Project Design Document

Project's idea

THOUGHTS

Purpose of this project is to make people reflect on their thoughts. That they are just appearing in the consciousness on its own, without any voluntary action, in random place and time. It is the main goal, and to accomplish it, there should not be any distractions. Only text, representing thoughts and the player - consciousness. There also should not be a mechanic that encourages avoiding thoughts - the aim is to notice them and pass them through.

Edit (10.2023) Additional mechanic of blocks which make thoughts disappear is to show the player some tools to make their process of thinking more in control and aware. They should point out the methods which restore the attention to the present moment like focusing on the breath, sound or self-awareness. They could also be blocks which are not helpful to the player - like portal which resemblance that some thoughts are just coming back to us in random place and time

Project concept

1 **Player Controller**	You control a **black doodle**, in this **top down 2D** game, where **w,s,a,d** makes *the doodle move **up,down, left and right***

2 **Basic Gameplay**	During the game, **text-thoughts** appear from ***left and right*** and the goal of the game is **to *make it to the other side where there are no thoughts.***

3 **Sound and effects**	There will be sound effects There will be peaceful background music or noise music [optional] There will also be a description *of any other expected special effects or animation in the project.*

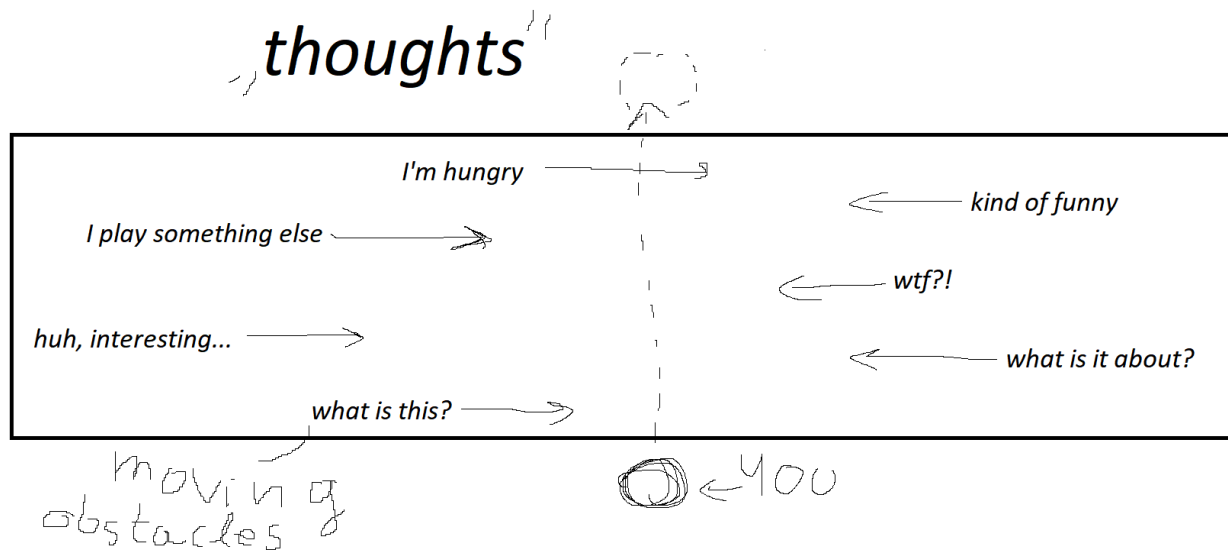|	
4 **Gameplay mechanics**	As the game progresses, ***more thoughts** will appear, the screen will be bigger,* making the effect *of gameplay mechanics harder.* [*optional*] **Blocks** with different features (block - blocking thoughts, breathe - make thoughts suck by the block, sounds - vanish thoughts etc)

5 **User interface**	The *score/lives/time* will *increase/decrease* whenever *condition to change score/lives/timer.* At the start of the game, the title *"THOUGHTS"* will appear and the game will end when *condition to end the game.*

6 **Other features**	*To engage the player - story in the thoughts* *To make game harder -*

Project Timeline

Milestone	Description	Due
#1	- *Create a boards, thought text* - *Core mechanic (moving text, moving player)* - *Title, menu, level 1* - *Title fading, vanishing* - *Spawning thoughts in rows*	*22/02/23*
#2	-	*10/23*
#3	- *Functional feature(s) by milestone #3*	*11/23*
#4	- *Functional feature(s) by milestone #4*	*12/23*
#5	- *Functional feature(s) by milestone #5*	*01/24*
Backlog	- *Feature on backlog - not a part of the minimum viable product* - *Feature on backlog - not a part of the minimum viable product* - *Feature on backlog - not a part of the minimum viable product*	*02/24*

Project Sketch

thoughts

I'm hungry ⟶

⟵ *kind of funny*

I play something else ⟶

⟵ *wtf?!*

huh, interesting... ⟶

⟵ *what is it about?*

what is this? ⟶

moving obstacles

○ ← you

Project Brainstorm

- Thoughts from left and right
- Different levels theme – different levels different emotions
- Story in the levels
- Block thoughts – different features of blocks

Project Concept Level

Menu – Stories, Resemblance of emotions
Loading Level
First Level – Intro
Recognition, how to move, where to go, what is a thought

Second Level

Third Level