MummahRunnah

Opposable Thumb Studios

Documentation Notes

(?) → "Misunderstood"
(!) → "Not Ready Yet"
GDD will be locked in "Revision 1.0"

License

Thanks to Alec Markarian, Benjamin Stanley and Brandon Fedie for preparing this documentation template.

Revision History

Revision: 0.1 → 31.01.2018
Game name and template design has been set
Finished "Overview" except Project Description and Influences
Finished "What sets this project apart?" except Detailed Core Mechanics
Finished "Story and Gameplay" except Detailed Gameplay

Revision: 0.2 → 02.02.2018
Finished Detailed Core Mechanics under "What sets this project apart?"
Finished 2D under "Assets Needed"

Revision: 0.3 → 09.02.2018
Finished "Assets Needed" except Animations
Edited "License" and "Revision History"
Finished Animations under "Assets Needed"
Edited The Elevator Pitch under "Overview"
Finished Detailed Gameplay under "Story and Gameplay"
Finished "Schedule"
Finished Object #1

Revision: 0.4 → 12.02.2018
Thanks to Orçun Nişli;
- Added Influences
- Edited Time Scale, Genre, Monetization Model, Targeted Platforms and Code Assets
- Added Marketing/PR to team roles

Overview

- ➢ **Theme / Setting / Genre**
  - ○ The genre is 3D First-Person Survival Stealth Action (Competitive & Cooperative) Multiplayer.
  - ○ The theme is a mother chasing her babies.
  - ○ The setting is parkour.

- ➢ **Core Gameplay Mechanics Brief**
  - ○ Walking
  - ○ Running
  - ○ Jumping
  - ○ Crouching / Crawling
  - ○ Interactions

- ➢ **Targeted Platforms**
  - ○ PC (Windows, Mac & Linux)
  - ○ PS4   (considered in later versions)
  - ○ X-Box ONE   (considered in later versions)

- ➢ **Monetization Model (Brief/Document)**
  - ○ Pay to Play from Steam game platform.
    3rd party platforms such as PlayStation Network (PSN) and Microsoft Store (Windows 10 & X-Box) are considered in later versions of hard launch (1.0) depending on the success on Steam.
  - ○ <Link to Monetization Document(?)>

➢ **Project Scope**
  - ○ <Game Time Scale>
    - ■ Cost: 160$ → 5060$
    - ■ Time Scale: 11-13 Months
      - ● Goal 1: Prototype version in June 2018
        <Goal description>(!)
      - ● Goal 2: Alpha version in October 2018
        <Goal description>(!)
      - ● Goal 3: Beta version in January 2019
        <Goal description>(!)
      - ● Goal 4: Hard launch in March - April 2019
        <Goal description>(!)
  - ○ <Team Size>
    - ■ <Core Team>
      - ● Yusuf Metindoğan
        - ○ Roles: Game Design, Core Mechanics, AI, VFX, UI, Networking, Marketing/PR
          <General role description>(!)
      - ● Oğulcan Güldiken
        - ○ Roles: Game Design, Animations, Sound Design, VFX, UI, Marketing/PR
          <General role description>(!)
      - ● Taha Berkay Başaran
        - ○ Roles: Art Direction, 3D Modelling, Graphics & Texture
        - ○ <General role description>(!)
  - ○ <Licenses / Hardware / Other Costs>
    - ■ Licenses
      - ● Unity Personal Edition (Core Team) - Free
      - ● Blender 3d (3D Modelling) - Free
      - ● AutoDesk Maya 2018 (Animations) - Free (Student License)
      - ● PhotoShop CC 2017 - 59.99$
    - ■ Hardware
      - ● Personal Computers - Core Team (N/A)
      - ● Personal Graphic Pad - Taha Berkay Başaran (N/A)
    - ■ Other Costs
      - ● Steam Direct - 100$ → 5000$ (Up to 5000$)

