**Game Design Document**

**\**Game name here\****

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**Overview**

Introduction

This third person interactive role-playing game allows the player to experience the evolutionary cycle of a new species, from a single cell organism all the way to a fully evolved creature. Throughout this journey the player will make decisions about how the creature interacts with other creatures and mould its evolutionary path, changing its appearance and genetics.

**Detailed Game Description**

Concept

The high level concept for \**game name\** is \**concept\**

Characters

The main character in the game is the player’s own creature and the player will see the game world from their perspective. This creature will be fully controlled by interaction from the player, and will become stronger and more powerful during the game.

All of the NPCs are other creatures in the game world. These creatures are on an evolutionary journey as well, and they will interact with the player’s creature as well as each other. There will be battles between creatures to decide who is the stronger, and creatures will also be able to breed. The player can choose to fight with the other creatures in the world as well.

Story

Starting off as a single-cell organism, our creature must evolve in order to gain dominance over rival creatures. Consuming other, weaker organisms will allow our creature to become stronger and bigger, until it becomes powerful enough to grow to the next evolutionary stage.

Once evolved, our creature will be able to observe the actions of its various rivals and decide how to interact with them. Can our creature become the most feared predator?

Objectives

* To make the strongest possible creature
* To survive long enough to reproduce

Gameplay

--AI--

**Game Structure**

Interface

--HUD—

--Graphics--

Controls

* Mouse

Scoring

* Time taken to evolve

Levels

* Cell Stage
* Creature Stage

Audio