



# Ducks in a Row: Design Doc

Slay Qweens!



# Design

**TEAM: Slay Qweens!** - Intro to Game Dev,  
CMSC 391 / COAR 463, 2023 Fall

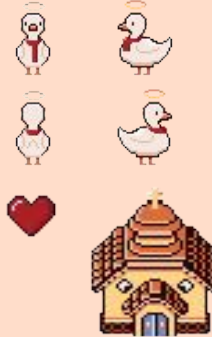
- **Art:** Esther Yang, Tiffany Pham
- **CS:** Adrienne Salkey, Matthew Xu

## HIGH LEVEL CONCEPT

- **Genre & # of players:** Slice of life/horror, 1-player
- **Summary:** A game where you find, collect ducks, and dodge enemies to reach enlightenment
- **Unique selling point:** A visually comforting game with contrasting thrilling gameplay

## DESIGN SPECIFICS

- Top-down PC game; WASD keys for movement and space for jumping
- **Audience / Age range:** 13+
- No monetization



# Asset List

CODING	ART	AUDIO
<ul style="list-style-type: none"><li>• Code in simple 2D physics</li><li>• Develop devil chase/collision script</li><li>• Create duck follow script</li><li>• Start and end points</li><li>• Interactive UI</li><li>• Pathfinding</li></ul> <p><b>Key</b></p> <ul style="list-style-type: none"><li>• Completed</li><li>• Cut</li><li>• In-Progress (Adequate time)</li><li>• Waiting In Task list (Adequate time remaining)</li><li>• Bottlenecked (Could be in-progress and taking too long, or at risk of being cut)</li></ul>	<p><b>Player</b></p> <ul style="list-style-type: none"><li>• <b>Characters:</b> Jesus duck, devil and ducklings</li><li>• <b>Animations:</b> Waddle, devil attacks, death/capture, victory (ascending)</li></ul> <p><b>UI</b></p> <ul style="list-style-type: none"><li>• Start, end, instructions, win, and loss screens</li><li>• Custom dialogue UI</li><li>• Lives</li></ul> <p><b>Environment</b></p> <ul style="list-style-type: none"><li>• Church</li><li>• Grass, forest and pond</li></ul>	<p><b>MUSIC</b></p> <ul style="list-style-type: none"><li>• Background music</li><li>• Chase music</li></ul> <p><b>SFX</b></p> <ul style="list-style-type: none"><li>• Waddling</li><li>• Ambience (crickets, grass, pond, trees rustling)</li></ul>

# Tasks Calendar



	Adrienne	Matthew	Esther	Tiffany
Week 1	Come up with game ideas	Come up with game play ideas	Concept diagrams	Concept diagrams
Week 2	Refine game idea and levels	Refine game idea and levels	Concept art	Mood board
Week 3	Complete MVP level design	Complete coding for MVP	Create start/end screens	Create character assets
Week 4	Add to level design	Add additional movement	Create environment assets	Create custom assets
Week 5	Finishing touches	Finishing touches	Finishing touches	Finishing touches



# References/Copyright

## RISKS

- May not get the AI to work with the game
- Animation may prove difficult
- Collection issues

## AVAILABLE RESOURCES

- **3D models:** Sketchfab, TurboSquid, CGTrader
- **3D rigging and animation:** Mixamo, AccuRig
- **2D assets:** Unity Asset Store
- **Audio (music & sfx):** YouTube
- **Tutorials:** YouTube
- **Code:** github

## COPYRIGHT

- **Environment:** [assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605#reviews](https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605#reviews)