**GAME DESIGN DOCUMENT**

Mobile game

SERDAR



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# Game Analysis

Serdar is a logic game created for kids and adults who wants to practice their math skills. Player is holding group of people with a different HP and try to find the path to go to next level, with less health loses.

Purpose of the game is to practice the mental calculation, without showing that game is actually logic by genre. Since many math related games failed it.

# Mission Statement

In 1-2 sentences, explain the game as if you were pitching it to potential players. This should be very intriguing. It typically includes the title, genre, platform, and brief idea of what the player does or has to overcome.

Serdar means tribal chief in Turkmen. It’s a mobile game inspired by the story of medieval Turkmen nomads. You are a Serdar of tiny group of braves going back to the home, which is in danger. You are a Serdar that should choose the quickest path from given choices which requires your great leadership and decision-making mind.

# Genre

2d, logic, adventure

# Platforms

Android, iPhone

# Target Audience

The primary target audience of the game is Turkish people, followed by Turkmens. Mostly the kids and young people at the age between 15 – 25.

# Storyline & Characters

Once, by a request of neighbors, all men of tribe Danalar went to rescue. They went through the mountain by passing large cave and soon arrived at the point. Realizing that neighbors didn’t asked any help.

Meantime, village of Danalars was attacked by Shah. He was old king who has been fallen in love with a daughter of Khan. He asked her heart for many times, but was refused always. So, Shah went to a trick, he falsified the letter from neighbors asking all men to go, and tried to kidnap the daughter of Khan.

But his plan failed, and all women and kids stand against Shah’s army. People of village sent the letter about the situation to the Khan, asking to him comeback quickly.

Khan and people went back, but the cave was already in closed by the large bloom. And one group of bravest people under the leadership of young man, whom people called Serdar, went to bypass the mountain finding the quickest way for remained parts of army. Meanwhile, Shah set his armies at all paths to slow there returning.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Serdar and crews | Main Character and  Bravest people of Danalar. | People of 5 at the beginning of the journey. | Controlling Serdar means controlling all characters at once |
| Khan and men of Danalar | NPCs under the Khan and Chief of Danalar tribe. | People of 1000 men. | They are showed only on cutscenes and are not involved into the game at all. |
| Daughter of Khan and villagers | NPCs under the brave daughter of Khan. | People of 3000 people. 999 women and 2001 elders, kids. | They are showed only on cutscenes and are not involved into the game at all. |
| Shah and army of traders | NPC under the Shah’s command. | People of 10000 men. | They are played by the AI and stand on the road against Khan’s army |

# Gameplay

## Overview of Gameplay

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

The genre of the game is 2d top-view. Serdar is available on iOS and Android OS. Game is available on single mode experience only.

## Player Experience

Player in the game manages with a group of people. Each level has some paths where group of people can go. The group of people is always attached to the player, and clicking on other objects on the scene will not disconnect the attachment.

Player interacts with a game by clicking on interactable objects. This could be roads, or items gained as a reward.

## Gameplay Guidelines

Player always uses only tabbing. He can also zoom in or out the scene to see all HP on the level.

## Game Objectives & Rewards

Objective of each level is to find the path by passing which player can have with some troops. After reaching the end of the level. Depending on how many HP was remained, player could get some XP points. This XP points are giving opportunity to activate new bonuses or troop types for the player. At the each path, some enemy camps also have some reward which give to player some additional options.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| Additional Troop  Additional Archer  Additional Cavalry  Additional Level  Additional Reducing enemy camps  Killing letter sending pigeons. | Player starts the level from the beginning.  If player loses all his chances, then he starts from the initial troop amount | After certain point will be added a new math operation requirement. So from next level player should do for example not just a addition and subtraction, but also multiplication. |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

Player controls with group of people. They are always attached to the player. Player can do only one action with them. And that is moving on the road. To do it. Player tabs on the road and confirms it.

Each road has camps with allies or enemies, where player automatically stops. And if the camp is enemy’s then automatically goes a fight between them. By cutting certain HP from each other. If camp dwellers lose all there HP, then player’s group continue his journey on path. If player’s little army loses all of there troops, them game will be expired. Player can get a chance to start the game. But difficulty of game is achieved by spending of XP. Most expensive starting point is the level where player had been defeated. The cheapest way is the level 1. If player’s XP is not enough, then player’s can buy a difficulty levels by purchasing real money.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Serdar and his crews | Player can tab/click on road to move the crews |
|  |  |
| **Game Modes** |  |
| Only one game mode. | Player over the game gains new troops so the troops on the path will be even more. |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| XP  Chances | Player got XP for each defeated enemy. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |