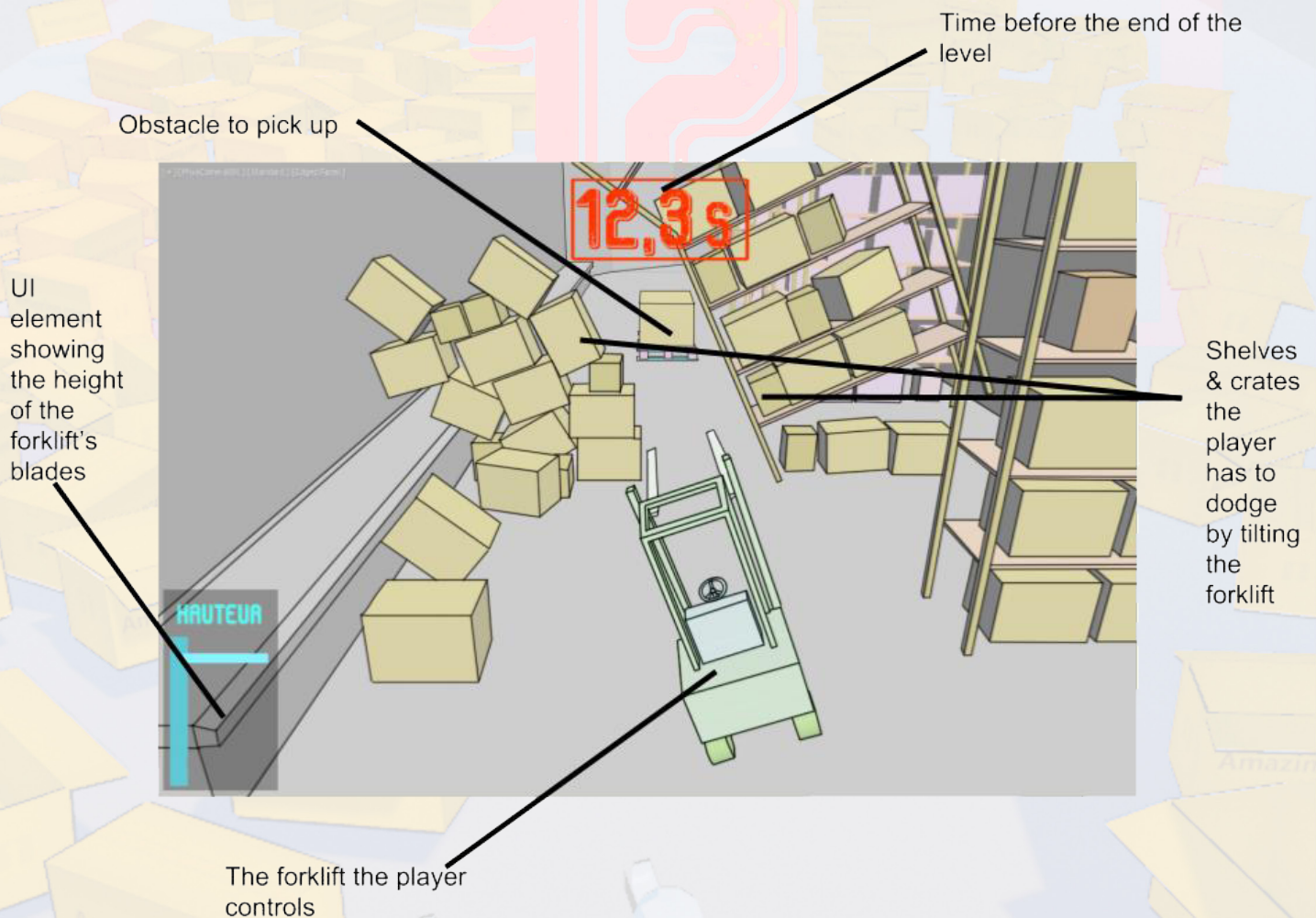
Low level :



High level :



Detailed mockup :



II - Level Design

Difficulty scale :

Parameter	Level 1	Level 2	Level 3
Length of the chunks	6 seconds	4 seconds	2 seconds
Moving speed of the forks	Slow & precise	Normal	Fast & imprecise
Time before falling when tilting	3 seconds	1.5 seconds	0.5 seconds

Level Design bricks : Different sorts of obstacles, composed of crates and fallen shelves and for the objects to pick up, cardboard boxes of different objects that Amazon can ship.

Pattern list : The patterns are an alternation of objects to pick up and obstacles to dodge. The tutorial begins with crates to dodge, in order to make the player learn this mechanic, and follows with an object to pick up, serving the same purpose. Then, the obstacles will randomly alternate between objects to pick up and objects to dodge, with the difficulty slightly increasing over time.

III - Look & Feel

Description : We want this game to stay true to the tradition of Wario Ware in terms of mood and light-hearted childish fun, but we decided to take this recipe and put it in another context : the corporate hell that is Amazon with its mad rythm and frantic work. So the game has a distinct cartoony feeling, but also smooth and simple controls, in order to make the game quick and enjoyable to play.

References : Borderlands 2 and FR-Legends for the cartoony yet quite realistic look, Overcooked for the simplicity and frenzy of the gameplay and Muscle March for its concept and light tone.

Moodboard :



Sound design : The sound design is here to help install an industrial ambience, which will create a discrepancy with the more absurd elements, leading to a comedic tone. We took sounds from real takes being conducted in warehouses and factories with operating machinery.

Mockup :



IV - FAQ

Q : Why does the object disappears once picked up ?

A : At first, you were supposed to pick the object up and keep it for a while until you reach a coworker, up on a shelf to give him the object, but we quickly realized that it was too much to add to the game, it was simpler to just make the object disappear after it has been picked up.

The game began with the following premise : it would be fun to control a forklift. We then applied the *Wario Ware* method : putting the action in an usual place and then twisting what happens in that place to create a crazy atmosphere. For this game, it was the addition of Jeff Pesos, the boss of the company you work for, that comes to yell at you, thus beginning the game, and also the fact that you never stop the forklift, that you're sliding and tilting your machine to dodge the obstacles, and that if you lose, you explode.

We also set our intention on the first day : putting the player under pressure, just like the original *Wario Ware* did, making him feel this adrenaline rush as he hastily does something ridiculous-looking. The game was therefore designed to follow this intent : we put the forklift on a track and