ITCS 4231/5231 – Advanced Game Design and Development

Homework #3: Game Design Document

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Graduation

"Jumping the Obstacles Life Throws at Us"

1. Game Overview

    a. Game Concept

    Graduation is a game about a panda named Lina. She is a senior trying to make it to graduation. Players will become Lina and help her pass her last year by avoiding the obstacles that are thrown at her. Students and even those who have graduated can enjoy the idea of graduation by overcoming a challenge.

    b. Genre

    Platformer

    The game is a platformer, Lina will be able to graduate if she overcomes the challenges.

    c. Target Audience

    This game is rated for Everyone. It's a simple game everyone can interact and enjoy.

    d. Game Flow Summary

    Each level will have a different subject as a topic. At the end of the level, to continue, Lina needs to reach the stage where she gets a report card that allows her to pass the class. Lina would be able to jump and run: left, right, up, and down. She will need to be able to avoid enemies and collect extra credit.

    e. Look and Feel

    The visual aesthetic of my game is cute, casual, charming, colorful, and animated. It will give a school feel.

2. Gameplay and Mechanics

    a. Gameplay

        i. Game Progression

            Lina will need to overcome challenges and reach the end of each level. At

            the end, there will be a report card waiting for Lina for her to continue to

            the next class.

        ii. Structure and the Play Flow

            There will be more levels added in the future. There will be a total of two

            levels for now. In the first level, it's a beginner level where players will try

            to learn how to play the game. The real game is the second level where

            Lina will be introduced to Li, Li is a tiger, and he is a friend who

            interrupts Lina from her studies. It is the school's policy to not use

            violence, therefore Lina needs to find ways to avoid Li from approaching

            Lina. If Li and Lina bump into each other, Lina's grades will start to take

            effect. At the beginning of the game, Lina's grade will be 100 and the

            game will end either if her grade hits 0, which means Lina failed her class,

            or if she reaches her report card. At the end of the game, the game will

            show her report card that either displaces passed or failed. Throughout the

            game there will be extra credit for Lina to improve her grades.

        iii. Objectives

            The object of the game is to first pass the class and next will be passing

            with a great grade.

    b. Mechanics

i. Physics

The physical universe is normal. Lina will be able to do everything a normal player can do; walk, jump, avoid, and collect.

ii. Movement in the game

Lina would be able to move up, down, left, and right.

iii. Objects

As of now, Lina can only jump, walk, fall, and bump into objects. As the game progresses, she will be able to pick up and drop objects.

iv. Actions

Space will be used to jump, and the arrow keyboards/AWDS will be used to control the direction Lina will move.

v. Combat

There isn't any combat, Lina needs to work hard not to collide with Li and avoid him.

vi. Economy

The economy of this game is Lina's grade. She will lose and gain points, which will result in her failing or passing her class.

vii. Screen Flow

Main Screen: will display the start of the game, players will click start, it will go to the next screen, instructions.

Instruction: will display how the game works. Players can catch up on the instructions or they can click to continue to start the game.

Exlanation_1: Once the players click 'next' at Instruction, it will take the players to this scene. This will display the player to know what to expect.

Scene 1: Players will be able to play the entry stage to get familiar with the game. Once they reach their report card, red box, it will take them to Exlanation_2. During the game, if they fail this round, it will send them to the failed screen.

Exlanation_2: this will explain what to expect in Scene 2, players can click next to continue to Scene 2.

Level 2: Players will play and overcome challenges until they get their report card. Once to pass this level it will take you to Scene Win if the player reaches 0 it sends them to Scene Lose.

Scene Win/Lose : Players will be able to end the game.

c. Game Options

Since the game is in the initial stage, there aren't many options, however, it will be added in the future. For now, the only option is to go to the next screen. Players can't choose to skip a level. Each level must be completed before going to the next level.

d. Replaying

The players are semi forced to replay. Once the players reach the fail/pass scene, players will end the game and continue if they wish to. Therefore, if a player only passed level one they will have to replay that before they get to the next level. To replay level two, level one must be played.

e. Cheats and Easter Eggs

Cheats

The cheats will only be used by developers and won't be available to the public.

0: add 50 extra points to the game

1: take 50 points off the game

#2-9 changing into different screens

2: Main Screen

3: Instruction

4: Exlanation_1

5: Scene 1

6: Exlanation_2

7: Scene 2

8: Scene Win

9: Scene Lose

Easter Egg

At the moment there aren't any easter eggs, however in future levels there will be hidden easter eggs. One of my ideas for easter eggs is, players can bump into hidden things and gain extra credit. There will be assignments placed around the game for players to earn points. However, for the extra credit to be activated, the player needs to trap Li and Li needs to touch the pencil and Lina needs to go back into the trap and touch the pencil for her to gain the extra credit.

3. Story, Setting and Character

a. Story and Narrative

Lina is a senior panda and is trying to finish her last year at Lotta Academy. She has a few classes left, however, there are some challenges that are stopping her from passing her classes. She wants to do well and hopes to open a new chapter in her life. To do so, the first thing is to graduate. The first level is about players learning about Lina and the first class she needs to pass is gym. The next class will be chemistry. During Chemistry class, she happened to take the class with a tiger friend named Li. They are childhood friends. Li is a nice friend but doesn't really care for his grades. He wishes to play; therefore he keeps distracting Lina. Lina promises Li she will hangout with him after class, however Li can't wait any longer. Therefore, Lina comes up with the idea to just avoid Li's distraction. At the end of the game Lina gets her grades back, informing her how well she did throughout the semester, resulting in her passing/failing her senior year.

b. Game World

    i. General look and feel of world

       The aesthetic of the game world is cute, casual, charming, colorful, cozy and animated.

    ii. Areas

       The track field is level 1 and this is where players will learn how to use their control. Lina needs to gain strength to be able to avoid Li.

       The chemistry class is level 2 and this is where players will meet Li. They need to use their athletic skills they learned in level 1 and avoid Li.

c. Characters

As of now there are only two characters. However, as the game progresses there will be more characters introduced to the game.

Lina

- Small a bit chubby Panda
- Quiet and hard worker
- She personally doesn't enjoy exercising, but wishes to do well in gym class.
- Friendly and wishes to keep peace with everyone

Li

- Tall skinny and fast Tiger
- Outgoing
- Rather focus on the things he loves than try hard at everything
- Friendly, not patient, and loves to make jokes

Lina and Li are childhood friends. Even though they have different personalities, they still care for each other and love to hang out. Their options about school are very different, but that doesn't stop them from being friends.

4. Levels
    a. Training Level: level 1- The Track Field

    Players will learn how to use their control. Lina needs to master running to gain strength to be able to avoid Li. Lina would practice avoiding obstacles in the track by jumping or moving out of the way. There will be track obstacles, cones, balls rolling around. Lina needs to finish the mile test by overcoming the challenges.

    b. Level 2: The chemistry class

With the practice from level 1, players will use the skills to pass the chemistry class. This is where players will meet Li. They need to use their athletic skills they learned in level 1 and avoid Li. During this process, Lina would find assignments to gain more points if she lost any because she couldn't avoid Li. More levels will be created in the future.

5. Interface

   a. Visual System

   HUD: Grade, it will start as 100 and it will go down from there. Lina needs to maintain the grade she has. The viewpoint will be third person. Players will be able to see Lina's actions.

   b. Control System

   Lina will be able to move up, down, left, and right, by using the arrow keys and she will jump using the space key.

   c. Types of Audios used in the game

   - Background
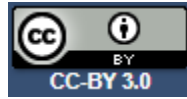   - Main Scene, Instruction
       - Playground Mayhem: School Band | OpenGameArt.org
       - File Name: lunch.ogg
       - License(s):

     - Scene_1, Scene_2
       - School of Quirks: School of Quirks | OpenGameArt.org
       - File Name: Zander Noriega - School of Quirks.mp3

- License(s):

- Scene_Lose

  - Beansjam Sad Budi Blues: Beansjam Sad Budi Blues | OpenGameArt.org

  - File Name: Intro + Bass.wav

  - License(s):

- Scene_Win

  - happy bgm (piano,violin,flute,drums): happy bgm (piano,violin,flute,drums) | OpenGameArt.org

  - File Name: 080415pianobgm3popver.ogg

  - License(s):

- Jump

  - Grass Foot Step Sounds (Yo Frankie!): Grass Foot Step Sounds (Yo Frankie!) | OpenGameArt.org

  - File Name: sfx_step_grass_1.flac

- License(s):

- Falling

  - Falling: Falling | OpenGameArt.org
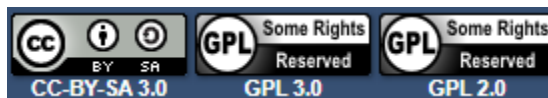
  - File Name: Falling.mp3

  - License(s):

- Bump

  - Crash Collision: Crash Collision | OpenGameArt.org

  - File Name: qubodup-crash.ogg

  - License(s):

- Collect

  - Win Sound #1: Win Sound #1 | OpenGameArt.org

  - File Name: win sound 1.wav

  - License(s):

d. Types of Art, I didn't create, used in the game

- Scene_1: track field

  - Seamless Gravel: Seamless Gravel | OpenGameArt.org

- File Name: gravel_512x512_15.png

- License(s):

  PUBLIC DOMAIN
  CC0

● Scene_1: track field grass

  ○ Seamless Grass Texture II: Seamless Grass Texture II | OpenGameArt.org

  ○ File Name: grass03.png

  ○ License(s):

  PUBLIC DOMAIN
  CC0

● Scene_1, Scene_2: Lina's fur

  ○ Woodland Animals Texture Pack: Woodland Animals Texture Pack | OpenGameArt.org

  ○ File Name: black_lab_sara copy.png

  ○ License(s):

  CC BY SA
  CC-BY-SA 3.0   GPL Some Rights Reserved GPL 2.0

● Scene_2: Li's fur

- ○ Fur of Tiger, Giraffe and Zebra -

    publicdomainpictures.net-1-1230580077r3k7.jpg: <u>Fur of Tiger,</u>

    <u>Giraffe and Zebra -</u>

    <u>publicdomainpictures.net-1-1230580077r3k7.jpg |</u>

    <u>OpenGameArt.org</u>

- ○ File Name: <u>publicdomainpictures.net-1-1230580077r3k7.jpg</u>

- ○ License(s):

- Scene_2: classroom floor

  - ○ Oldschool seamless Textures - Paint_wall_seamless.png:

      <u>Oldschool seamless Textures - Paint_wall_seamless.png |</u>

      <u>OpenGameArt.org</u>

  - ○ File Name: <u>paint_wall_seamless.png</u>

  - ○ License(s):

e. Help System

Developers have cheat codes to help win the level, however, for now, players

don't get this. The only thing they can do is redo the level and get better.

6. Artificial Intelligence

Li will try to distract Lina, by getting in her way, until she gets her report card.

Lina can't fight with Li, can only avoid Li, however, everything Li and Lina

collide with, Lina will lose points.

7. Technical

   This game is played on a computer, and with time it will be published as an app. There isn't anything other than a computer and WIFI required to play this game. Graduation will be created using Unity. In the future, it will also use controllers.

8. Game Art

   The Art for graduation will be a mixture of public art and using my own work created with an iPad, apple pencil, and unity. The aesthetic of the game world is cute, casual, charming, colorful, cozy, and animated.