➤ **Influences**
- ○ 1 vs. Many Concept (Asymmetric Competitive Gameplay)
  - ■ Dead by Daylight (Video Game, June 2016)
    This game has influenced our game with its success in the genre. Key point of their success was its horror theme. It was the first game where a player got scared of another player intentionally.
    Reference: https://en.wikipedia.org/wiki/Dead_by_Daylight
  - ■ Evolve (Video Game, February 2015)
    Despite its failure in marketing with its high cost, Evolve's design inspired us on how to use the asymmetrical gameplay design as an advantage. The beast -alone player against 4- has many advantages against enemy team (like feasting on small AI creatures and leveling up for various set of skills) while the other 4 only has the advantage in numbers.
    Reference: https://en.wikipedia.org/wiki/Evolve_(video_game)
  - ■ Friday the 13th: The Game (Video Game, May 2017)
    This game has shown to masses that the genre is capable of carrying familiar/popular themes. We approach in the same way in our game by covering an everyday theme - a mother and her babies.
    Reference: https://en.wikipedia.org/wiki/Friday_the_13th:_The_Game
- ○ Mother-Role & Babies (A Parental Theme)
  - ■ Who's Your Daddy (Video Game, December 2015)
    In this game, player is the father who is trying to protect his baby from various dangers or its the baby who is trying to put himself in these dangers. Players found out that the conflict between a child and it's parent is a fun way to be played in a video game.
    Reference: http://www.wikizero.info/index.php?q=aHR0cHM6Ly9lbi53aWtpcGVkaWEub3JnL3dpa2kvV2hvJTI3c19Zb3VyX0RhZGR5JTNGXyh2aWRlb19nYW1lKQ
  - ■ Baby's Day Out (Movie, July 1994)
    The movie is about a baby going wild and dealing with his incompetent kidnappers. This inspired us on designing the babies as wild and wicked as possible to snatch its theme.
    Reference: https://en.wikipedia.org/wiki/Baby%27s_Day_Out
- ○ Sentiment of Chasing (or Being Chased)
  - ■ Rainbow Six: Siege (Video Game, December 2015)
    It's not about the game's main gameplay, but a part of it. Round based matches has an initial round where the Attacker team players send drones to explore the enemy (Defender team) territory. Attacker team controls the tiny drones to gain view spots and earn points by scanning enemies while the Defender team tries to eliminate drones and set traps or so, as themselves. In this short action, we get to feel this sentiment of being chased by a gigantic enemy and we realized that players are getting so excited in these sections than they do in the main gameplay. These short action scenarios inspired us to make this game entire.

➢ The Elevator Pitch

<Description of our game in a minute>

It's a multiplayer game based on 1 vs Many (at least 4). You either the mother (alone) or one of the babies in the team. If you are the mother, you either protect the goals that babies trying to reach or chase after them. If you are one of the babies, you have to team up with other baby players and reach to several goals depending on various types of maps and game modes.

It includes parkour and stealth elements. There are many types of traps, interactable objects and power-ups to use in behalf of your advantage throughout the map.

Also, the game's maps will be honeycomb shaped and for some game modes, the maps will be generated randomly.

What sets this project apart?
- Different mapping approach from other competitive games
- The feeling when you get to chase many little players or get chased by a gigantic enemy player
- First cute themed game in our genre

➢ **Core Gameplay Mechanics (Detailed)**
- Core Movement Mechanics (Walking, Running)
  - <u><Details></u>
    Simple first-person movement controls. Mother will run faster compared to the babies but walking will make less noise for babies compared to the mother.
  - <u><How It Works></u>
    Keyboard buttons will provide walking depending on one of 4 directions (W for forward, S for backward etc.) Mouse will rotate the character by the point differentiate vector.
- Extra Movement Mechanics (Jumping, Crouching/Crawling)
  - <u><Details></u>
    Only babies can jump and it's a key point in flexibility for babies. Mother's catch move can be easily avoided with a jump by babies.
    Mother can crouch while babies can crawl. If a baby crawls, it can fit under some of the objects. Babies will crawl fast but get up slower. Mother will crouch and get up much slower than babies. Mother can't see well hidden babies without crouching. (Movement speed difference between mother and the babies will balance these disadvantages.)
  - <u><How It Works></u>
    Crouching and crawling will be provided by the same button but work different depending on your character (mother or baby).
    Jumping will be provided with a single button for babies. The same button won't work with the mother, but she has more interactions with other objects and power-ups to balance the gameplay.
- Interactions
  - <u><Details></u>
    There are four types of interactions for mother. One for using traps, one for activating an acquired power-up, one for interacting with environment objects (doors etc.), and one for the objective interaction (catching a baby, putting a baby in crib, etc.) Last interaction can be considered as an attack move.
    Baby interactions are pretty limited, only with environment objects and for the objectives.
  - <u><How It Works>(?)</u>

