

## Lazy Flight Demo



“AI\_Demo”

# Game Design Document

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## GAME DEVELOPMENT TEAM MEMBERS

### PRODUCER

AC De Leon

### PRODUCTION MANAGER

AC De Leon

### PRODUCTION COORDINATOR

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### GAME DESIGNERS

AC De Leon

### SYSTEMS/IT COORDINATOR

AC De Leon

### PROGRAMMERS

AC De Leon

### TECHNICAL ARTISTS

AC De Leon

### AUDIO ENGINEERS

AC De Leon

### UX TESTERS

AC De Leon

# 1 Game Overview

Title: *AI\_Demo*

Platform: PC Standalone

Genre: Exploration

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: March 2018

Publisher: acfromspace

*AI\_Demo* showcases basic AI functionality.

## 2 High Concept

*AI\_Demo* showcases Lazy Flight, in which an object travels to a random spot and once there, goes to another random spot. The other showcase is Follow the Leader where an object travels to a random spot and a flock of objects travels close to the main object.

## 3 Synopsis

You are under the sea and in the clouds to observe the *AI\_Demo*.

## 4 Game Objectives

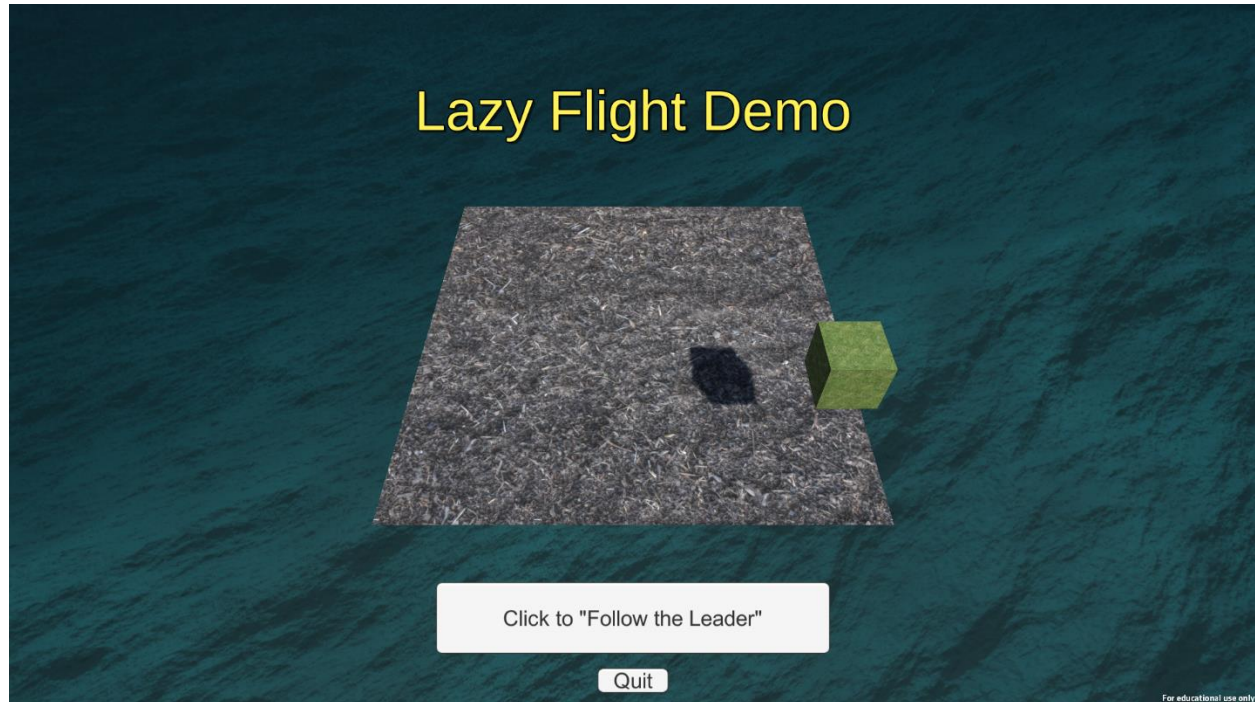
The objective of the game is to explore the AI demonstrations.

## 5 Game Rules

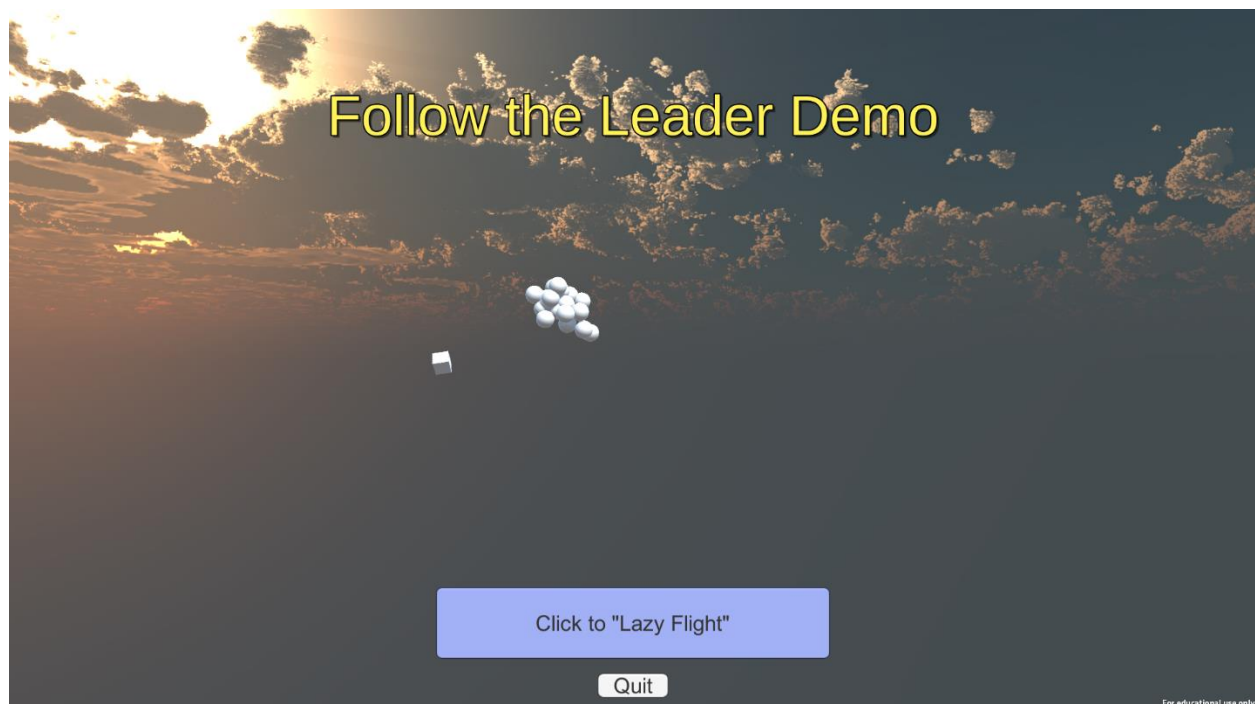
There are no game rules.

# 6 Game Play

## Lazy Flight Screen



## Follow the Leader Screen



## 7 Players

### Characters

The main objects are cubes as the other objects are spheres.

## 8 Art

### Setting

The game takes place under the sea and in the clouds.

### Level Design

The level consists of a single plane to show depth in the Lazy Flight screen and the Follow the Leader screen has no level structure..

### Audio

No audio.

## 9 What you Developed

The aesthetic of the game, coding with the help of the AI Unity Game Dev Book 3<sup>rd</sup> Edition and Online Tutorials.

## 10 Credits

Unity - Standard Assets

Ray Barrera - Unity 2017 Game AI Programming

# 11 Development Log

2018/03/20

Initial commit.

2018/03/20

[+] Unity Project, Basic Material Assets, Skybox Assets

2018/03/20

[\*] README.md

2018/03/20

[\*] Merge branch 'master' into origin/master

2018/03/20

[+] Lazy Flight, Patrol.cs

2018/03/20

[\*] Random Vector3 Implemented to Patrol.cs

2018/03/20

[+] Follow the Leader, EnemyFollow.cs

2018/03/20

[+] 2 scenes total, UI elements. [\*] Updated Main to LazyFlight

2018/03/20

[+] UI demo titles

2018/03/20

[+] GDD. [\*] Organizational commit

2018/03/20

Future development:

- More AI demonstrations.
- Complex UI showcasing FPS, GPU stats, etc.