GAME DESIGN DOCUMENT

**MORTAL GEOMETRY**

UK, LONDON

DEEZEE STUDIO

SEP 17

**The Elevator Pitch**

Quem falou que Geometria não mata?

Quem foi que disse que Geometria não mata?

Jogo 3D do tipo Endless Runner.

Nosso herói, um pequeno cubo vermelho,

Nossa heroína, um pequeno cubo vermelho chamada

Little Red Cubita must run as fast as she can and deviate from all sources of geometry dangerous objects until she crosses the end line and save herself.

**Game Overview**

Game Concept

Genre

Target Audience

Target Platforms

Monetization Model

Influences

Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.

Look and Feel – What is the basic look and feel of the game? What is the visual style?

Gameplay and Mechanics

Gameplay

Game Progression

Mission/challenge Structure

Puzzle Structure

Objectives – What are the objectives of the game?

Play Flow – How does the game flow for the game player

Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

Physics – How does the physical universe work?

Movement in the game

Objects – how to pick them up and move them

Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used

Combat – If there is combat or even conflict, how is this specifically modeled?

Economy – What is the economy of the game? How does it work?

Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.

Game Options – What are the options and how do they affect game play and mechanics?

Replaying and Saving

Cheats and Easter Eggs

Story, Setting and Character

Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.

Game World

General look and feel of world

Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)

Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters

Levels

Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

Training Level

Interface

Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

Control System – How does the game player control the game? What are the specific commands?

Audio, music, sound effects

Help System

Artificial Intelligence

Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

Non-combat and Friendly Characters

Support AI -- Player and Collision Detection, Pathfinding

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Technical

Target Hardware

Development hardware and software, including Game Engine

Network requirements

Game Art – Key assets, how they are being developed. Intended style.