Story and Gameplay

➢ Story (Brief)

○ A mother or a daycare personal or a babysitter is preventing babies from taking cookies, trying to get them to bed for sleep time and change their diaper to keep the floor clear. Babies trying to achieve the exact opposite and there is a conflict between the babies and the mother-role.

➢ Story (Detailed)

○ No detailed story included in the game, only simple background lore because the game is competitive multiplayer.

➢ Gameplay (Brief)

○ All game modes can be played with at least 5 players. Since it's a competitive game, there are 2 teams; a mother-role versus the babies. Gameplay includes simple first-person control mechanics like walking, running, interacting etc. In all modes and maps, both teams has a goal to achieve like time expiration, an award like a cookie or reaching the destination without getting caught. Players can use some in-game elements like traps, power-ups and environment objects for their advantage.

➢ Gameplay (Detailed)

○ Game Modes
   ■ Freedom Rush:
     It's a 1v1 game mode with a round based system where can be played only on the honeycomb map. There will be 5 rounds to be played, and each round the players will change sides between the baby or the mother-role. Baby's goal is to reach to the correct end of the honeycomb map while the mother-role has to catch the baby before it reaches to the goal.
   ■ Cookie Hunt:
     It's a 1 versus Many game mode with a dominion based system where can be played on random generated honeycomb maps. The match will be time restricted. In the given time, baby team has to take cookies out of the mother-role's back and eat it. Babies' has to eat the cookie in full to take 2(?) points which takes a long time so that mother-role can prevent them from finishing it. If the mother-role catches a baby, she makes them eat an healthy food which gives her 5(?) points. When the time runs out, the team with the most points wins.
   ■ Hide n' Seek n' Destroy: (!)   (in later development)

- ○ Maps & Environment
    - ■ Preset Honeycomb Maps
      These maps will be predefined by the developers to maintain the in-game balance for only Freedom Rush game mode. All these maps will have a spawn point for both players.
    - ■ Random Generated Honeycomb Maps
      These maps will be generated by an autonom script for only Cookie Hunt game mode. This will prevent repetitive game strategies to advance the mother-role which is playing alone against many.
    - ■ House Map(!)   (in later development)
- ○ Contents & Elements
  The game is under pre-development so these elements can't be detailed before understanding the mechanics and gameplay itself.
    - ■ Power-ups
    - ■ Traps
    - ■ Doors
- ○ Character Pros & Cons
  The game is under pre-development so these elements can't be detailed before understanding the mechanics and gameplay itself.
    - ■ Babies
        - ● Pros
        - ● Cons
    - ■ Mother-Role
        - ● Pros
        - ● Cons

Assets Needed

- ➢ **2D**
  - ○ Textures
    - ■ Environment Textures
      - ● Skybox Texture (for background)
  - ○ HUD & UI
    - ■ HUD
      - ● Objective Markers (Time, Goal etc.)
      - ● Player Status
      - ● Power-up Logos & Indicators
      - ● Trap Logos & Indicators
    - ■ UI
      - ● Main Menu Panels
      - ● Transparent Shell Menu Panels
      - ● Dynamic Leaderboard Panel
    - ■ Tutorial (if needed)
      - ● Tutorial Text Panels and Markers
  - ○ Presentation
    - ■ Concept Arts
    - ■ Banners
    - ■ Logos & Icons

