Slippery Lands

Head scratching puzzles a level at a time

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The Game Design Document (GDD) it the blueprint from which a computer or video game is to be built. As such, every single detail necessary to build the game must be addressed in the document (or support documents). If it’s not in the document, then it probably won’t be in the game.

Below you will find an outline for a generic Game Design Document. The problem is that no generic GDD will be able to address all the various genres for which a game may be created. For example, consider the games PacMan, SimCity and Doom. All three games required detailed design documents, but if you think about it, those documents would be entirely different! As such, when using the outline below you will find sections that will be totally meaningless to your game. But also, there will be sections that your GDD requires to describe the game. Just because it’s not in my outline, it doesn’t mean that it doesn’t belong.

The GDD is a reference document. Members of the development team will constantly be using the document to find specific information for their specific needs. Consider the size such a document may grow to in order to document every piece of the game. We don’t want the GDD to cause information overload and then become a prop under somebody’s wobbly desk. As such it is important that you organize and format the document to make it easy to use. Also note that some of these sections might not appear in the GDD itself but instead would appear in supplemental documents such as an Art Bible or Test Plan. This helps make the overall document more manageable and readable.

One last comment, a game design document is meant to be a living document. Just as when the artist changes the design of his painting every time he takes his brush to the canvas, a computer or video game evolves as code and art are created. The GDD then is the communication tool from which all the members of the team can follow that evolution.

**Document Revision history:**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author(s) | Changes |
| 0.2 | January 16, 2013 | Emile Cormier |  |
| 0.3 | January 05, 2016 | David Burchill |  |
| 0.4 | April 14, 2024 | Anfer Molina |  |

*(Use word’s “update table of contents” to generate / regenerate a table of contents. )*

Table of Contents

[1. Section I - Game Overview 7](#_Toc471493942)

[1.1. Game Concept 7](#_Toc471493943)

[1.2. Design History 7](#_Toc471493944)

[1.3. Feature Set 7](#_Toc471493945)

[1.4. Genre 7](#_Toc471493946)

[1.5. Target Audience 7](#_Toc471493947)

[1.6. Game Flow Summary 7](#_Toc471493948)

[1.7. Look and Feel 7](#_Toc471493949)

[1.8. Project Scope 7](#_Toc471493950)

[1.8.1. Number of locations 7](#_Toc471493951)

[1.8.2. Number of levels 7](#_Toc471493952)

[1.8.3. Number of NPC’s 7](#_Toc471493953)

[1.8.4. Number of weapons 7](#_Toc471493954)

[1.8.5. Etc. 7](#_Toc471493955)

[2. Section II - Gameplay and Mechanics 7](#_Toc471493956)

[2.1. Gameplay 7](#_Toc471493957)

[2.1.1. Game Progression 7](#_Toc471493958)

[2.1.2. Mission/challenge Structure 7](#_Toc471493959)

[2.1.3. Puzzle Structure 8](#_Toc471493960)

[2.1.4. Objectives – What are the objectives of the game? 8](#_Toc471493961)

[2.1.5. Play Flow – How does the game flow for the game player 8](#_Toc471493962)

[2.2. Mechanics 8](#_Toc471493963)

[2.2.1. Physics 8](#_Toc471493964)

[2.2.2. Movement 8](#_Toc471493965)

[2.2.3. Objects 8](#_Toc471493966)

[2.2.4. Actions 8](#_Toc471493967)

[2.2.5. Combat 8](#_Toc471493968)

[2.2.6. Economy 8](#_Toc471493969)

[2.3. Screen Flow 8](#_Toc471493970)

[2.3.1. Screen Flow Chart 8](#_Toc471493971)

[2.3.2. Screen Descriptions 8](#_Toc471493972)

[2.4. Game Options 9](#_Toc471493973)

[2.5. Replaying and Saving 9](#_Toc471493974)

[2.6. Cheats and Easter Eggs 9](#_Toc471493975)

[3. Section III – Story, Setting and Character 9](#_Toc471493976)

[3.1. Story and Narrative 9](#_Toc471493977)

[3.1.1. Back story 9](#_Toc471493978)

[3.1.2. Plot Elements 9](#_Toc471493979)

[3.1.3. Game Progression 9](#_Toc471493980)

[3.1.4. License Considerations 9](#_Toc471493981)

[3.1.5. Cut Scenes 9](#_Toc471493982)

[3.2. Game World 9](#_Toc471493983)

