Game Design Document

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE CREATIVE DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.]

Roles:

Director: Stephenie Wooten

Producer: Zeke Lacy

Tech Lead: Olivia Meadow

Game Design: Olivia Meadow

Sound Lead: Imanuel Urrutia

# Game Overview

## High Concept (Elevator Pitch)

Our Master copy is on the no internet Dino Run, having it as a two’D platformer. Our plus content would be converting the original platformer into a chicken run themed game.

## Game Summary

A platformer with moving enemies. The player will try to get from the start to the end of each level.

# Gameplay

## First Minutes

[This section should detail what the player will see in the first couple of minutes when they launch the game and begin to play. Since this game is so small, think of this as more of a brief description of the first few seconds of gameplay. What do you want the player to immediately notice and feel?]

## Game Flow

[Use this section to describe exactly how you envision the game to be played and what order things will happen in. If you are feeling especially fancy you could even include a flowchart to help describe how the different parts of the game lead the player from one area or screen to the next, or a map.]

## Victory/Lose Conditions

[This section should be where you describe all the different scenarios that could end a segment of gameplay. For instance, if the game were about a brawl between players in a battle-royale game I might say the victory condition is when the players left in the game are all on the same team then that team wins.]

# Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

Schedule

● Day 1

○ Meet up with teams, spend a little time testing games out and choosing a game to copy ○ Split halfway for programmers to start on prototype schedule, others to practice with Unity

● Day 2

○ Prototyping

● Day 3

○ Planning Day ○ Groups reform and create schedules for all remaining things. ○ Pitch Preparation ○ Prototyping

● Day 4

○ Prototyping ○ Pitch Preparation

● Day 5

○ Pitches

● Day 6

○ Workday

● Day 7

○ Workday

● Day 8

○ Workday

● Day 9

○ Presentation Preparation ○ Final polish and fixes ○ Capture video of game, so you don’t have to play live! ● Day 10 ○ Presentations