- ➢ **3D**
  - ○ Character List
    - ■ Babies
      - ● 4 Different Baby Models (for now)
    - ■ Mother-Roles
      - ● Simple Iconic Mother
      - ● Nurse
      - ● Babysitter
  - ○ Environmental Art Lists
    - ■ House Models (walls, doors, windows etc.) (with UV Mapping)
    - ■ Power-up & Trap Models
    - ■ Objective Models (cookies, diaper etc.) (with UV Mapping)

➢ Sound

- ○ Sound List (Ambient)
  - ■ Ambient (Background) Track   (for each map type)
  - ■ Door Interaction Sounds
  - ■ Power-up Sounds   (for picking, activating and affecting)
  - ■ Trap Sounds   (for picking, activating and affecting)
- ○ Sound List (Music)
  - ■ In-Game Tracks   (for each game mode)
  - ■ Menu Track
- ○ Sound List (Player)
  - ■ Character Sound List
    - ● Babies
      - ○ Crying
      - ○ Laughing
      - ○ Eating
      - ○ Yawning
      - ○ Funny Baby Impressions
    - ● Mother-Roles
      - ○ Raging
      - ○ Stressing
      - ○ Relieving
  - ■ Character Movement Sound List
    - ● Babies
      - ○ Walking
      - ○ Running
      - ○ Crawling
      - ○ Jumping
    - ● Mother-Roles
      - ○ Walking + Crouching   (same sample with different frequency)
      - ○ Running

➢ Code

- ○ Character Scripts (Player Controller)
- ○ Ambient Scripts (Map Generator & Objective Tracker)
- ○ Network Scripts (For Multiplayer & Lobby Matchmaking)
  "Photon Unity Networking" asset will be considered as a trial server station and service in the early developments of multiplayer system.

➢ **Animation**
- ○ Environment Animations
  - ■ Door
  - ■ Power-ups and Traps   (pickup form)
- ○ Character Animations
  - ■ Babies
    - ● Walking
    - ● Running
    - ● Jumping
    - ● Crawling
    - ● Power-up   (activation and under effect)
    - ● Trap   (under effect)
    - ● Winning   (achieving objective)
    - ● Losing   (losing objective)
  - ■ Mother-Roles
    - ● Walking
    - ● Running
    - ● Crouching
    - ● Power-up   (activation and under effect)
    - ● Trap   (activation)
    - ● Winning   (achieving objective)
    - ● Losing   (losing objective)

Schedule

- ➤ **Object #1** ✔
  - ○ Time Scale: 1 Month → Finished In: 10 Days
    - ■ Finished the early Game Design Documentation ✔

- ➤ **Object #2**
  - ○ Time Scale: 3 Months
    - ■ Developed main core mechanics such as camera control, movements etc. (except interaction and extra)
    - ■ Designed minimum required models and animations
    - ■ Made a simple menu design (without lobby system)

- ➤ **Object #3**
  - ○ Time Scale: 3 Months
    - ■ Finished a playable prototype
    - ■ Finished all assets needed as requirements
    - ■ Implemented all mechanics to the gameplay (without polishing)
    - ■ Designed map systems and game modes
    - ■ Network and lobby systems has been started

- ➤ **Object #4**
  - ○ Time Scale: 2 Months
    - ■ Polished all mechanics
    - ■ Stabilized and balanced the gameplay
    - ■ Network and lobby systems has been improved or finished
    - ■ Improved extra assets
    - ■ Sound designing process has been started

- ➤ **Object #5**
  - ○ Time Scale: 1 Month
    - ■ Revisioned the game requirements
    - ■ Finished network and lobby systems
    - ■ Finished sound design process
    - ■ Added tracks to the game
    - ■ Bug fixing and optimization
    - ■ Test and feedback

- ➤ **Object #6**
  - ○ Time Scale: 1 Month
    - ■ Finalized the game (Funding and marketing)