Official Revised Game Design Document for:

Island Adventure 9:

*The True Beginning*

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**Part 1 : Game Overview**

**Game Concept**

Third Person Perspective. You are shipwrecked on an island from a trade mission that you were on that went awry. There are three islands, Volcanic, Tropical, and Temperate. The goal is to build a raft to get from the first to the second island and then a boat to get from the second to the third island, where your ship has been beached, and will need to be repaired before you can escape. And of course to survive all this time.

**Feature Set**

**Combat System**

1. Three tiered attack and defence.
2. Bow and Arrows
3. Spears
4. Shields Maybe?
5. Armor if we have time.

**Survival**

1. UI about player condition
2. Can get sick
3. Can die from hunger and thirst
4. You can drink water from a stagnant water source. Also you cannot drink ocean water.

**Biomes**

1. Volcanic - very few enemies
2. Tropical - no intelligent enemies, intense weather
3. Temperate - intelligent enemies and non-intelligent enemies

**Genre**

Survival simulator

**Target Audience**

Male and Female gamers 16+

**Game Flow Summary**

As the player moves through the game by walking, running, and jumping, they will run into hostile enemies. A player will need to stop and address a hostile enemy or run away from it if they so choose. Combat will require skill in dodging and timing, but the player will reap rewards necessary for survival. In times of peace, a player is looking for materials necessary towards building a raft or a boat to get to the next island. The player is also looking for areas to replenish their water and food necessity. A map is nowhere to be found so navigation is a constant task the player must face, finding landmarks and keeping a trail.

**Look and Feel**An environment and characters as realistic as possible would be the ideal. The ideal look is a Hawaii like world with the Volcanic Island being an island currently in formation, magma spewing everywhere. The feel will be like a pirate’s life, gritty and rough. You're a captain having lived life on the sea so you're used to a hard lifestyle, doing whatever you can to survive. Everything is dirty and you don’t care. The structures are old and decayed. The world is breathing with nature and mostly untouched by modern civilization.

**Project Scope**

***Number of locations:*** Three. Temperate, tropical, and volcanic one defining characteristic per biome.

***Number of levels***

Three.

***Number of NPC’s***

~3 These are the total number of cats on all three islands

**Part 2 : Gameplay and Mechanics**

**Gameplay**

***Game Progression***

You were the captain of the ship. There was a mutiny and you were put in the brig. A storm comes and you get shipwrecked on a chain of islands. When you awake you are on an active volcanic island, with no sight of your ship, but you can see a tropical island in the distance. Your goal is to survive long enough to build yourself a raft that will take you to the second island. Upon arriving at the second island, you see that further out, there is a third, temperate looking island with your ship wrecked on the coastline. Your newly crafted raft will not be enough to get you to the third island, but this tropical island has plenty of resources to make a small boat that will survive the journey. Unfortunately, it is also inhabited by aggressive wildlife, which will make your struggle more difficult. After you complete the construction of your new vessel. You can sail to the third island. Once you get to the third island, to get your old ship back, you will have to fight the wildlife of the island preventing you from boarding your old ship. Once you recover your old ship, you will be treated with a credits scene with you having control of your ship!

***Mission/Challenge Structure***

The missions will go like this for the first two islands. Build a raft escape the island get to the next island. Build a small boat get to the third island. Defeat the wildlife and build the boat, leave the islands.

***Objectives (What are the objectives of the game?)***

Survive. Escape. Kill. Live.

***Play Flow (How does the game flow for the player?)***

See Game Progression Section.

**Mechanics (What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. How do all the pieces of the game interact?)**

***Movement***

General Movement

Standard wsad keys for movement with any combination moving you at a forty five degree angle (or around there). A jump function is also necessary and a use function. Running option as well.

Other Movement

**Sailing -** a cutscene that takes you to the next location.

***Objects***

Picking up Objects: For bug related purposes we will press ‘f’ to pick up objects.

Moving Objects Inventory slots only no weight. Max stack of ten of normal sized objects small objects will be one hundred and big objects ie. logs will be one.

***Actions***

*Picking up, Carrying and Dropping*

1-0 is your hotkey inventory whatever you are carrying is what can be acted upon. For example if you wanted to tie a rope to something you would need to have the rope active in your inventory. Otherwise it will not be available to act upon. ‘F’ is used to pick items up and items that are able to be picked up are marked by its name.

*Reading* - Along the way, you will discover information about plants and animals that inhabit the chain of islands. This information will be written down in your journal for future reference. If you find a red mushroom, for instance, you will get a page in your journal that tells you what you know about it. If you eat it, and it hurts you, that information will be recorded in your journal so you know not to eat them anymore. There will not be signs to read.

***Combat***

Combat will revolve around the player fighting for their life against the wild creatures of the island. Combat will be a variable experience as to reinforce how the player interacts with their surroundings, giving a sense that good problem solving and quick thinking will see them through.

***Economy***

**No Economy.** There will be no trading or purchasing of goods, and no currency. We will have items you can gather, things you can craft with those items, and the ability to store items in a crafted chest.

**Screenflow**

***Screen Flowchart (A graphical description of how each screen is related to every other)***

Main menu -> New Game, Options,

Options -> Return to game/Main Menu

Credits -> Return to main menu.

Play screen -> Esc. to open options menu (pauses game), <J> to open Journal

Journal -> Return to game

***Screen Descriptions (What is the purpose of each screen?)***

*Main Menu Screen*

Allows the player to go to the options, exit, and play screens.

*Options Screen*

Allow the player to change options such as graphic quality and audio volume.

*Map/Journal Screen*

Will not give player location but will show the general layout of islands and information on all kinds of things within the islands.

*Credits*

Credit screen will scroll through a list of the names of who worked on the project and what they worked on for the project. As well as credits for assets we use.

Play Screen

**Game Options (What are the options and how do they affect gameplay and mechanics?)**

Screen Resolution:

Standard screen sizes only. Just changes the resolution of the game.

Render quality or LOD settings  
This changes the complexity of the models that we are using. Example Super Mario Bros and Whatever weird stuff mario is now a days with the chipmunk costume.

Sound Settings:

Simple sound settings. Basically mute and unmute for different options like music

**Replaying and Saving**

Replaying is an option on the Main Menu screen with the ‘Play’ button.

**Cheats and Easter Eggs**

Wilson Volleyball Easter Egg

**Part 3 : Story, Setting, and Character**

**Story and Narrative**

***Backstory -*** You are a merchant ship captain on a journey across the sea, when your crew mutinies against you, and throws you into the brig. A storm strikes the ship, and the inexperienced crew end up crashing the ship into a chain of islands. You awake washed upon the shore of a volcanic island alone, but you can see a more habitable looking island in the distance.

***Plot Elements -*** You start the game on the ship you captain and are quickly mutinied by your crew and first mate, coming out of nowhere. After you crash, you are left confused until arriving on the third island to see your ship

***Game Progression -*** Your goal is to create a small raft to get yourself to the second island, where there are more resources to gather, food to find, and creatures to kill and harvest. Once you arrive on the second island, your goal is to create a small sailboat to cross to the third island where you can see your ship washed upon the shore. You must gather the resources to repair your ship. All throughout the game, you will have to eat, drink, and survive the elements and creatures you find on the island.

***Cut Scenes***

-No Cutscenes

**Game World**

***General Look and Feel of world***

***Area #1***

**-General Description**

A volcanic island with tide pools and lizards and the smalls amount of natural resources to be able to make a small raft. Think turtles.

**-Physical Characteristics**

A barren island that is still volcanically active. It has the barest of vegetation and a couple of trees and a lot of rocks.

**-Connections to other areas**

The islands will be connected linearly. Basically, volcanic will lead to tropical tropical will lead to temperate.

***Area #2***

**-General Description**

Tropical and wild. This island is wet and cold while also having extremely hot days. The animal life is more varied with much more dangerous animal life being present and many more climate related dangers. Shelter will be important as well as fire on this island. The weather seems to vary more simply due to the left over volcanic ash that is in the sky.

**-Physical Characteristics**

Many lush trees

**-Levels that use area (#levels?)**

Tropical will be connected to the temperate island which is where the ship is .

**-Connections to other areas**

Connected to Temperate.

***Area #3***

**-General Description**

Temperate climate, your ship is beached along the shore. This should feel like an island. As such there should be A LOT of wildlife and berries around the island.

**-Physical Characteristics**

A lot more dangerous animals.

**-Connections to other areas**

Connected to by the Tropical island, but you cannot return once you have left the tropical island.Until you have repaired the boat.

**Characters**

***Captain of Ship (Jimmy)***

-Back Story: It’s been his dream to captain a ship since he accompanied his dad on a trip once when he was 6. Now, after working his way up the ladder for years finally acquired a ship Called the Sanctuary, his Dad's ship that he obtained after he passed away in a horrible Ninja Turtle accident.

-Personality: Down to earth noble values. Great Leader. Diplomatic.

-Look

* Physical characteristics

-Average skinny guy. 6ft tall. 170 lbs. Captains clothing.

* Animations

-Running, walking, fighting, eating, sitting, cooking, drinking.

-Special Abilities: Has advanced determination to accomplish any goal he sets his mind to. Agile. Great with a sword.

-Relevance to Game Story: Main Character. Was the victim of a mutiny against his ship and must get it back. Leader of the good crew.

