Game design document draft

Core Concept – A journey through mars with difficult life changing decisions and a survival aspect to raise the stakes

Theme – a half serious half humor oriented game based on mars where the player must keep track of resources and survive the journey from point A to point B

What is fun about it – because of how the character traits will work each play through can be played very differently if you select a different character to handle a situation so each play through will be different in someway

What is unique about this game – the idea of a journey on mars with limited resources in a world similar to that of a mad max themed setting where your survival is the most important thing it is a mix of a text based game where your choices lead to different outcomes and a survival game as you attempt to get to point B from point A

**Goals – to have a game with at least 6 characters all having different traits and skills, to have many events so every run of the game is different**

**Non-goals – no character creation because of balancing issues surrounding it, no combat system all outcomes will be decided on the backend involving the selected characters stats, the actual stats of each character will not be shown to the player because we want the traits of each character to speak for what that character will be good or bad at rather than making a number crunching game**

Feature list – multiple random events that will change each run of the game and some events result will change in different sessions of the game, A resource system because otherwise the player wouldn’t have to take any risks to get from point A to point B

Sample Users –

Demographic / target audience – The game will be mostly text based with some random elements so our audience will be anyone who enjoys text RPG style games who like taking a good amount of risks

Characters – there will be up to 6 characters (more if we have time to add them) and all 6 characters will be in a squad attempting to escape from a storm/solar flare, which is coming their way, each character will have some defining traits that will change what skillset they have and how they handle certain events

Story – the story is a large storm/solar flare is heading across the planet and the current base of operations for the characters is not strong enough to survive the flare so they must head east to their sister colony and take shelter there the trip is long and they only have enough supplies to take them part of the way so they must gamble with their lives doing everything they can to get more resources to survive the journey

Aesthetic – we will probably do an art direction similar to that of borderlands very cartoony but minimal as the game will focus less on the artwork and the text and contents of the story

Risks – the biggest risk I feel we will have is because there is no gameplay aspect we will have to rely on a good story to guide as through the game meaning that we will have to write a large amount of good story or we risk the player getting bored with the game to further that we need good compelling characters or else a decision that involves that characters life will feel less impactful

Planning – first we will work on the UI for the game because that is what ties the game together as we cannot reliably start working on the backend. Then work on the backend programming because this is minimal we need to be able to make it clean as if we have time we would like to add more content to the game such as more characters and events. Character design comes next since we need to flesh out good interesting characters and traits for a good story, then we need interesting events with multiple choices and solutions.

Planning part 2 – Lorne will be working on the UI because he has experience on 3D design, Tom will be working on the character design, Finn will we working on the artwork outside the UI, and Adam will be doing the programming as well as helping Tom out doing the in-game events

Control scheme – because it is a text based game we will be using the mouse left click primarily if we have time we can possible add hotkeys via numbers to choose each event option

Game Mechanics – the logic will be based on the success chance of each event which is based on what skills a character has you will select a character for each event based on what type of result you want, we will balance the game by having different characters having different strengths through their respective traits but some traits will be based or be a double edged sword

Graphics – because the game will be played through the same UI at all times we will be focusing on the UI primarily, there will be no animation in the game for the level design there maybe a new screen for different events as it suits we will have a timeline which updates each day to show the players how far away the storm/ solar flare is and how far they are on the journey.

AI – we wont be having an AI as this game has no other characters which require out of player control

Loading/Saving – we would like to implement a loading and saving system because we are unsure how long the game will be and to prevent cheating we will overwrite the game save with every choice based in an event

Anything unusual – it’s a text-based game meaning that programming and Art can be minimal

Content overview – for the main game we want at least 6 characters and each character will be different, each event is a different level and has multiple ways of ending some which help and others which hinder the player, we will have a character portrait for each character which will have some information on the character such as health which can drop for many reasons the main being combat, their traits which will play the biggest role in the game, if we have time we will have voice acting in certain areas, we will have a primary focus on the GUI as it will have multiple screens with different information on there similar to a small computer on your wrist

Portait, name, traits, hp, trades/jobs