Game Design Document for:

Race Islands

The most anticipated racing game of the year

*A racing game so awesome that players will get addicted.*

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Written by

Version #2.10

Current Date

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# Design History

This paragraph contains a long list of what did we plan to design, create and make for our game, as well as the history of our original plan that slowly evolved into a different idea from our initial design.

By creating this design history, we can refer back to our past and keep our goals objective. Looking through previous versions can help to remind ourselves what and why some changes are made. All the decisions made were voted and made official within our group, so even if there is a single objection from any one of us, we will discuss to see if it was the best decision to make changes without drifting too far away from our initial plan. This also act as a form of motivation to keep pushing us forward and improve our game.

## Version 1.0

We decided to go with a 3rd person driving simulation game that can be played by up to four players.

1. Players will compete with each other to be the 1st to escape the mysterious island that they landed up in unknowingly.
2. Power ups will be available to give players who possesses it an advantage.

## Version 2.00

Any version that has a full 1.00 increase has had major revision(s) made to certain sections. We now know much more of the game, its intended audience and its technical needs. Include the following in a similar format to above:

1. More detailed descriptions of any major changes and why they have been made, with any justifications.
2. Don't forget to include any minor changes that have also been made since the last version.
3. Etc.

## Version 2.10

Like version 1.10, include any minor changes made on top of Version 2.00 here. Include everything that has changed, and why.

# Game Overview

## Introduction/Summary

A racing car game that will attract the young and old. It iss a family fun game.

**Title**: Race Islands

**Genre**: Third person racing game

**Platform**: PC

**Mode(s)**: Single player mission, Versus

**Number of Player(s)**: 2

**Target Audience**: Casual Gamers.

**Age Range**: 10 years old and above

**High Concept**:

A racing game, which allows players to slow down their opponents by using power-ups or summon the evil ogre lord, Kel’ Felzad.

## Common Questions

### What is the game?

Race Islands is an objective oriented racing game where 2 players are pit against each other in a contest of skills, wits and strategy. Players can pick up and use a multitude of power-ups to slow down their opponents or improve their progress. Players can also opt for completing the game’s secondary objective which will allow the player to summon the evil ogre lord, Kel’ Felzad to punish the other player.

### Why create this game?

It lets 2 players play against each other not only in racing but also their strategy on how they are going to win the game. They can also play against AI to really put their skills to the test. Through the process we hope that players will have fun playing and enjoy the game as much as we did to make it.

### Where does the game take place?

The game takes place in the mysterious world of the Ogrestrad. The world is filled with clusters of unique and perplexing islands. Some are tranquil where gentle creatures graze the lands. The calm weather creates a serene atmosphere, the perfect conditions which the flora and fauna thrive in abundance. Others are tenacious and harsh where hordes of savage monsters roam the land. The unforgiving weather and climate forms vehement creatures that evolved over time through natural selection.

### What do I control?

There are four vehicles the player can choose from. Each vehicle has their own traits and skills. There are also power-ups in which the player can used to disrupt the opponents.

### What is the main focus?

The ultimate objective is for the player to get first place and win the race. However there are mutliple ways in doing so. Either increasing the distance between you and your opponent via disruption or closing the gap through speed up of your own vehicle.

### What's different?

Our game has a unique secondary objective. Not only can players use items to help themselves, they can aim to complete the secondary objective which will greatly affect the outcome of the game. The secondary objective is difficult to accomplish however is great in turning the tides of the game.

# Feature Set

## General Features

It is a 3D world, with a racing track, surrounded by hills, rocks and a volcano. Power-ups are available for players. Secondary objective can greatly impact the game.

## Multi-Player Features

The multi-player is Versus mode. It is played via split screen. In Versus mode, one human racer will be pinned against another player to race and see who get first.

## Game-Play

Different vehicles have different skill and stats. The player can customize based what they think suits their play style.

Power-ups, which can be picked up by the racers, will aid the racers in slowing the opponents down. Depending on the power-up, racers can use them to outrun their opponents.

In this game, one major key points is that the race track has a secondary goal. This goal is the first player who paid enough tributes will be able to gain the help from an evil ogre lord. The evil ogre lord will punish the other racers by hurling boulders and rocks at them. When the boulders and rocks hit the player, it will reduce their speed drastically.

# The Game World

## Overview

top down view of map.jpg10815663_10152922700454427_2132319062_n.jpg

## Key World Features

Firstly, the volcano will activated when the player or AI paid the tribute to the Evil Ogre Lord. The volcano will explode on all racers, excluding the racer who paid the tributes.

Secondly, the slope at the racing track is a test to see whether the player will be able to over-take one another.

## The Physical World

**Overview**

It is an island with a racing track.

**Travel** – Players will start from the starting point which is surrounded by fences, who will proceed to challenge each other with their vehicle around th

**Scale** – The scale used to represent the world is the car. Since the car is used as the scale, trees, path, rocks and volcano will be scaled accordingly so players can feel that the environment is as accurate as possible.

**Objects** –There are 4 power-up which will aid the players in the game. The 4 weapons are Tar, Barrier, Car magnet and Rocket. When the player got the power-up ‘Tar’, they can release black substance which will slow the opponents at the back. When the player got the power-up ‘Barrier’, they can activate it once to block an attack by the player. When the player got the power-up ‘Car Magnet’, the player will be able to slow the opponents who are in front of the user. When the player got the power-up ‘Rocket’, they can activate it once to stop their opponents for a second.

There is also volcanic rock which will stop the opponents from moving for a second. These volcanic rock will only appear when one player pay the tributes and summon forth a evil ogre lord, then the evil ogre lord will erupt the volcano.

**Weather** – The weather in the game will be sunny, however, when the tributes have been paid and the evil ogre lord cast his spell, the sky become darken, with thunderstorm.

**Day and Night** – There are Day and Night mode in the game. Players will be able to select whether they want to play in the Day or Night.

**Time -** Describe how time is to be used in the game and if it is, if there is any scaling or time manipulation (i.e. time travel). Also, are we going to be updating the game based on time or frame-rate?

## Graphics

### Overview

.

### 2D/3D Rendering

### Art Style

### Animation

### Camera

### Lighting Style

## Other Technical Features

### Sound

There will be 1 Main Menu music, 1 Victory theme, 1 Defeat theme and 3 Background music (BGM) . The background music will change over the course of lap. For example, BGM 1 will play during the start of the race to the end of lap 1, then it will be followed by BGM 2 , then followed by BGM 3.

For single Player, after the player win, the victory theme will be played. If the player lose, then the defeat theme will be played.

For multi-player, both victory theme and defeat them will be played on the player’s screen respectively.

There will also be Item usage sound effects. This will at least allow the other players to know that an item has been used.

### Physics

There will be drifting in the game. Therefore, there will be mathematics and physics involve to ensure that the vehicle drifting is realistic.

The speed reduction must calculated to give the most realistic output and show that the vehicles in the game is as real as in the real world.

### Collision Detection

For the game, we will be using mesh collision detection to find collision more accurately. For example, when the vehicles hit the fence, it will shows that the mesh of vehicles has touches the mesh of the fence. This will be more accurate when the collision happened and the player will be able to see the collision instead of an invisible “force field”.

### A.I.

In the game, we will give the AI multiple ways to move around the tracks, get the power-ups, use the power-ups, paid tributes and preventing the human players from winning.

For Navigation, we will be using navigation mesh. By using navigation mesh, we will be able to randomize where the AI will move. For example, there is a curve, the AI will be able to randomize its movement to drift at the inner curve or drift at the outer curve.

For power-up, there will be sphere in the track. Some path is connect to a sphere., this will randomize the chance of AI getting the power-up.

As for using the power-up, we will use ray casting from the AI. Every frame, the AI will cast sphere ray, if the ray hit a racer, then the AI will use the power up. But depending on what the power up is, there will be a criteria for the AI to activate the power-up. For tar, when a ray from the back of the car hit another racer, it will activate the “Tar”. For “Barrier”, the AI will activate the barrier when it detects that an item is reaching them using the ray. For “car magnet”, when activated by the human player, when the ray sense it, it will slow the vehicle down. For “rocket”, when the ray in front of the AI hit an opponent, the AI will fire a rocket which will move straight.

## Game Engine

### Overview / Requirements

The game engine is to be able to develop an environment for racing games with minimum budget and supports multiple platforms to widen the target audiences despite the difference in devices.

### Engine Short-list

With these requirements in mind, I am considering between Unity 3D, Unreal and CryEngine. Reasons for these softwares are because they are within budget or its ability to support multiple platforms.

### Chosen Engine

Our number one choice for game engine is Unity 3D. This is because the budget is lowest compared to the three game engines while supporting multi-platforms.

