Design Document for:
MILK

You won't know what hit you?

"You'll be craving for more"

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Version # 1.00

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Design History

This is a brief explanation of the history of this document.

We are trying to design a playable game, by only implementing the first few maps due to time restraint. Our goal is to have all maps and storyline planned out if time allows. code out basic controls over character and movement and interaction between character and enemy. Find out how large character is pixel wise, and plan map accordingly. Be able to run the game on every single computer of the WOW Games development team.

This design document is a living breathing document that we at WOW Games is maintaining as we develop our game "MILK". Throughout this document there will be numerous changes and updates that directly reflect the various changes and updates that we make to our game. Any previous design decisions will be kept in this document and be crossed out as opposed to simply being erased in order for not only us to look back on and reflect upon, but also for our followers to view in order to get a better idea of our design decisions. Crossed out segments in our design document will most likely be followed up with highlighted text that shows what our team decided to change
Reserve the version history for the end of the document
(Initial docs Version 1 -> Some major Changes Version 2-> Little edits for grammatical errors, making sure pages line up for the appendices, etc Version 2.1). Remember to delete this at the end!

Version 1.10

Version 1.10 includes some tuning and tweaking that I did after making my initial pass at the design. Here is what I changed.

1. I rewrote the section about what systems the game runs on.
2. I incorporated feedback from the team into all parts of the design however no major changes were made.
3. Just keep listing your changes like this.

Version 2.00

Version 2.00 is the first version of the design where a major revision has been made now that much more is known about the game. After many hours of design, many decisions have been made. Most of these large design decisions are now reflected in this document.

Included in the changes are:

1. Pairing down of the design scope. (Scope, not design)
2. More detailed descriptions in many areas, specifically A, B and C.
3. Story details.
4. World layout and design.

Version 2.10

 Version 2.10 has several small changes over that of version 2.00. The key areas are in many of the appendixes.

Included in the changes are:

1. Minor revisions throughout entire document.
2. Added "User Interface Appendix".
3. Added "Game Object Properties Appendix".
4. Added concept sketch for world.

Game Overview

Philosophy

Philosophical point #1

Here at WOW Games we want the user to experience every single sense of the word WOW, whether it's "WOW that's pretty funny" or "WOW I can't believe that just happened!" or even "WOW that is so incredibly dumb!"(in a satirical sense of course). WOW is an incredible word that captures a wide array of astonishment and we wish to do the same with our games.

Philosophical point #2

Our game runs on PC, which means it is compatible with Windows, Mac, AND LINUX. Compatibility on Linux was really important for us because it an amazing operating system, but when it comes to compatibility with video games, it usually gets the short end of the stick so we want every PC including those that run on Linux to be able to experience our game.

Philosophical point #3

Every game development team has their own definition of the word "Fun". We at WOW Games believe that a fun game shouldn't be overbearing and require the player to be constantly focusing on learning the mechanics and mastering it. A fun game should be simple and easy to play, but not excessively simple to the point that our game becomes one dimensional, repetitive, and eventually dull. We want the player to focus less on how the game should be played and focus more on the plot, scenery, characters, of course the many interactions that the player has with the environment of the game.

Common Questions

What is the game?

Describe the game is a paragraph. This is the answer to the most common question that you will be asked. What are you working on?

MILK is a single player Role Playing Game that lets the player explore the magical world our team has developed and experience a fresh kind of environment, away from the stressful "have to be number one " normal RPG mindset. It consists of a main character who is a kid that must travel long and far for the extremely rare resource of milk and along the way meets characters that will later on become his followers. The followers will serve as his ~~back-up in fights and be able to heal the main character or even attack the enemy, while the kid himself has a wide range of attacks~~ soldiers and the kid will call on them for each move and they will perform specific attacks based on the type of character the follower is along with the type of enemy that they are facing. Unlike other RPG's where the player only has the same moveset for every battle, MILK will have different attacks for nearly every single fight. Once a ~~character, even the main character,~~ follower dies then

that character is lost for the duration of the game ~~and the player must then become another character among the followers the player has acquired throughout the game~~. If there are no more ~~characters for the player to become then the game ends~~ <mark>followers then the game ends</mark>. MILK is a game where the user can relax while casually flowing through the game, only to be surprised and ~~unexpectedly die~~ <mark>either be relieved to finally lose a follower that has been dragging the whole team down or be devastated to lose a follower that has been crucial to the player's success</mark>. Ultimately this game is meant to be comedic, and a parody RPG that will appeal for anyone who wants an old school game that makes fun of the newest trends and games.

