Game Design Documentation - Teddy Did It

Overview

Game Title

- Teddy Did It!

Game Concept

- We are working on a narrative-based side-scroller game. Timmy made a mess of his room and blamed it on his favorite teddy bear, Teddy when confronted by the parents. The player plays Teddy from the third-person perspective of Timmy. Timmy tells his parents how the mess in his room came to be. The player controlling Teddy will play through the level while Timmy creates and shares the narrative with his parents. The player can move around, break stuff, pick up, and throw objects. As the end of the level nears, Teddy confronts Timmy's biggest fear, Broccoli King.

Genre

- Adventure side-scroller

Target Audience

- Rated E or Everyone

Look and Feel

- Mixture between 2D/3D
- Low-poly models

Gameplay and Mechanics

Gameplay

- Teddy wreaks havoc in Timmy's room by breaking toys, and objects.

- Players will be able to use the mechanics, such as punching, picking up objects, and throwing objects.

- There will also be available jumping, and unlockable double jumping.

Game progression

- Game progression is indicated through a mixture of UI elements and unique dialogue.

- Using this indication, the player will be able to progress the objective.

Objectives

- Breaking stuff in Timmy's room en route to King Broccoli. The objective is made clear by the dialogue shared between the characters.

- The objectives will be outlined for the player

Play Flow

- Player starts at the bed of Timmy, playing as Teddy, from here on you progress the level according to the narrative. Ultimately the goal being the LEGO castle wherein King Broccoli resides.

Mechanics

- Punch mechanic - Starter move which the player can use to punch objects

- Jump - Starter mechanic, just a simple jump for players to get access to platforms and contributes to movement.

- Double Jump - Unlockable enhanced jump you get by reaching a score threshold. This is indicated by the 'cape' item.

- Grab - Unlockable grapple which is unlocked by obtaining the 'gloves', which allows players to throw objects

- Charged Throw - The final unlockable special move, that which makes the players able to throw objects at higher velocity. This is indicated by the 'cap' item

Movement

- Players are only allowed to move within a certain area, that being the floor of the bedroom as well as the LEGO castle.

- There will also be available platforms for the player to jump on, this allows for the proper utilization of the jumping and double jumping mechanics.

Combat

The combat will consist of the following mechanics:

- Punch

- Kick

- Pick up objects

- Throw objects

- Special unlockable charged throw

- Jump

- Double Jump

Economy

- Points system will be allocated for breaking, throwing and punching obstacles.

- Points will be allocated at the top right of the screen, as indicated by the UI

Screen Flow

- Players will start off at Timmy's bed whilst moving into the direction of the LEGO castle, wherein Broccoli King resides.

- There will be a change in the background art to indicate that the player has entered the castle.

Game Options

- Restart option will be implemented so players can replay the story at any given time.
- Menu includes a play, settings, exit and credits options.

The Story, Setting, and Character

Story and Narrative

- Timmy's room is a mess, when confronted by his parent, he ends up blaming Teddy, his beloved teddy bear. The story follows the adventure of Teddy trying to prove his worth to Timmy by defeating the Broccoli King, who Teddy believes is the key to saving Timmy from his fear of veggies. Will this finally rekindle their once lost friendship? Or will this lead to the demise of Teddy's hope?

Game World

Setting

- The main setting will be Timmy's bedroom
- Divided into the tutorial section at the start and the build up to Broccoli King's castle
- Setting will consist of a lot of items, objects that one would find in an untidy kid's room

Areas

- The bedroom
- The kitchen
- The LEGO castle

Props

- Room
- Window & Door
- LEGO's
- Teddy Bear
- Bed
- Lamp
- Backpack
- Desk & Chair
- Office supplies
- Toys (Misc.)
- Sports equipment (baseball bat, baseball, basketball)
- Cars and Planes (Subcategory of toys)

Characters

- **Timmy**

A five year old kid with a really imaginative brain, who likes to play with his toys.

- **Mother**

Timmy's mother, who is a kind and loving character, through her dialogue you can see that she has a lot of empathy.

- **Father**

Timmy's father, who likes to use sarcasm as a way to be passive aggressive. He also loses his tone quickly, it is made clear when he snaps at Timmy when seeing his untidy room.

- **Teddy**

Timmy's favorite teddy bear, who came to life thanks to his imagination. Timmy's perspective convinces the player that it's an exaggeration.

- **Broccoli King**

The embodiment of Timmy's biggest fear and the antagonist to the story.

Levels

Playing Level

- After Timmy is done explaining what Teddy did, you will be tasked to defeat King Broccoli, who resides within Timmy's LEGO castle. However, this time you will be playing from the first-person perspective of the loving Teddy.

Tutorial

- The narrator, Timmy, explains to his parents how Teddy made a mess of the room. Through the explanation of the narrative from a third-person perspective, the player is prompted to complete certain objectives.