[3.2.1. General look and feel of world 9](#_Toc471493984)

[3.2.2. Area #1 10](#_Toc471493985)

[3.2.3. Area #2 10](#_Toc471493986)

[3.3. Characters 10](#_Toc471493987)

[3.3.1. Character #1 10](#_Toc471493988)

[3.3.2. Character #2 10](#_Toc471493989)

[4. Section IV – Levels 10](#_Toc471493990)

[4.1. Level #1 10](#_Toc471493991)

[4.1.1. Synopsis 10](#_Toc471493992)

[4.1.2. Introductory Material (Cut scene? Mission briefing?) 10](#_Toc471493993)

[4.1.3. Objectives 10](#_Toc471493994)

[4.1.4. Physical Description 11](#_Toc471493995)

[4.1.5. Map 11](#_Toc471493996)

[4.1.6. Critical Path 11](#_Toc471493997)

[4.1.7. Encounters 11](#_Toc471493998)

[4.1.8. Level Walkthrough 11](#_Toc471493999)

[4.1.9. Closing Material 11](#_Toc471494000)

[4.2. Level #2 11](#_Toc471494001)

[4.3. Training Level 11](#_Toc471494002)

[5. Section V - Interface 11](#_Toc471494003)

[5.1. Visual System 11](#_Toc471494004)

[5.1.1. HUD - What controls 11](#_Toc471494005)

[5.1.2. Menus 11](#_Toc471494006)

[5.1.3. Rendering System 11](#_Toc471494007)

[5.1.4. Camera 11](#_Toc471494008)

[5.1.5. Lighting Models 11](#_Toc471494009)

[5.2. Control System 11](#_Toc471494010)

[5.3. Audio 11](#_Toc471494011)

[5.4. Music 11](#_Toc471494012)

[5.5. Sound Effects 11](#_Toc471494013)

[5.6. Help System 11](#_Toc471494014)

[6. Section VI - Artificial Intelligence 11](#_Toc471494015)

[6.1. Opponent AI 11](#_Toc471494016)

[6.2. Enemy AI 12](#_Toc471494017)

[6.3. Non-combat Characters 12](#_Toc471494018)

[6.4. Friendly Characters 12](#_Toc471494019)

[6.5. Support AI 12](#_Toc471494020)

[6.5.1. Player and Collision Detection 12](#_Toc471494021)

[6.5.2. Pathfinding 12](#_Toc471494022)

[7. Section VII – Technical 12](#_Toc471494023)

[7.1. Target Hardware and operating system 12](#_Toc471494024)

[7.2. Supported game controllers and peripherals 12](#_Toc471494025)

[8. Section VIII – Game Art 12](#_Toc471494026)

[8.1. Concept Art 12](#_Toc471494027)

[8.2. Style Guides 12](#_Toc471494028)

[8.3. Characters 12](#_Toc471494029)

[8.4. Environments 12](#_Toc471494030)

[8.5. Equipment 12](#_Toc471494031)

[8.6. Cut scenes 12](#_Toc471494032)

[8.7. Miscellaneous 12](#_Toc471494033)

# Section I - Game Overview

## Game Concept

Slippery Lands offers an engaging puzzle-solving experience where players navigate through levels by controlling a character that must slide on ice and strategically push crates to press switches, opening the door to the next level.

## Design History

This is a living document and will change as you develop your game. This section maintains a history of any significant changes to your game.

## Feature Set

Includes sliding mechanics, crate puzzles, and multiple levels each increasing in complexity.

## Genre

Puzzle-Adventure

## Target Audience

Casual to intermediate gamers, kids.

## Game Flow Summary

Players progress through levels, each presenting unique challenges requiring strategic thinking to solve.

## Look and Feel

A simplistic yet visually appealing 2D style with clear distinctions between different types of surfaces like ice and snow.

## Project Scope

A summary of the scope of the game.

### Number of locations

1 (various levels within a frozen landscape)

### Number of levels

4

### Number of NPC’s

N/A

### Number of weapons

N/A

### Etc.

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

Players start with simpler puzzles and advance to more complex setups.

### Mission/challenge Structure

Each level is a self-contained puzzle with a clear objective.

### Puzzle Structure

Utilizes sliding mechanics and object manipulation.

### Objectives – What are the objectives of the game?

Push crates to switches to unlock doors and progress to the next level.

### Play Flow – How does the game flow for the game player

Intuitive and increasingly challenging, encouraging players to think creatively.

## Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### Physics

Sliding physics on ice surfaces.

### Movement

#### General Movement

Four-directional movement with different movement mechanics on snow and ice.

#### Other Movement

### Objects

#### Picking Up Objects

#### Moving Objects

Interactive crates and switches.

### Actions

#### Switches and Buttons

Player leverages the weight of an crate into a switch.

#### Picking Up, Carrying and Dropping

Player pushes a crate into the ice.

#### Talking

#### Reading

### Combat

None

### Economy

N/A

## Screen Flow

### Screen Flow Chart

Main Menu → Level Selection → Gameplay -> Level Selection

### Screen Descriptions

What is the purpose of each screen?

#### Main Menu Screen

You can choose between levels and see the credits

#### Options Screen

#### Etc.

Credits Screen

## Game Options

Pause

## Replaying and Saving

none

## Cheats and Easter Eggs

N/A

# Section III – Story, Setting and Character

## Story and Narrative

The game does not focus heavily on story. It is set in a mystical icy world where players must solve puzzles to prove their worth.

### Back story

The frozen landscapes are ancient testing grounds for adventurers.

### Plot Elements

Minimal; focuses on gameplay.

### Game Progression

Each level completion.

### License Considerations

### Cut Scenes

#### Cut scene #1

##### Actors

##### Description

##### Storyboard

##### Script

#### Cut scene #2

etc.

## Game World

### General look and feel of world

A visually distinct icy realm with different types of icy and snowy terrain.

### Area #1

#### General Description

#### Physical Characteristics

#### Levels that use area

#### Connections to other areas

### Area #2

etc.

## Characters

### Character #1

The main character is an adventurer, with a hidden past or is it a dream?

#### Back story

#### Personality

#### Look

##### Physical characteristics

##### Animations

#### Special Abilities

#### Relevance to game story

#### Relationship to other characters

#### Statistics

### Character #2

etc.

# Section IV – Levels

## Level #1

### Synopsis

Introduction to basic mechanics with an open door.

### Introductory Material (Cut scene? Mission briefing?)

### Objectives

Understand basic movement and interaction.

### Physical Description

Simple layout with minimal obstacles.

### Map

Basic grid layout.

### Critical Path

Direct route to the door.

### Encounters

None

### Level Walkthrough

Direct walk through the open door.

### Closing Material

Transition to next level.

## Level #2

Increase in complexity and introduction of more interactive elements like more crates and strategically placed ice patches.

## Training Level

Level 1 acts a training level

# Section V - Interface

## Visual System

### HUD - What controls

Minimal, displays time left.

### Menus

Level selection and credits

### Rendering System

SFML

### Camera

Static, top-down view

### Lighting Models

Basic lighting effects for visual clarity.

## Control System

Keyboard controls for movement and interaction.

## Audio

## Music

Background music fitting the icy theme.

## Sound Effects

sounds for movement, crate interactions, and level completion.

## Help System

# Section VI - Artificial Intelligence

## Opponent AI

The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?

## Enemy AI

Villains and Monsters

## Non-combat Characters

## Friendly Characters

## Support AI

### Player and Collision Detection

### Pathfinding

# Section VII – Technical

## Target Hardware and operating system

Windows 10 or newer.

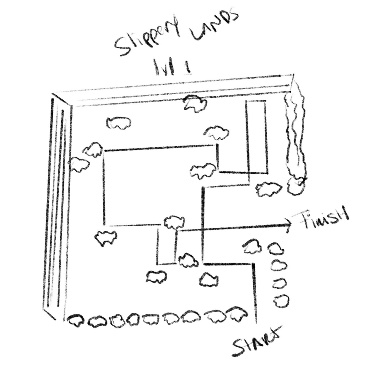
## Supported game controllers and peripherals

Keyboard.

# Section VIII – Game Art

Only show concept art here (rough sketches)

## Concept Art



## Style Guides

The game follows a simple and clean art style with distinct visual contrasts between icy and snowy surfaces to ensure gameplay clarity.

A screenshot of a video game

Description automatically generated A blue and white pattern

Description automatically generated

## Characters

## Environments

A green and white christmas tree

Description automatically generated A white cloud in the sky

Description automatically generated A blue and white pattern

Description automatically generated

## Equipment

No specific equipment or weapons as the gameplay focuses on puzzle-solving.

## Cut scenes

None planned; the game focuses entirely on the gameplay experience.

## Miscellaneous