

“When something is important enough,  
you do it even if the odds are not in your favor.”

Elon Musk

Founder & CEO of Tesla, SpaceX, Neuralink, and OpenAI

## X. GAME DOCUMENTS

In games, documents have two functions: memory and communication. By keeping track of design choices, you can avoid continually fixing the same problems. Documents also enable more efficient teamwork, allowing more people to contribute to the design process and identify any flaws in game design.

### 10.1 Type of Game Documents

There are eight distinct types of documents, each serving a unique purpose and containing specific information. It is important to keep track of and effectively communicate the contents of each document. First, the core document is, of course, a design document; it tells the core idea of your game. The Second is Engineering, which shows the technical aspect of the game design, so it helps the role of the programmer and technical artist. The artist creates an art document then. Fourth, the management team can analyze the timeline, budget, and quality of the game with a management document. As for the fifth and sixth, there is a writing and document for the player. Then, there is pitching and legal-related document to guide your team as a company. The summary of game document is depicted in Figure 108.

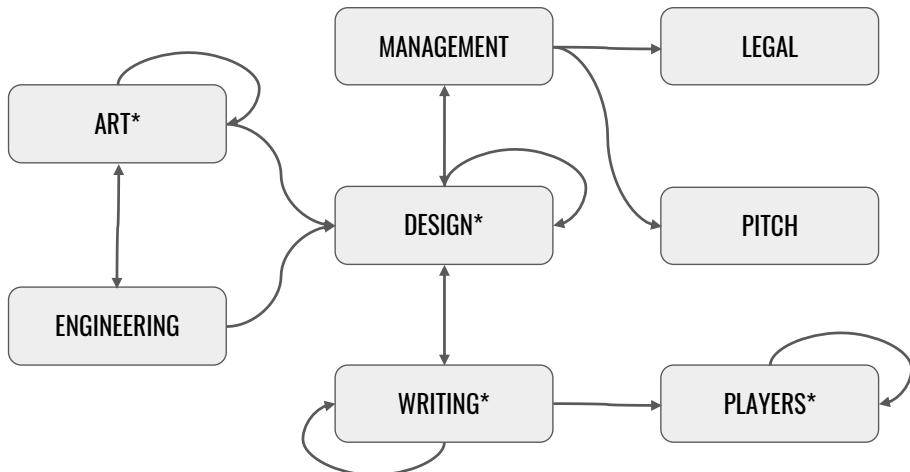


Figure 108. The game document categories.

## 1. Design

A design document is crucial for a successful game. It acts as a blueprint, outlining the gameplay mechanics, storyline, artwork, and sound design. Without it, your game may not make sense and players may not enjoy it. Spend time creating a comprehensive design document as the foundation for your game.

- **Game Design Overview:** The overview document is usually intended for management to get a clear understanding of the game's core and target audience without delving into specifics. However, the whole team can benefit from it to grasp the game's overall scope.
- **Detailed Design Document (GDD):** This document provides an extensive and detailed overview of the various operational strategies and graphical interfaces employed in the game. The information contained herein aims to provide a comprehensive understanding of the game's mechanics and design, allowing for a more immersive and engaging gaming experience.
- **Story Overview:** Game designers often need a concise summary of the essential narrative aspects, including locations, characters, and events, for the game's dialogue and narration. This helps create a more immersive and engaging experience for the player.
- **Screen Flow:** Before building the screen flow, create a flow chart first! No need to draw it beautifully. Just draw the state flow. What are the differences between a screen flow and a flow chart? The flow chart is a diagram constructed from rectangle shapes representing events (major events) in a game connected by a line representing the flow. Additionally, a screen flow is an extended or detailed flow chart with information such as the level layout, user interface, and which button will direct players to which scene or screen.

## 2. Engineering

The creation of games heavily relies on Engineering, particularly for programmers and technical artists. This

involves the technical aspects of game design, such as developing efficient code, designing intricate game mechanics, and building robust software. Without Engineering, game designers and developers would face difficulties in bringing their ideas to life and creating immersive gaming experiences for players. As such, it is crucial to understand Engineering principles and techniques to ensure that games are well-designed, technically sound, and enjoyable to play.

- **Technical Design Document:** It is essential to create this document to plan the architecture of the necessary systems and begin the coding process. Without a clear explanation, the programming team may have numerous questions for the designer team.
- **Pipeline Overview:** When game art is being created, there are guidelines that the artists must follow to ensure the graphics look appropriate. The engineers usually provide a concise document for the art team, which is preferred to be straightforward.
- **System Limitations:** Designers and artists sometimes lack knowledge about the limitations of the system they are working on, or they may pretend to do so. To address this, engineers create documentation that outlines the specific boundaries that must not be exceeded for certain games.

### 3. Art

The Art Design Document details the visual style that the designer plans for the game. Just as the Game Design Document outlines the game mechanics, the Art Design Document lists all the assets that will be used in the game and communicates the requirements to the artists.