-Relationship to other characters: Leader of the ship. The head honcho. The Kingpin. (Could Jimmy and Phillip possibly be brothers? Their dad decided to gift Jimmy the ship because he wasn’t a drunk and Phil holds a mutiny out of jealousy and hate?)

-Statistics: High attack and speed.

***Animals:***

*Jaguars:* Fast, agile

**Part 4 : Interface**

**Visual System**

***HUD:*** A Hunger, thirst, and Health bar.

***Menus:*** Title screen, Journal, Inventory/Bag screen, Options menu, pause screen, (Game Over) Death screen.

***Camera:***First person

**Control System (How does the game player control the game?) What are the specific commands?)**

W - Move forward

A - Strafe left

S - Move backwards

D - Strafe right

Mouse movement - Rotate character and camera

F - Pick up item

P - Open Pause menu

J - Open Journal/Map

Space - Jump

Shift - Run

**Audio**

Options menu can control music volume, sound effects, and dialogue.

**Help System**

Your journal will be a reference guide and will show information on anything you need to know.

**Part 5 :**

**Artificial Intelligence**

**Enemy AI (Villains and Monsters)**

Animal AI

Predator

When player is inside of circle X this animal will move to attack the player.

**Part 6 : Technical Aspects**

**Target Hardware**

Developed for windows PC

Hardware specs

3.2-GHz PowerPC Tri-Core Xenon GPU: 500 MHz ATI Xenos

512MB GDDR3 RAM

Built-in, 250GB

**Development Hardware and Software**

Unity

Maya

3ds Max

**Development Procedures and Standards**

Once we arrive at MVP we will then begin optimization passes.

**Game Engine**

Unity and maybe some material help from unreal engine.

**Scripting Language**

C#

**Part 7 : Game Art**

**Style Guides**

Most of the art related to characters will be designed with the idea that all these characters are stranded on deserted islands after having survived a shipwreck. Worn clothing, tattered everything.

**Characters**

Characters are English and middle class but live on the adventurous side of life, sailing the sea. Working on a ship makes one very fit and most are, with the exception of Philip and his evil crew, who all look like drunks and have a little beer belly going on. The evil crew and Philip may have less tattered clothing because they don’t put in actual work and wear probably mostly darker colors to signify they are evil. On the other hand, the good crew and Jimmy can wear lighter colors and are in good shape. Animals look as realistic as possible.

**Environments**

As realistic as possible and fitting the description of the environments above. Hawaii inspired. Tropical and a wide variety of plants, animals, and terrain.

**Equipment**

Weapons, clothing, inventory satchels, and any other gear will look rather worn as most of the game will be after you have survived a ship crash. New and clean versions can be made for before the ship crash.

**Part 8 : Secondary Software**

-Trello:Checklist and Project Management

-Adobe Photoshop CC: Image editing and painting software.

-Adobe InDesign CC: Graphic Design software.

-Autodesk Maya/3D Max/Mudbox: Suite of 3d modelling, sculpting and texturing software.

-Motion Capture Software

-Pro Tools: Sound editing and recording software.

-Audacity**:** Open source audio software.

-Skype: VoIP software for communication.

-Git: Version Control software.

-Google Doc’s: Rich Text Editing and Collaboration software.

**Part 9 : Management**

**Detailed schedule**

**Week 1: Main character model/non-combat animations**

Tim - Inventory and Picking up stuff

Conner -Grinding on the main character and getting him looking nice

Wes - Start on menus. Title Screen, Start/Pause Menu, and Options Menu.

Ryan - Item Models and modeling models.

**Week 2:Attack System Prototyped**

Tim - Make sure Inventory is working work with Conner or code for Attack Sys

Conner - Work on Attack System

Wes - Keep working on menus if finished work on modeling islands

Ryan - Work with Wes finish the Islands

**Week 3: Voice Acting and Mocap**

**// all will work on Voice Acting if we can find time before this we should.**

Tim -

Conner -

Wes -

Ryan -

**Week 4: Polish the Islands and Maps**

**// all will work on polishing the game where it stands.**

Tim -

Conner -

Wes -

Ryan -

**Week 5: Sailing Possibly Finished**

**Week 6:**

**Week 7:**

**Week 8:**

**Week 9:** Polish any rough edges.

**Appendix A : Asset List**

**Art**

***Model and Texture List***

-Animals

-Trees

-Ships, rafts

-Food

-Weapons

-Ship building Materials

-Rum

-Crates

-Coconuts

-Wood

-Rocks

-Ground/Grass Texture

-Different types of animals textures

***Animation List***

***-***Combat Animations

-Walking, Running

-Standing/Idle

***Interface Art List***

-Notebook

-Satchel UI

-Title Screen UI

-Pause Screen UI

-Game Over screen UI

**Sound**

***Environmental Sounds***

-Waves Crashing

-Water flowing (Rivers, lakes?)