**GAME DESIGN DOCUMENT**

SUB TITLE

GAME TITLE



**Last Updated:**

6/1/17

**Prepared By:**

John Doe

Jane Doe

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# Mission Statement

[dragon’s name] is a new creative way of using the elements to interact with the environment; advance by exploring floating islands riddled with puzzles to solve and dangers to fight, through freezing and melting different parts of your surroundings. Are you worthy of this trial, and will you be able to reach the hidden treasure that lies on the top?

# Genre

First person;

Fantasy;

Puzzle-platformer;

Minor fighting elements.

# Platforms

PC

# Target Audience

Directed to an audience that can appreciate a fantasy theme and enjoy puzzle mechanics.

# Storyline & Characters

You are a mage in search of gold, it is a well-known legend that the dragon holds immense riches, and many adventurers tried to steal it before you, but failed. You will use your powers to your advantage to reach your treasure for yourself.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Wizard’s Name | He is a mage, has powers to freeze and unfreeze things, through gloves that provide him with the power. | Brave, adventurous, a bit greedy. | He starts out with one power glove and unlocks the next one a few levels in. |
| Dragon’s Name | A peaceful, misunderstood dragon that is only protecting his home and keeps being targeted by greedy adventurers. | Looks like a dragon.  Protective of its home and treasure. | It’s a dragon. |
| Mr. Skeleton | Fallen adventurers that have attempted the mage’s challenge before and failed. Some cursed by the treasure to keep living only to protect it. | Will fight the mage, can be killed using the tools the mage has at its disposal. | It’s a skeleton; the only threat in the game aside from environmental threats (lava pits, falling, etc.) and the dragon. |

# Gameplay

## Overview of Gameplay

Mechanics inspired by God of War™; standard first-person controls played on PC. The mage’s abilities consist of the power to freeze and unfreeze interactable objects. Frozen objects retain all their properties and freeze in whichever state they are in. Melting objects returns a frozen object to their original state. Some objects can be burned.

Switches and interactable objects that perform mechanical actions can be activated by either pressure (heavy stone ball on button) or by burning “tikka torches” or “campfires” to activate them in the same vein as switches.

Ice walls can be created to reach high places. Ice walls cannot be climbed on, as they are too tall, but they can be walked on from a higher ledge. There is a limited number of walls that can be created before some start decaying. Ice walls can be melted using the melting hand.

## Player Experience

Player selects a level from the main menu. The player fades into the level, which is a floating island containing all the puzzles that need to be solved in that level. Looking around you are able to see all the other floating islands, islands below you are levels you finished, the ones above are upcoming levels. Smaller bits of floating islands can be seen as ledges and platforms.

Player finishes a level by completing all the puzzles within, these will be a combination of different mechanics that the player will slowly be introduced to. Enemies can appear in the form of bones scattered on the floor taking the shape of skeletons that attack you. The levels can consist of anything from moving platforms, timing puzzles, and bodies of water. Moving platforms will look like smaller floating islands.

[POTENTIAL] Some islands will crumble under your feet after some time. These will be timed puzzles. There will be a clear way of knowing that the island is not stable, and a timer will always be visible.

## Gameplay Guidelines

-No dialogue or any voice acting

-no gore

-No R-rated content

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| Different medals depending on how much time it took you to complete the level. | Some levels will be timed and the floating island will crumble and fall apart if you don’t escape them in time. | Difficulty progressively increases with each level.  With random levels made simple to give the player some breathing room. |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

The levels are made to be modular, reusing the same assets and mechanics in new creative ways on each level. This will even allow the player to have multiple ways to complete a level, maybe some ways that the developer didn’t even intend.

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |
| Random Level |  |

# Control Scheme

Mouse controls for hand actions- fire from one hand and ice from the other.

Standard WASD keyboard movement

Jumping with

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

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|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| Left mouse button | Fire spell |
| Right mouse button | Ice spell |
| WASD | Standard movement |
| Space | Jump |
| E | Create Ice wall |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Simple crosshair in the middle of the screen to show the player where he is aiming.  
Moving sliders for health and spell charge. Minor UI elements for interactable objects, or small tutorial segments, such as floating text asking the player to use their left/right buttons.  
  
Main menu consists of a spiral of all levels represented by floating islands with numbers/names on top to display their level number. The level can be selected by scrolling up and down. When doing so, the spiral will rotate and gradually select a level higher up or lower down. Levels you have not played yet will not be reachable. Quit and Settings buttons will be available on a corner of the screen. Settings will only contain minimal adjustments. A button to view earned badges will be available on the opposite corner of the screen.