- **Concept Art Overview:** Prior to constructing the game, it is necessary for a significant portion of the team to have an understanding of its visual design through the use of concept art.
- **Art Bible:** When multiple artists work together on a project, it's important to establish guidelines to ensure a consistent look and feel. These guidelines may include character designs, environmental samples, color usage examples, interface layouts, or any other details that help define the visual style of the game.
- **Storyboard:** A storyboard is a tool that outlines the steps needed to implement a story or feature within a game design. It can also be used to propose solutions for gameplay issues. The storyboard includes visual cuts of the game and highlights the actions the player takes to trigger the next frame (Abraham, 2021).

### 4. Management

Creating a game requires a budget document and project schedule to secure funding and outline necessary tasks and due dates. A well-planned schedule considers each team member's workload. A marketing editorial plan helps visualize the overall plan for press or marketing purposes.

- **Game Budgeting:** Usually, the team needs to determine the cost of developing the game before they have a complete understanding of what they are developing. This document is often created early on to assist in securing funding for the project.
- **Project Schedule:** On a well-managed project, this document will undergo frequent changes. However, it is still important to have a plan in place that can be adjusted regularly. A high-quality

project schedule should include all necessary tasks, their durations, due dates, and assignees. It should also consider the fact that one person can't handle everything. Usually, a project schedule can be illustrated with Gantt chart, see Figure 109.

- **Marketing Editorial Plan:** An editorial plan is a crucial component in the arsenal of marketing teams and press organizations alike. It allows them to map out their overall strategy in a clear and concise manner, making it easier to execute effectively. This plan can be implemented through a variety of media channels, including both print and digital options, both of which have proven to be highly effective in achieving desired results. By utilizing an editorial plan, these entities can ensure that their efforts are streamlined and focused, leading to increased success in reaching their goals. Figure 110 shows the editorial plan for marketing team.

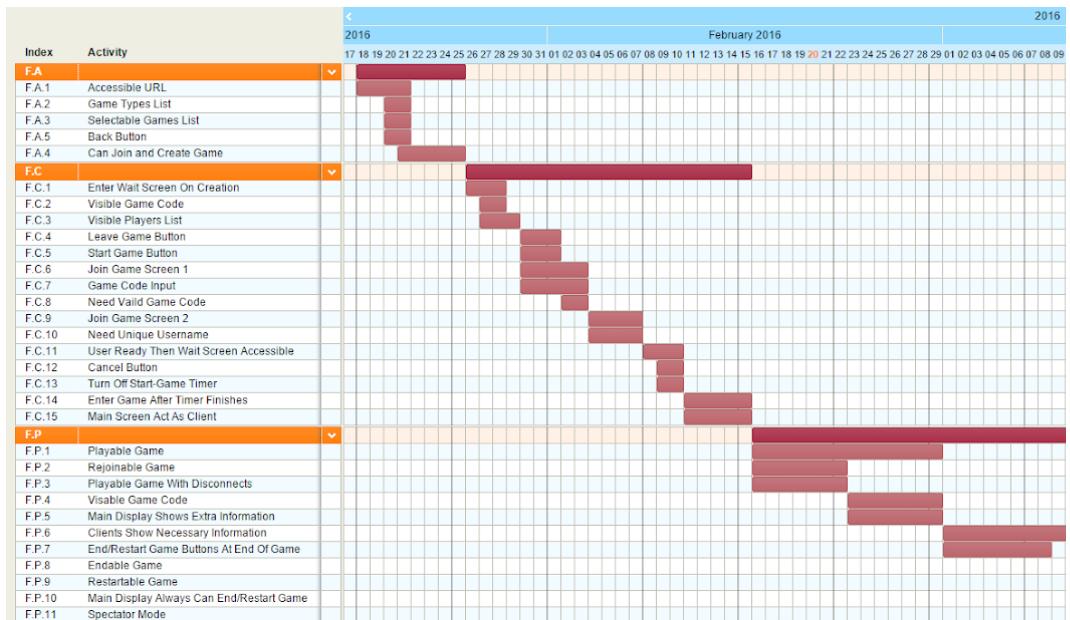


Figure 109. An example of game development's Gantt chart, used by managerial team as a scheduler.

## GAME STARTUP MANUAL: GAME DESIGN [DRAFT]

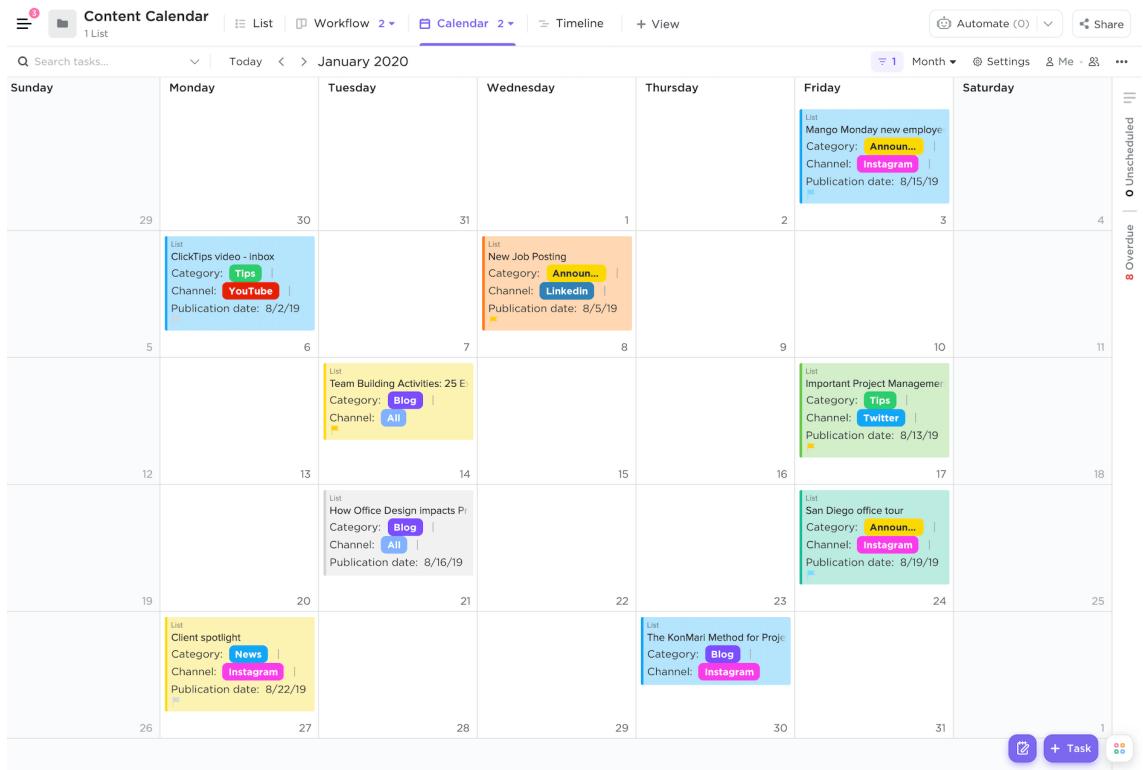


Figure 110. An example of an editorial plan that is typically utilized by the marketing team.

## 5. Writing

Having a story bible is important for creating a cohesive experience in a game. Non-player character dialogue is often written in a screenplay document and tutorials and manuals are provided to help players navigate the game.

- **Story Bible:** Having a story bible that outlines the guidelines for what is acceptable and what is not in the story world makes it easier for every team member to contribute their narrative ideas. This strengthens the story world and makes it more cohesive with the gameplay, art, and technology.
- **Dialog Scripts:** The conversations that non-player characters have in a game have to come from somewhere. Usually, they are written in a separate document, either as part of the overall design document or on their own.
- **Game Tutorial and Manual:** Learning how to play video games can be complex, requiring gamers to use printed manuals, web pages, and in-game lessons. It is your responsibility to assist your players, to create helpful documents to guide them through the game progression.

## 6. Player

Sharing game-related documents online has become a popular way for players to express their opinions and provide valuable feedback. Previously, printed walkthroughs were common, but now most digital games have a fandom or wiki available online.

- **Game Walkthrough:** When users enjoy a game, they often create their own documents and share them online. By reviewing these materials, you can gain valuable insight into what players appreciate and dislike about the game. You can also identify which game elements are too challenging or too easy. In the past, printed books were used as game walkthroughs, but now most digital games have a fandom, either official or fan-based, on the internet.

## 7. Pitch Document

In addition to the previously mentioned documents, it is important not to overlook the pitch document when presenting to the board committee, investors, decision makers, or any other stakeholders with the power to help your game succeed. The purpose of this document is to persuade them to invest in your game and fund your dream. Typically, a pitch document includes all the necessary information for investors or publishers.

- **Concept:** Present a visually appealing and easily understandable summary of your game for the audience. Highlight its key features and selling points.
- **Issue & solution:** Identify any potential issues that may arise and require attention.
- **Target Markets:** Provide information on the target market, including their age, gender, genre preferences, and any relevant economic factors..
- **Value Proposition:** Investors and publishers typically prioritize one thing above all else: a return on investment. Therefore, it is important to demonstrate that your game is profitable based on sound reasoning.
- **Competitor Analysis:** By analyzing your competitors, you will gain a fresh perspective on your game. Your audience will be able to discern the strengths, weaknesses, opportunities, and threats of your game. This analysis will boost your audience's confidence in your game.
- **Business Model Canvas (BMC):** The Business Model Canvas (BMC) is a concise summary of your business idea that can fit on a single sheet of paper; see Figure 111. It's a useful tool that helps you and your team understand your idea quickly and clearly. The BMC covers important aspects such as the value of your product, your target customers, your relationship with customers, the channels you'll use to deliver your product, your partners, the activities you'll undertake, the resources you'll need, and your cost and revenue structures. While the BMC is designed for general business, it can also be applied to game development, whether you're working on a single game or running a game studio.
- **Timeline:** To gain the trust of your audience, it's important to showcase your roadmap. This should include both quarterly and yearly milestones, as well as your current progress. Additionally, sharing your editorial plan document can further enhance transparency and credibility.
- **Demo:** Remember to showcase your game progress by presenting your demo or prototype. While you can describe your project, demonstrating it to your audience through a game prototype is the most effective way to pique their interest. We suggest prioritizing this step.

## GAME STARTUP MANUAL: GAME DESIGN [DRAFT]

- **Development Team:** As a development team member, investors can assess your capabilities based on your previous portfolios and whether you held a structural or functional position. It is necessary to showcase your trustworthy team and their abilities.

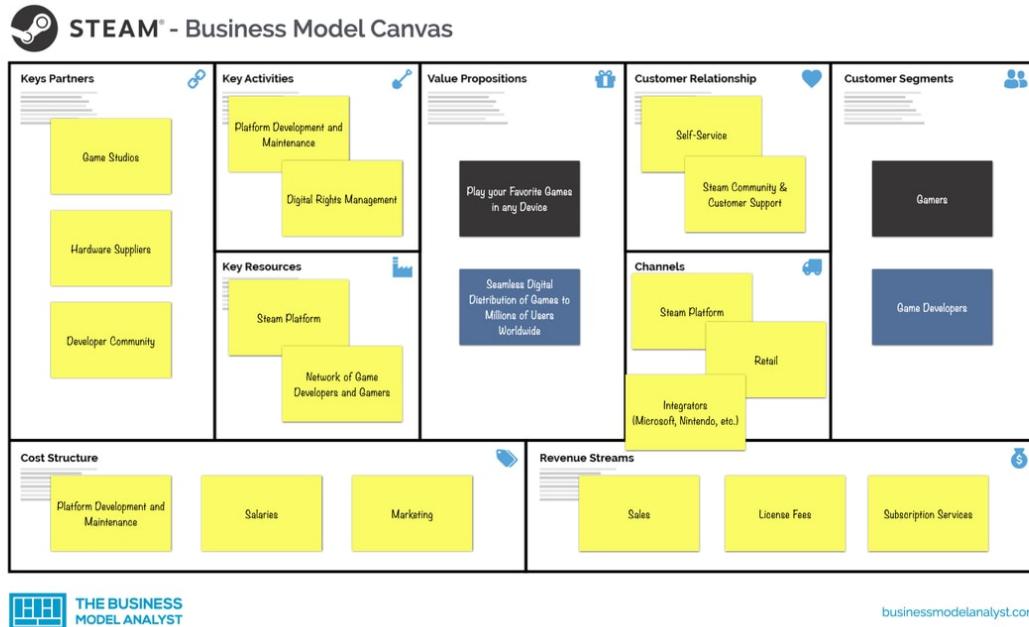


Figure 111. An example of BMC using Steam as a study case.  
(This screenshot is taken from <https://businessmodelanalyst.com/steam-business-model/>)

The general pitch document (or pitch deck) is intended to be used on the business matter, while the game concept pitch is, of course, intended to be pitched to the potential investor or game publisher with a known background in game development or business. See the pitch deck templates (Figure 112) and an example of a high-concept game pitch document (Figure 113) below.

# COVER/ PRODUCT

•••

Tagline

You can have here a great, imaginative and catchy full-size background image.

## Problem to Solve, How to Solving the Problem

One simple and clear statement to explain what you do. Explain how you help someone do something better. As an alternative, or more complete support to the screenshots, you can prepare a graphic chart showing how the different users interact with the solution. You can explain verbally.

## Demo / Screenshot

Demonstrate the solution in 1 or a few slides: show the actual product or mockup if you have one, and explain how this solves the problem.

## Team

Give only names + previous relevant roles and companies, main relevant qualifications or achievements. Pictures are OK but not mandatory. Important: if your team kicks butts and your names are enough to raise, you can put the team slide first in the deck.

## Market

Use one or two charts, clearly readable. More than 2 charts could make the estimates complex and less credible.

## Business Model

Explain how you intend to generate revenues: product sales, subscriptions, sign up fees, consulting fees, ad fees ... A table format is usually appropriate.

## Competition

Map your team and your competitors on the chart to show how you are different. You can use different colors to show a qualitative attribute, and/or bullet size for a quantitative one.

## Distribution

What are the channels you are planning to use to get to clients? a graphic chart or a table showing different channels and how distribution models differ.

## Timeline/ Milestone: current execution

What have you already achieved so far? Insert the most relevant milestones or metrics.

## Financial

Show your product financials explicitly.

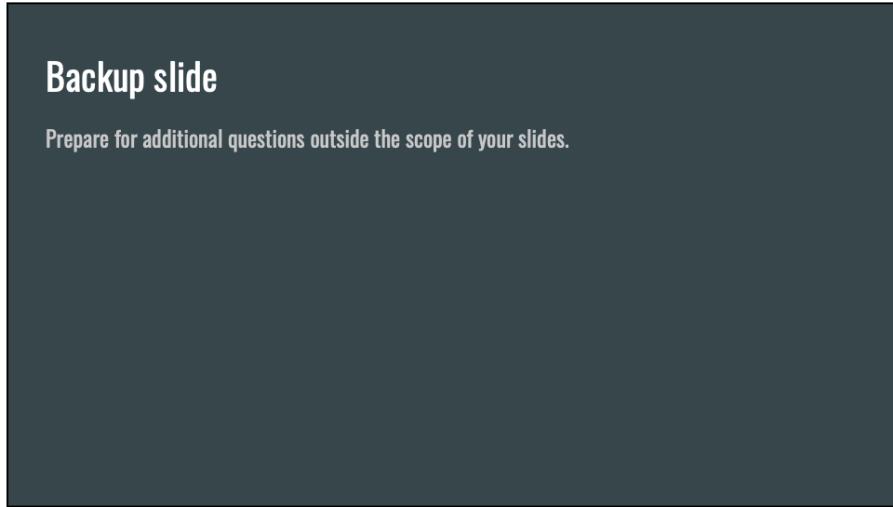


Figure 112. An example of general pitch document template.



## Slide 1: Cover Page

Start with a compelling image and logo that sums up your game. Put date of presentation on the PowerPoint so the people you present to will remember when the meeting took place. For author credits use the studio's name; remember no one makes a game by themselves. Include contact information: email address and/or phone number.

## Slide 2: Company Profile

Briefly outline who you are, what you've done, and how long you've been doing it for. This is a great place to showcase the covers of any games your studio's created. Obviously you can skip creating this slide if you are presenting to your own peers.

## Slide 3: Target Specs

This slide covers the very basics of the game. What kind of game is it? What is it rated? Who is the audience? How long will it take to play?

## Slide 4: Game Story

Who is the player? What is the game's story? What's the conflict? Don't forget a beginning, middle, and end, or at least a cliffhanger that gets the reader/audience interested in knowing the ending.

## Slide 5: Game Goals

What are the most kick-ass features of your game? Why should the audience/reader care about your game? Aim for five “back of the box” goals.

## Slide 6: Gameplay Summary

This slide should briefly cover the major points of gameplay. What are the basics of play for the game? What is the camera view? How will the play expand/increase in challenge during the course of the game? What environments will the game happen in? What are the “hooks” that make this game unique?

## **Slide 7: Gameplay details**

Go into some of the more interesting details of the gameplay. The goal is to give the audience/reader an idea of what it is going to be like as they play the game. If any gameplay elements are important enough to the game, go ahead and dedicate a specific slide to them so the audience/reader is clear on how they impact gameplay and what they add to the game experience.

## **Slide 8: Download strategy**

Most games these days require download support to extend the life of the game beyond release. Outline these plans on this slide.



Figure 113. An example of a high concept pitch template.

## 8. Legal

To avoid future infringement, register intellectual property before launching a game. Maintain a good partnership with the publisher and negotiate a mutually beneficial agreement to avoid disagreements. Ask about the publisher's reasoning if a game's rights are being sold. Seek legal advice when licensing a game. Those all are the purposes of legal documents.

- **Intellectual Property (IP) Ownership:** As you prepare for your game launch, it's important to register your game's brand, trademark, and any other intellectual property-related materials. It's impossible to predict when someone may infringe upon your IP, so it's best to take preventative measures rather than having to deal with potential issues later on.
- **Publishing Agreement:** The game publishing agreement has six important points that can help you maintain healthy relationships with your partners (Gordley, 2022).
  - **Negotiation:** To avoid potential disputes in the future, it's important to negotiate and agree on contract terms during the negotiation stage. This can benefit both parties involved.
  - **Rights Assignment:** If a video game's rights are assigned, the game developer no longer owns the game. If you come across an agreement stating that a video game's rights have been assigned or sold, it's best to speak with the publisher about the reasoning behind the sale. While there may be some exceptional cases where it's appropriate, an exclusive license is generally the more common choice.
  - **License:** Before finalizing the agreement, it's important to consider a few key questions and make any necessary changes. These may include: What rights does the publisher have with the game and what are your rights? How can you terminate the agreement if needed? Where will the game be published and sold? Which platforms will it be available on, such as PC, Xbox,

Android, iOS, PlayStation, or others? What percentage of royalties can you expect to receive? Lastly, how long will the agreement be in effect?

## 10.2 Writing the Game Design Document (GDD)

Congratulations on learning the basics of game design! It's time to put your knowledge into practice by writing your first GDD. To do this, we recommend following three simple steps. First, create a One-Sheet GDD to outline your game's main features. Next, add more details to your Ten-Page GDD. Finally, complete your design with a comprehensive version of your GDD. Good luck!

### 1. One-Sheet

Your game's one-sheet is a concise summary that should be both engaging and informative. Remember that it will be read by various individuals, such as your team members and the publisher. Figure 114 illustrates the one-sheet document. Be sure to include the following details in your document:

- **Game Title:** Provide the title of your game and feel free to include a slogan if you have one. It does help your players remember a glimpse of what your game is about.
- **Game System:** Provide information on the gameplay system intended for your game.
- **Target Players:** Indicate the age range of your players. Additionally, feel free to provide more specific details about your target players in the accompanying document.
- **Rating:** To ensure that players are aware of the appropriate age range for your game, it's important to assign a legal rating. One example of a rating system is the Entertainment Software Rating Board (ESRB) (ESRB, 2023), which enforces age-based ratings and regulates advertising and online privacy principles for software in the United States and Canada. However, it's worth noting that there are other rating systems in place around the world, such as the Indonesia Game Rating System (IGRS) developed by the government. Here are the different age tiers used by ESRB:
  - **Early Childhood (EC):** The content doesn't contain anything that parents may deem inappropriate. But now, EC is replaced with **Rating Pending (RP)** because not many games use EC rating before.
  - **Everyone (E):** This content may include depictions of fantasy, cartoons, or mild violence, as well as occasional use of mild language.
  - **Everyone 10+ (E10):** This content may include elements of fantasy, cartoons, mild violence, mild language, and suggestive themes.
  - **Teen (T):** This content may include crude humor, bloody scenes, suggestive themes, violence, and infrequent use of strong language.
  - **Mature 17+ (M):** This content may include graphic violence, gore, sexual material, and strong language.
  - **Adults Only 18+ (AO):** Not suitable for people under 18, may contain prolonged scenes of intense violence, graphic sexual content, and nakedness.
- **Game Story & Gameplay Summary:** Provide a brief summary of your game's storyline and primary gameplay features.

- **Game Modes:** In your game, showcase different modes of gameplay. This can increase the variety of player experiences and ultimately result in higher sales.
- **Unique Selling Points (USP):** Highlight the distinctive feature of your game that players will find appealing and sets it apart from others.
- **Competitive Products:** Show the potential of competitors' products. It will help you to find the differentiation from the other game.

## <Game Title> Concept Overview

Change “<>” with your own game.

Game Platform: <Game Platform>

Target Age: <age to age>

Rating: <Rating>

Game Summary: <Game Summary; Focus on story>

Game Outline: <Game Summary; Focus on gameplay>

### Unique Selling Points (USP)

- gameplay style
- game modes
- game type
- technology innovations
- cool features
- 5-7 points of this bullet

Similar Competitive Products :

<Choose competitive product that are successful, recent or very well known - preferably all three>

Figure 114. One-sheet document template.

## 2. Ten-page

This ten-page document is a high-level design outline for your game, see Figure 115. It focuses on the fundamental concepts without getting bogged down in specific details. The key is to keep the reader engaged

throughout the entire document. To achieve this, the document should be easy to read and formatted using PowerPoint or a similar application.

A ten-page document can be helpful when you're making an early pitch to the production and marketing team. For the production team, include gameplay diagrams and use short, specific sentences with relevant terminology. You can also compare your gameplay to other games, even older ones. For the marketing team, display fascinating conceptual artwork in bullet points and use colorful, illustrative examples. Comparing your game to popular, modern titles can be helpful. The outline of the ten-page document is as follow:

- **Game Title Page:** Selecting the appropriate font for your game's title can effectively communicate its genre without relying on images. This includes:
  - Intended game systems
  - Target age of players
  - Intended ESRB rating
  - Projected ship date
- **Game outline**
  - **Game Story Summary:** To develop your game's story, start with your one-sheet story outline and expand it. Keep in mind that your outline should only be a few paragraphs, but that doesn't mean you can't develop a complete story with a beginning, middle, and end.
  - **Game Flow Summary:** Provide a summary of the different locations the player will encounter during the game and any unique gameplay features that may be present in each location. Please also address how challenges and methods, progression and reward systems, gameplay, puzzles, fights, and victory conditions relate to the story.
- **Characters:** Describe your character's appearance, backstory, personality type, and how they got into their current situation. How do they respond to the challenges of the game? Are there any unique moves, abilities, weapons, or attacks associated with your character, such as Mario's jump and stomp attack or Simon Belmont's whip in Castlevania? Additionally, provide detailed information about any platform-specific features following your gameplay description.
- **Game World:** To give players a better understanding of the game world, display snapshots and descriptions of various locations that are mentioned in the story. Additionally, provide brief descriptions of what players can expect to discover in each location. Be sure to include screenshots to enhance the visual experience. Create a list of all the locations mentioned within the story.
- **Game Experience:** To create a fully immersive game experience, it's important to carefully consider the starting screens, cinematics, music, sound design, and camera angles. These elements should work together to create a cohesive and engaging overall experience for the player.
- **Gameplay Mechanics:** A mechanic refers to the elements of gameplay that players interact with to create or enhance their gaming experience. Some examples of mechanics include moving platforms, opening doors, rope swings, and slippery ice. In a game, hazards are mechanics that pose a threat to the player's safety without any intelligence. Some examples of hazards include electrified platforms, spike pits, swinging guillotine blades, and flame jets. On the other hand, power-ups are items that players can collect to enhance their gameplay, such as ammo, extra lives, invincibility, and other

bonuses. Collectibles, on the other hand, are items that players can collect but don't have an immediate impact on gameplay. These can range from coins to puzzle pieces to trophy items. However, if a hazard is equipped with artificial intelligence (AI), it is considered an enemy character.

- **Cutscenes:** Please provide a detailed description of the different methods that will be used to create the graphics for the game. This may include CG, sprite animation, and puppet shows, among others. Additionally, please specify when in the game the player will encounter these graphics, such as during gameplay, in level headers and footers, and any other relevant sections. Lastly, please let us know if there will be any attract mode movies.
- **Bonus Materials:** Let's discuss additional materials or unlockables that would motivate players to replay the game. Can you give examples of what players can unlock? What would be the incentive for players to return to your game? This is the place to talk about multiplayer, downloadable content, episodic content, and more.

**Page 1: Title Page**

<Include a graphic if possible, a title (preferably a logo) and your contact information, target platform, target audience, target rating, and expected shipping date.>

**Page 2: Story and Gameplay**

<Page 2 should include a few short paragraphs about the story (beginning, middle, and ending ... or at least a cliffhanger) mentioning the setting, the characters, and the conflict. Gameplay description should give a brief idea of the flow of the game — break it into stages or bullet points if it's easier to convey info that way.>

**Page 3: Game Flow**

<How does the player grow as the challenges increase? How does this tie into the story? Briefly describe how these systems will work (experience points, money, score, collectibles) and what the player gains as they grow (new abilities, weapons, additional moves, unlockables).>

**Page 4: Character(s) and Controls**

<Who does the player control? What is his/her/its story? What can they do that is unique/special to this game? Can the player do several types of activities? (Driving, shooting, and so on.) Does the player ever change characters? What is the difference in play? Show control mapping highlighting some of the special/unique moves to this product. Include image of SKU's controller for reference.>

**Page 5: Main Gameplay Concepts and**

<Platform Specific Features What kind of play does the player engage in? What genres are they? (Driving, shooting, platform, and so on.) How is the sequence of play broken up? (Levels? Rounds? Story chapters?) If there are multiple minigames, list them out by name and give short descriptions. If there are specific cool gameplay scenarios, list them. USPs from the concept overview should be included and briefly detailed here. Diagrams are good to illustrate game concepts. What game features are unique and capitalize on the platform's hardware? (Hard drive, touch screen, multiple screen, memory card, and so on.) Provide examples.>

**Page 6: Game World**

<Where does the gameplay take place? List the environments the player will visit with short descriptions. How do they tie into the story? What mood is being evoked in each world? How are they connected? (Linear or hub - style navigation?) Include a simple flow diagram of how the player would navigate the world.>

**Page 7: Interface**

<How does the player navigate the shell of the game? What mood is evoked with the interface screens? What music is used? Include a simple flow diagram of how the player will navigate the interface.>

**Page 8: Mechanics and Power-ups**

Gameplay mechanics. What unique mechanics are in the game? How do they relate to the player's actions? How will they be used in the environment? Power- ups. If applicable, what kind of power- ups/collectibles can the player collect? What are the benefits of collecting them? Can they be used to buy items, abilities, and so on?>

**Page 9: Enemies and Bosses**

<Enemies. If applicable, what kind of enemies does the player face? What kind of cool attacks do they have? Describe the enemy AI. What makes them unique? Bosses. If applicable, what kind of boss characters does the player face? What environments do they appear in? How does the player defeat them? What does the player get for defeating them?>

**Page 10: Cutscenes, Bonus Material, and Comps**

How are the cutscenes going to be presented? When do they appear; in between levels? At the beginning and end of the game? What format have they been created in? (CG? Flash? Puppet show?) What material will the player be able to unlock? What incentive is there for the player to play again? What other games will be your competition upon market release?

Figure 115. The summary of a ten-page document.

### 3. GDD (complete)

After you finish your ten-page document, have your team review it, and then you can add more details as time goes on. There are two types of GDDs you can create, and there isn't a set format for making them. However, keep in mind that your GDD should be easy to read and update, and serve as a guide for your development team. Ultimately, there is no strict template for a GDD, but Figure 116 shows a simple GDD as a reference.

# RAMAYANA: STORY OF RAMA AND SHINTA

PROPOSAL / GAME DESIGN DOCUMENT



1V 0.3

Authored by Ardiawan Bagus Harisa

CURVESKIDS

## *Index*

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- 0. Index
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  - a. Title
  - b. Summary
  - c. Gameplay
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  - a. Game Flow
  - b. Screen
  - c. Mechanics
- 3. Visual Arts
  - a. Style Attributes
  - b. Art Needed
- 4. Sound/Music
  - a. Sound Needed
  - b. Music Needed

RAMASANA

## I. Game Design



### a. Title

- i. Game Title : Ramayana : Story of Rama and Shinta
- ii. Target : 10+, Android
- iii. Team : Curveskids
- iv. Member : Ardiawan Bagus Harisa ([kertaskids@gmail.com](mailto:kertaskids@gmail.com)) as Designer  
Husain Ali ([join.curves@gmail.com](mailto:join.curves@gmail.com)) as Artist

### b. Summary

Get inspired by the story of Ramayana, where Rama was an incarnation of God Krishna who looking for her wife, Shinta, that kidnapped by evil Rahwana, evil giant from Ngalengka. On his adventure to save Shinta, a white miracle monkey called Anoman come and help him. It's not that easy to save Shinta, Rahwana troops would always hunting for Rama and Anoman. There would be stats and equipment that Rama can upgrades by collecting wisdom point and trade it on the wisdom shop. In order to save Shinta, Rama have to destroy all of the Rahwana troops and defeat the boss, Rahwana.