Interface

Visual System

- Level progression bar
- Achievement banner
- Dialogue bubbles accompanied by character art
- Scoring system
- Menu option

Control System

- [LEFT-CLICK] - Punch
- [RIGHT-CLICK} - Grab and Throw
- [X] - Charged Throw

- [W] - Move upwards

- [S] - Move downwards

- [A] - Move left

- [D] - Move right

- [SPACEBAR] - Jump

- [SPACEBAR] [SPACEBAR] - Double Jump

Audio, Music, Sound Effects

- Sfx will consist of breaking, smashing and throwing sounds for combat.

- Special sfx accompanied by certain dialogue, such as grunting and taking damage

Artificial Intelligence

Enemy AI

- King Broccoli - A stationary enemy that fires projectiles towards the player accompanied by witty dialogue.

Support AI

- Invisible walls used to prevent players from moving away from the objective.

- Since the level design will be a side scroller, the player is prohibited to move outside of the level boundaries itself. Players won't be able to move below the floor level and not above the 'ceiling' level, into the out of bounds area.

Technical

Target Hardware

- PC

Development Software

- Unity

- Maya

- Blender

Minimum System requirements

- OS: Windows 10

- Processor: 64 Bit Dual Core 2GHz CPU

- Memory: 6GB

- Storage: 200MB

- Languages supported: English

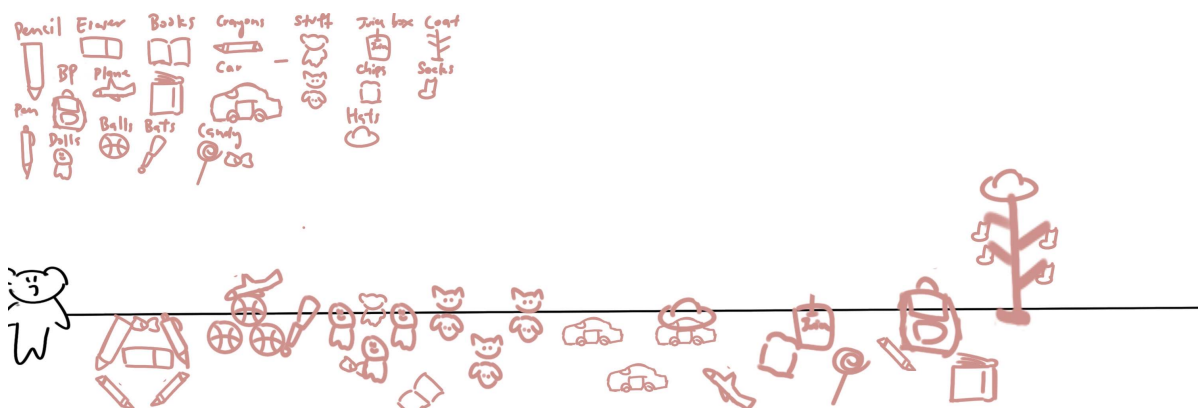# Game Art Development

- Teddy Bear Rig:

- Bed model:

- Teddy rig with added equioment
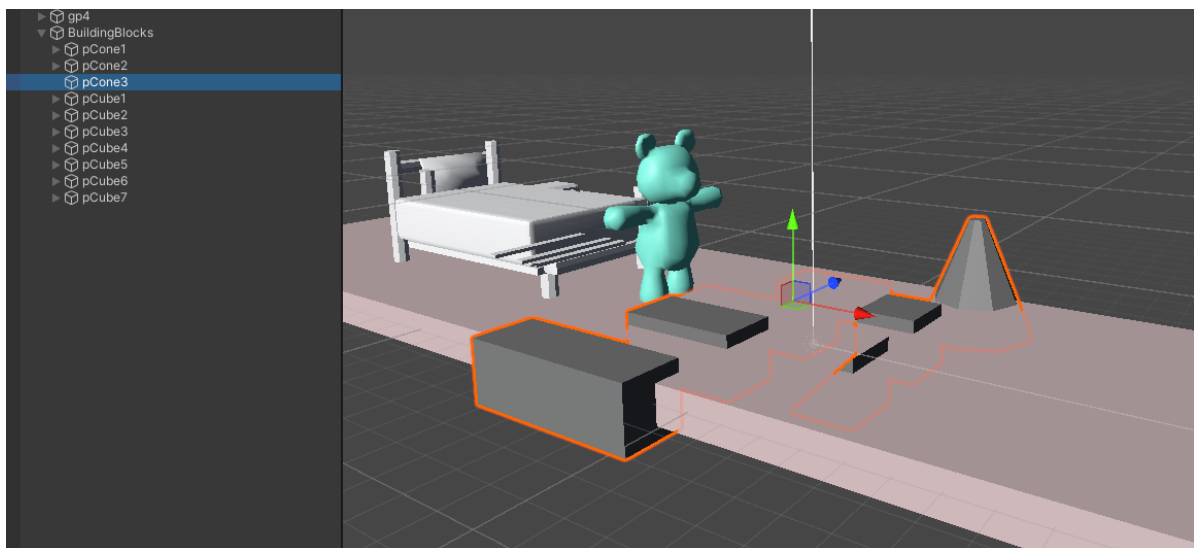
- First rough draft of level design

- King Broccoli

- Teddy model close up in game

- Example 1

- Example 2

- Timmy early design draft

- Early concept for Title Card