# The World Layout

## Overview

## World Layout Details

# Game Characters

## Overview

There are three types of characters: Racers, Ogre and Animals such as deers. Racers have unique abilities that varies from each other. This allow players to have more choices. The ogre is a neutral character that will attack anyone who benefits him. Animals are there just to make the environment more believable.

## Creating a Character

## Hero/Heroes

Balrog, a professional racer who won several championships, has been brought to a mysterious island unconsciously, where he found his best friend and crush, Jack and Jill. A stranger in robes joined them and explained how they arrived, why are they brought here and how to escape this place. Apparently, he is the disciple of the evil ogre lord, Kel’Felzad and attempts to revive him. He required three souls to move over to specific locations quickly with the tributes. If his wish is not fulfilled, all three of them will perish. After hearing such news, Balrog has to compete for first place in order to escape this place but only one person is allowed to escape. Who will be the one to get out of the island alive?

## Bystanders

The ogre, who will be revived to attack players, only assist those that benefited him.

# User Interface

## Overview



The top left hand corner consist of the in-game lap and map. Top right corner depicts the player’s current position. On the bottom right corner is where the picked up item will be shown. Dark grey by default when no items are currently held by the player.

## In-Game Control System

Player 1: W-Forward, A-Left, S-Brake, D-Right. F-Use item. G-Use skill

Player 2: Up arrow-Forward. Left arrow- Left. Down arrow-Brake. Right arrow-

Right. /- use item. \*- use skill

## Front-end and Menus

Game starts after pressing enter. Choose single or 2 player. Choose if you want AI. Choose character and vehicles. Confirm Map.

# Weapons

## Overview

The game has 4 items where players can activate after picking them up. The 4 items are tar, barrier, vehicle magnet and rocket.

## Weapon Details

The first item is the tar. When used, it spills a layer of tar on the road behind the user. The tar will slowdown anyone who drives over it for 6 seconds. The tar stays on the road till a player has driven over it. The tar will affect anyone who drives over it, even on the player who used the tar. If a player who has already been affected by tar drives over another layer of tar, the effects will stack and the time will be refreshed to 6 seconds.

Next we have a shield barrier. The barrier protects the player from the effects of all items while the barrier is up. The barrier last for 3 seconds after activation. For example the tar item if inflicted lasts for 6 seconds. However a player with barrier on will neglect the initial impact of the tar, hence even if the barrier expires the player will not experience the remaining 3 second effect of tar since the tar did not hit the player in the first place.

Moving on we have the vehicle magnet. The vehicle magnet attracts another player towards the user. The affected player will then slow down, or speed up depending on the user’s position when using the magnet. If the user is in front of another player, the affected vehicle will speed up briefly and move towards the magnet user. If the magnet user is behind the intended target, the target will briefly slowdown towards the position of the magnet user. The magnet lasts for 2 seconds and only within a close proximity of another vehicle. Vehicles outside the effective range are not affected.

Lastly, it’s the rocket. The rocket fires in a straight-line after activation. It will continue along its trajectory until it has collide with something, or run out of gas propellant to keep it from flying. If the rocket is to impact another vehicle, it would flip the vehicle and slow it down drastically.

Only 1 item can be held at any given point in time. If a player tries to pick up another item while already holding one, the player will not be able to pick it up.

# Vehicles

## Overview

The game includes 4 vehicles for the player to choose from. Each vehicle has slight differences to make it unique from each other. The differences mainly lies in the stats of each vehicle.

## Vehicle Details

The vehicle’s stats can be seen below. The numbers are mainly for gauging and visual representation of the difference between each vehicle’s stats.

Red: Top speed 75, control 75, acceleration 180

Yellow: Top speed 75, control 180, acceleration 75

Neon: Top speed 180, control 75, acceleration 75

Blue : Top speed 110, control 110, acceleration 110

The red car can be categorised as the fastest for having the highest acceleration. Most of the time the red car will take the lead right from the start, gaining an advantage to pick up items and depict how the game is played as long as it stays ahead. This makes it an easy to start with and error friendly vehicle as it is able to accelerate back to top speed easily.

The yellow car having the highest control and grip really excels at turns and sharp corners. The yellow car has to take advantage of the turns and especially sharp turns if the player wish to be successful when using the yellow car. The yellow car however is also great at evading tars and rockets. With the highest control, it is easy for the player to steer clear of danger.

The neon car can be considered the hardest to master but most rewarding and mastered. With the highest top speed, a consistent and steady neon car can easily out speed and out pace other cars. However with low speed and control, players are punished heavily when they fall behind as it is difficult to catch up while at the same time deal with the corners and turns.

