

Game design document: **"Grandfather's will"**

Introduction

The purpose of this design document is to outline the concept, gameplay mechanics, story, and key features of the game **"Grandfather's will"**. This document will cover the game's genre, target audience, gameplay mechanics, levels, and progression system.

Genre

Sandbox, Adventure

Target Audience

Gamers of all ages who enjoy open-world exploration, sandbox gameplay, and a heartfelt narrative.

Game overview

"Grandfather's will" is a single-player sandbox adventure game set in a post-apocalyptic world. Players assume the role of an astronaut who returns to Earth after a long mission in space. The protagonist's mission is to locate and rescue the only remaining human survivor, their grandfather, while exploring a vast and dynamic open world. The game emphasizes exploration, survival mechanics, crafting, and an emotional storyline that unfolds through gameplay and environmental storytelling.

The old man is the grandfather of the astronaut. After the world was doomed, the population flew to another planet that was survivable. The grandfather, because of his health, couldn't fly with the rest, so he stayed behind. The player character, after being in space, was eager to find his grandfather. The gameplay is based on taking care of the old man and preparing the specific medication that will permit the man to fly.

Game Mechanics:

1. Open-World Exploration:
 - Players are free to explore the environment of destroyed city with several locations, including the center of the city with shops and stores where the resources to collect are located, forest with enemies (angry animals), river and grandfather's place to live.
2. Survival and Resource Gathering:
 - Implement survival mechanics such as hunger, thirst, and fatigue, requiring the astronaut to scavenge for food, water, and medicines for grandfather.
 - Collect resources from the environment, such as wood, metal, and plants, to craft tools using equipment of several categories.
3. Base Building and Crafting:
 - Allow players to construct their own shelters and fortifications using gathered resources (for example, water filter and medicines for grandfather).

- Provide a robust crafting system to create tools and other essential items for survival.
- Include upgradeable workstations and research trees to unlock advanced crafting recipes and abilities.
- 4. Story-driven Gameplay:
 - Uncover the narrative through exploration, environmental storytelling, and interactions with characters and artifacts.
 - Progress the storyline through main quests, side missions, and personal objectives related to rescuing the protagonist's grandfather.
 - Present meaningful choices and consequences that affect the storyline and the world around the player.
- 5. Dynamic World Events:
 - Introduce random events and encounters that occur dynamically in the open world, such as animal attacks, natural disasters.
 - These events can provide opportunities for resource gathering, combat, or decision-making, influencing the player's experience.

Gameplay Flow:

1. Introduction:
 - Present a cinematic opening sequence that establishes the game's setting, the protagonist's backstory, and the mission to rescue the grandfather.
 - Provide a tutorial section to introduce basic controls, gameplay mechanics, and the importance of survival elements.
2. Open World Exploration:
 - Allow players to freely explore the open world, encouraging non-linear progression.
 - Discover landmarks, points of interest, and hidden areas that provide resources, secrets, or narrative context.
3. Survival and Base Building:
 - Emphasize the importance of survival mechanics, such as managing hunger, thirst, and fatigue.
 - Encourage players to establish and upgrade their own base to provide shelter, storage, crafting stations, and defensive capabilities.
4. Story Progression:
 - Advance the narrative through a series of main quests and side missions that reveal more about the world and the survivor's journey.
5. Crafting and Upgrades:
 - Provide opportunities to gather resources, craft tools, weapons, vehicles, and upgrade equipment.
 - Allow players to research and unlock new recipes and abilities by exploring

Detailed overview:**Start:**

Animation with the end of the world, everyone fees the planet - cut scene

Brief description of scenario:

1. Spawn beside the rocket and go to talk with the grandfather. Grandfather is ill and the first resource is the food. -> (destroyed city with store, where he gets the food)
2. Give food to grandfather -> he gives you the seeds
3. Go to store to get the dig instrument -> get attacked by enemies
4. Prepare the garden
5. Plant the seeds
6. Water the plants
7. Talk with grandfather: - I finished the garden, we should expect harvest soon. - You are so amazing, but we have a problem, I'm thirsty. I finished all the water that I took from the store.
8. Collect materials to construct the water filter (Recipe: 1 Type A and 2 Type B)
9. Collect wood to start fire to cook the meet from the enemies
10. Grandfather needs medication, he directions the player to library
11. In the library find book with medication recipe (herb + wolf's berries + melolontha dust)
12. Collect materials to crafe a mace (wood + material type A)
13. Place it on fire until it's well cooked and give it to grandfather. Final