### c. Objectives

Through this game, we want to pursue the player to do kindness / goodness in the real world. This game will showing us, the player, words of wisdom by collecting certain items. We believe with this way we can achieve what we want to achieve, pursue the players to do goodness. Beside, this game contains traditional and famous-cultural indonesian story, Ramayana. We want to give education outside the textbooks. We believe that the interest of traditional puppets would be increased.

### d. Gameplay

Player control a character (Rama) inside the game world. Ramayana : Story of Rama and Shinta is 2D Action-Platformer game. Player should survive and reach finish point in every stage of game. There would be 8 stages in prototype. At the last stage of game Rama should battling boss. During the adventure, player can collects wisdom point that would be used as trading point to buy equipment such as Armour and Weapon and upgrade character stats i.e Health Point. Every time player collect wisdom point, there would be wisdom words shown on the screen.



In order to make that happened, player can do :

i. Action

1. Moving

Player can do both moving right and left. There are buttons that would be triggers how player can achieve this action.

2. Jumping

In order to pass a gap, player should jump by pressing jump button. Some collectible items are up above the character so player should jump up.

3. Shooting

Player can shoot enemies to get wisdom point and win the stages.

ii. Upgrade

1. Stats

Player can trade out his/her wisdom points to upgrade his/her stats ie. Health Point, Strength, Intelligence, Agility.

2. Equipment

Player can buy armor and weapon. It would increase stats of the character.



## *II. Technical Design*



### a. Screen Flow



\*design is not finish yet

### b. Screen

\*design is not finish yet

#### i. Splash screen



Showing the logo of the creator of this game.

#### ii. Loading screen



Showing the status / progress of game.

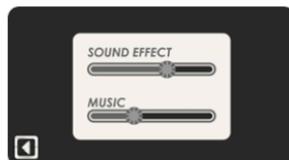


iii. Main Menu screen



This is the main menu of the game. Player press play button to play, or press option button to set the game preference, or press info button to get information about this game. The main title would be animated moving up and down.

iv. Option & Info screen

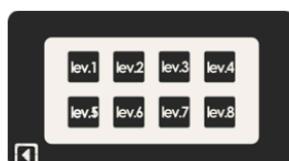


Player can set audio volume option screen.



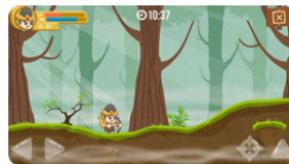
Player get info about how to action on the game here, in this info screen.

v. Level Menu screen



Player have to play and win a previous stage before a next stage unlocked. Some stages have story to entertain and give hints to player to play the game.

vi. Game screen



This is the main screen of the game. There are 4 layered parallax background to increase the aesthetic element. Fogs would bring the player amazing jungle environment.

c. Mechanic

i. Player

1. Move left & right

Player can move the character left or right as which movement button he/she pressed.

2. Jump

Player can jump to pass a terrain gap or to get wisdom point above the character.

3. Stoop

Character can stoop to avoid enemies fire.

4. Shoot

Player can shoot the enemies to get wisdom points and to complete stage.

ii. UI

1. Bounce in / Fade in

Every time screen changed, UI of this game would bouncing into the screen. This is to increase the interest of the players.

2. Bounce out / Fade out

UI will bouncing out as player do an action i.e pressed a button.

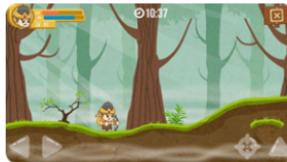
3. Shake

UI will shakes as player do an action i.e pressed a button.



Player have to play and win a previous stage before a next stage unlocked. Some stages have story to entertain and give hints to player to play the game.

vi. Game screen



This is the main screen of the game. There are 4 layered parallax background to increase the aesthetic element. Fogs would bring the player amazing jungle environment.

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3. Shake

UI will shakes as player do an action i.e pressed a button.

RAMASANA

### *III. Visual Arts*



#### a. Style attributes

The characters in this game are chibi to fit any ages using vector images.



\*Image above is only a reference.

#### b. Art needed

##### i. Characters

###### 1. Rama



Rama is the main character of this game. Holding a weapon, holy bow.

###### 2. Shinta

\*design is not finish yet

###### 3. Rahwana



Rahwana is the main antagonist character of this game. He was kidnapping Shinta, the wife of Rama.

###### 4. Rahwana Troops

\*design is not finish yet



ii. Environment

1. Theme



Theme of this game is jungle in the Ngalengka Kingdom.

2. Platform



The platform that character can stand up is uneven terrain.

3. Effect

\*design is not finish yet

4. Items



\*Image above is only a reference.

There would be 3 types of items. One is wisdom points, secondly is weapon, last is armor. Player can buy this item with wisdom points.

III. UI

1. Button





2. HUD & Bar



3. Board



RAMASANG

## *IV. Sound / Music*



### a. Sound Needed

- i. Foot step
- ii. Jump
- iii. Shoot
- iv. Get hurts
- v. Getting wisdom points
- vi. Button Clicked

### b. Music Needed

For the environment music, this game use fast and medium beat for background music.  
The combination of traditional javanese and modern beat melody.

\*design is not finish yet

Note : all of those art designed and polished by Husain Ali.



Figure 116. An example of simple GDD from platformer game The Story of Ramayana (Harisa et al., 2016).