Finally, the blue car is a balanced car. All the stats are equally balanced. Jack of all trades, master of none.

# Musical Scores and Sound Effects

## Overview

The sound in the game is used to attract young children and teenagers to play.

## Sound Design

2D sound will be used for the game.

## Musical Scores

We will use cute fluffy sound for the game. The terrain is a little cute..

## Sound Effects

There will be 7 types of sounds in the game. 3 Background musics, 1 Victory theme, 1 Defeat theme, 1 Main menu music and 1 Item Usage sound.

# Single-Player Game

## Overview

The single player game mode pits a player against an AI.

## Key Features

Varying difficulty AI. Day/night mode. Practice mode.

## Story

Ever heard of the Pandora's box? Ogrestrad is similar. People are brought to this mysterious island to race each other. Loser stays while the winner gets to leave, or so the rumor was told.

## Hours of Game play

Players will play as much as 48 hours when playing together. 48 hours taking into consideration of all the different cars, items and character skills to learn.

## Victory Conditions

The player wins the game when he or she gets the first place. The game then ends.

## Saving and Loading

The vehicles are available by default and there will not be need for saving and loading as there will not be any progress recording.

# Multi-Player Game

## Overview

Multi-player requires not only skill but strategy to win. Since playing against another human player and having visual information of the player via split screen, the player needs to plot strategies using items and tribute in winning over the heart of the ogre lord to win the game.

## Max Players

2 player

## Server-Style

The game works on a computer and server is not needed.

## Internet

No internet is needed to run and play the game.

## Persistence

The game is persistent as the game is played on racing track maps that will always stay consistent in terms of the layout of the track. However items are randomly generated to keep the game play unique.

## Saving and Loading

Saving is not needed. Since there is no saving there will no be loading from a save state.

# Tools

## External Software to use

Softwares such as Adobe Photoshop CS6 and Autodesk Maya are required to edit textures and models. Plugin for Maya, 3DS Max, is also used to import models into Unity.

## World Editing

I used existing tools to create the map by myself while keeping Mario Kart’s race tracks in mind as reference.This is because successful games are good reference to make a game the best.

## Character Creation

Maya is used to model and texture the characters. After that, 3DS Max is used to import the character into Unity 3D. Designers referenced several famous video game characters such as Mario if no original design can be thought of.

## Internal Tools

Every basic tools are used in Unity. Move, pan, zoom, rotate, scale, transform tools are used to position objects. Duplicate tool was also used to quickly multiply objects without manually clicking to create multiple instance of object.

Temasek Polytechnic

School of Informatics & IT

**Diploma in Game & Entertainment Technology**

**Game Development Project (GDP)**

**Terms of Reference**

**Project Particulars**

|  |  |
| --- | --- |
| **Supervisor** | Mr. Jet Lim |
| **Project Title** | Race Island |

**Project Team’s Particulars**

|  |  |
| --- | --- |
| **Admission Number** | **Student Name** |
| 1301828H | Louis Chia |
| 1306189J | Ng Lin Wei |
| 1302211F | Zack Teng Zheng Yu |

# GAME HIGH CONCEPT

The game is a racing game that pits 2 players against each other in a battle of skill, wit and strategy. Some of the core features of the game are usable items and unique character skills. Usable items are crucial to the player’s success. They serve as a boost to the player or a method of disruption to another player’s progress. Each playable character has unique skills that provides for the different play style of the players. Each unique vehicle can be customized to further suit the player’s needs and play style.

# 

# 1. SCOPE

Scope:

1. 4 3D Karts

2. 4 playable characters

3. 4 usable items (tar, Barrier, car magnet, Rocket)

4. Each character has unique stats and skills

5. Single playable racing track with day and night mode and weather.

6. 3 Background Music

7. 1 Menu music

8. 1 Victory theme

9. 1 Defeat theme

10. Ranking system

11. Item usage sound effects

12. Up to 3 AI (depend on number of human players)

# 2. GAME DEVELOPMENT PROCESS

Zheng yu is going to do GUI and main menu using Photoshop.

Lin Wei is going to do Terrain design using Unity3D

Louis is going to do music for BGM, victory theme, defeat theme using Audacity.