Why create this game?

Why are you creating this game? Do you love 3D shooters? Do you think there is a hole in the market for Jell-O tossing midgets?

WOW GAMES has created this game for the pure enjoyment, laughter and sometimes frustration of the player. We want to see the wide range of reactions that gamers have when playing MILK.

Where does the game take place?

Describe the world that your game takes place in. Simple as that. Help frame it in the reader's mind by spending a few sentences on it here. You can go into lengthy detail later in a section solely dedicated to describing the world. Remember that we want to keep this part of the design light and readable.

MILK takes place in an alternative universe where MILK has become an extremely rare commodity since the mad cow disease has taken out most of the cow population and now there are only a select few golden cows who can produce milk.

What do I control?

Describe what the player will control. You will be in charge of a band of rabid mutant fiddle players. If you want you can switch on the AI and turn it into a fish bowl simulation.

Players will be able to control the main character ~~and all of the followers that they have acquired. The player can simply play as the main character or switch to any of the followers they wish to throughout the game.~~ In combat the player will play as the <mark>main</mark> character ~~they are current controlling while all of the other characters will be supporting the player~~ <mark>and as the main character, the player will select among a list of followers to use as "attacks" or as his soldiers.</mark>

How many characters do I control?

If this applies talk a little more about the control choices. Remember to add answers to questions that you think the reader will ask. This is totally dependent on your design.

The player will be able to control 1 main character and up to 15 followers which adds up to a total of 16 characters. <mark>We have decided to change our design decision and allow the player to just control the main character when exploring the world; however, when it comes to combat the player can select among the followers to used as a soldier for each turn.</mark>

What is the main focus?

Now that we know where the game takes place and what the player controls. What are they supposed to achieve in this world? Angry fiddle players take over the U.N. building. Be careful not to add a bunch of salesmanship here. Your design wants to stay light and informative.

MILK focuses on a boy who must go to the grocery store and pick up some precious milk and bring it back for his mother. The main objective is as simple as that, but whether or not something happens to the kid on the way to store and whether or not that kid has to battle various monsters and bosses, is something that the players must find out by playing the game.

What's different?

Tell them what is different from the games that are attempting this in the market right now. This question comes up a lot.

Many turn based role playing games consists of repetitive combat and the same set of skills and attacks that a character can perform for every single game battle, but for MILK we wanted to change that. Since our combat system is not just simply one character battling an enemy, but a character that calls upon his followers to fight for him, every battle involves different attacks based on the follower and enemy type. In addition, MILK does not use the traditional lives system that other RPG's use. For MILK, we decided to make our followers count as lives, so once a follower dies in combat then not only does that character remain dead for the rest of the game, but the player essentially loses one life and now must carry on will one less follower which in turn will most likely make them weaker for the next battles unless they are able to attain another follower.

Feature Set

General Features

No loading screens - Large Connected Map
Single player
32-bit color
Turn based combat
Top-Down perspective/Bird's Eye View

2.5D graphics

Gameplay

List stuff here that is key to the gameplay
experience List a lot of stuff here
Hey, if you got nothing here, is this game worth doing?

- Interesting storyline where the player has many choices between the followers he chooses to acquire ~~and which character the player chooses to play as~~.
- Unique fighting system in which the player learns which followers is good in certain situations and which followers are not.
-

The Game World

Overview

Provide an overview to the game world.

Procedurally Generated Monsters

For enemies that are not bosses, they are procedurally generated as opposed to being hard coded so every time you enter an area, there will be different monsters that fit the theme of area. For example if you enter the forest area for the first time you may encounter a bear, but the second time you go to the forest area, you may encounter a wild hog or even a ghost as a enemy.

Interactable Environment

The environment is not only consists of a background and collidable borders, but also tiles and objects that can be interacted with. These various interactions include creating possible shortcuts, destroying an obsticle blocking a path, or even revealing secret bosses and followers that would otherwise be unknown to the player if they do not do enough exploring.

No Loading Screens

Let's face it, no one likes loading screens and quite frankly they are disgusting, but we know that they must be done especially for games of an enormous size. Fortunately, for MILK we are able to avoid loading screens and allow the players to seamlessly explore the world.

The Physical World

Overview

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

Key Locations

- The kid's home
- Coffee Shop
- Market
- Mall
- Forest
- Volcano
- Slums
- Mountains

Travel

Describe how the player moves characters around in the world.

Scale

Describe the scale that you will use to represent the world. Scale is important!

Objects

Describe the different objects that can be found in the world.

See the "Objects Appendix" for a list of all the objects found in the world.

Weather

Describe what sort of weather will be found in the world, if any. Otherwise omit this section. Add sections that apply to your game design.

Day and Night

Does your game have a day and night mode? If so, describe it here.

Time

Describe the way time will work in your game or whatever will be used.

Rendering System

Overview

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

2D/3D Rendering

Describe what sort of 2D/3D rendering engine will be used.

Camera

Overview

Describe the way the camera will work and then go into details if the camera is very complicated in sub sections.

Camera Detail #1

The camera will move around like this and that.

Camera Detail #2

The camera will sometimes move like this in this special circumstance.

Game Engine

Overview

Describe the game engine in general.

Game Engine Detail #1

The game engine will keep track of everything in the world like such and such.

Water

There will be water in the world that looks awesome and our game engine will handle it beautifully.

Collision Detection

Our game engine handles collision detection really well. It uses the such and such technique and will be quite excellent. Can you see I am having a hard time making up stupid placeholder text here?

9/22/20106

Lighting Models

Overview

Describe the lighting model you are going to use and then go into the different aspects of it below.

Lighting Model Detail #1

We are using the xyz technique to light our world.

Lighting Model Detail #2

We won't be lighting the eggplants in the game because they are purple.

9/22/20116

The World Layout

Overview

Provide an overview here.

World Layout Detail #1 World Layout Detail #2

Game Characters

Overview

Over of what your characters are.

Creating a Character

How you create or personalize your character.

Enemies and Monsters

Describe enemies or monsters in the world or whomever the player is trying to defeat. Naturally this depends heavily on your game idea but generally games are about trying to kill something.

9/22/20136

User Interface

Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

User Interface Detail #1 User Interface Detail #2

Weapons

Overview

Overview of weapons used in game.

Weapons Details #1 Weapons Details #2

Musical Scores and Sound Effects

Overview

This should probably be broken down into two sections but I think you get the point.

Red Book Audio

If you are using Red Book then describe what your plan is here. If not, what are you using?

3D Sound

Talk about what sort of sound APIs you are going to use or not use as the case may be.

Sound Design

Take a shot at what you are going to do for sound design at this early stage. Hey, good to let your reader know what you are thinking.

Single-Player Game

Overview

Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

Single Player Game Detail #1 Single Player Game Detail #2 Story

Describe your story idea here and then refer them to an appendix or separate document which provides all the details on the story if it is really big.

Hours of Gameplay

This game should provide 2 hours of gameplay to achieve victory for the game. However, has 5 hours of playable content.

Victory Conditions

Player obtains milk from the mall and brings milk back to original starting point, after defeating the final boss.

9/22/20176

9/22/20186

Character Rendering

Overview

Provide an overview as to how your characters will be rendered. You may have decided to include this elsewhere or break it out to provide more detail to a specific reader.

Character Rendering Detail #1 Character Rendering Detail #2

9/22/20196

World Editing

Overview

Provide an overview about the world editor.

World Editing Detail #1 World Editing Detail #2

Extra Miscellaneous Stuff

Overview

Drop anything you are working on and don't have a good home for here.

Junk I am working on…

Crazy idea #1

Crazy idea #2

"XYZ Appendix"

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

"Objects Appendix" "User Interface Appendix" "Networking Appendix" "Character Rendering and Animation Appendix" "Story Appendix"

Okay, that's it. I wanted to spend more time on this and really make it a great roadmap for putting a game design together. Unfortunately it would take a ton of time and that is something that we don't have enough of in this business. I think you get the idea anyhow. Also, don't get the impression that I think a design should provide the information in any particular order, this just happened to be the way it fell out of my head when I sat down. Change this template any way you want and if you feel you have improved on it, send it back to me and I can pass it out as an alternative to anyone that asks me in the future.

Good luck and all that!

Chris Taylor