# 3. HARDWARE AND SOFTWARE RESOURCES

The following are the required software/hardware resources:

|  |  |  |
| --- | --- | --- |
| No | Item Description | Request for Loan |
| 1 | Unity3D |  |
| 2 | Photoshop cs6 Extended |  |
| 3 | Microsoft office 2010 |  |
| 4 | Autodesk Maya 2014 |  |
| 5 | Audacity 2.0.6 |  |
| 6 | AVG 2015 |  |
| 7 | 3 1TB portable hard disk |  |
| 8 | Printer |  |
| 9 | Colour printer inks 1 set. |  |
| 10 | Dropbox 50GB |  |
| 11 | A4 Paper 1 pack |  |
| 12 | Microphone |  |
| 13 | Razer Chroma full set x3 |  |
| 14 | 3 Alien ware laptop |  |
| 15 | Skype Account |  |
| 16 | Drawing tablets |  |
| 17 | Unity3D account x3 |  |
| 18 | Photoshop NVIDIA Normal Map Filter extension |  |
| 19 | 3DS Max Plugin |  |
| 20 | Steam Account |  |
| 21 | Microsoft visual studio 2013 Professional x3 |  |
| 22 | Cat 6. Ethernet cable.x3 |  |

# 4. ANTICIPATED PROBLEMS AND CONTINGENCY PLANS

|  |  |  |
| --- | --- | --- |
| **No** | **Risks** | **Mitigation Plan** |
| 1 | Sudden illness to team members | The other 2 members help him out by doing his part, but depending on the seriousness of his illness |
| 2 | Data of files lost | Back up the files to several thumb-drive and cloud data storage. |
| 3 | Coding and assets doesn't integrate properly since they are contingent upon each other. | Do pre-integration every day to test compatibility. |
| 4 | Project information leaked to public | Keep project safely protected at all times. Do not work in unsecured networks. |
| 5 | Member under/over-estimation of workload. | Help him/her out with some parts of the work. |

# 5. ROLES, TASKS AND SCHEDULE

The roles required and their responsibilities for this project are as follows:

|  |  |  |
| --- | --- | --- |
| **Role** | **Responsibilities** | **Team Members Assigned to Role** |
| Lead Programmer | Power-up, projectiles, vehicles stats | Zheng Yu |
| Programmer | Main menu, settings, credits (coding) | Lin Wei |
| Programmer | Animation | Louis |
|  |  |  |
| Lead Designer | Terrain design | Lin Wei |
| Designer | Main menu, settings, credits (GUI) | Zheng yu |
| Designer | Sound for Vehicles, background and starting menu | Louis |
|  |  |  |
| Project Manager | Documentation | Louis (supported by Zheng yu and Lin wei) |

The tasks assigned to the members and the required schedules are as follows: -

|  |  |  |
| --- | --- | --- |
| **Task** | **Team Member In-charge** | **Start Date and End Date (Duration)** |
| Terrain Design | Lin Wei | 09 November 2014 – 12 November 2014 |
| Power-up Design | Zheng Yu | 09 November 2014 – 12 November 2014 |
| Sound Design | Louis | 09 November 2014 – 12 November 2014 |
| Terrain Building | Lin Wei | 12 November 2014 – 26 November 2014 |
| Vehicle Design |  |  |
| Game Design document  (Music, AI) | Louis | 13 November 2014 - 21 November 2014 |
| Game Design document  (UI, Single Player, Multi Player) | Zheng yu | 13 November 2014 - 21 November 2014 |
| Game Design document  (World Layout) | Lin wei | 13 November 2014 - 21 November 2014 |

Fila Chart

Team Name: Louis Chia 1301828H Date: 27/10/2014 Problem Package: 01 / 02

Ng Lin Wei 1306189J

Teng Zheng Yu 1302211F

|  |  |  |  |
| --- | --- | --- | --- |
| **What we know** | **What we don’t know** | **What we need to find out** | **Who is finding out & How to go about finding?** |
| Mr. Lim want to buy a game for his son | Estimated budget? | How much is he willing to pay for a game | Lin wei will ask Mr. Lim. |
|  | His son preference of game? | 3D racing game or 3D top-down tank war game? | Louis will ask his son about his favorite genre |
|  | What is his son favorite game art style? | Cartoon or realistic? | Louis will ask his son about his favorite game art style |
|  | Computer Specifications | Can his computer run the game smoothly? | Zheng Yu will ask Mr. Lim about the specifications of his computer. |
|  | Gaming hours? | How long is he allowed to spend on playing games? | Lin Wei will ask Mr. Lim about the restriction time for gaming. |