*Cow?* Game Design Document (GDD)

***‘MOO’*** – GenGame Productions

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# 1 Game Overview

Title: Cow?

Platform: PC Standalone

Genre: Puzzle

Rating: Unrated

Target: Casual gamer (ages 5+)

Release date: December, 2019

Publisher: GenGame Productions

Description:

*Cow?* is a 3D puzzle game based on the 3d audio queues produced by an invisible cow given to the player, where if they’re closer to the cow the volume increases. Difficulty is introduced though the option of having the cow movement of the cow increase, as well as having the cow teleport at a hard difficulty.

# 2 High Concept

*Cow?* puts the player into a disoriented state to unfold and make sense of their surroundings through 3d audio queues in order to find the cow and fulfill the game’s objective.

# 3 Unique Selling Points

The game functions off of 3d audio queues and has variable difficulty.

# 4 Platform Minimum Requirements

PC STANDALONE OS: Windows XP SP2 Graphics card: DX9 capabilities; generally everything made since 2004 should work

# 5 Competitors / Similar Titles

findtheinvisiblecow

# 6 Synopsis

You’re a space farmer that got sucked into another dimension and one of your missing cow wives is stuck in between the unity 3d dimension and the only way you can find her is through her annoying voice.

# 7 Game Objectives

The objective is to locate the invisible 3d cow and walk into where it stands.

# 8 Game Rules

The player must use 3d audio queues generated by the 3d invisible cow in order to location the position it stands. The player must do so in a timely manner since it periodically moves and teleports(depending on difficutly).

# 9 Game Structure

Main Menu 🡪Difficutly🡪Gameplay🡪Victory

🡪Credits

🡪Instructions

🡪Quit

# 10 Game Play

## 10.1 Game Controls

WASD for movement, Left-Shift for sprinting, SPACE bar to jump, and mouse for first-person viewing.

## 10.2 Game Camera

Game camera is based off of first-person viewing by the player’s mouse.

### 10.2.1 HUD

No HUD

### 10.2.2 Maps

General play area, no maps to show.

# 11 Players

## 11.1 Characters

Farmer that the player controls.

## 11.2 Metrics

RNG timer before the cow teleports and when it moves.

## 11.3 States

Idle Cow: Produces audio queues for the player.

Moving Cow: Cow produces lower/higher audio depending on where the cow moves relative to the player.

## 11.4 Weapons

No weapons.

# 12 Player Line-up

No metrics for player line-up.

# 13 NPC

Invisible cow; functions as a goal mark entity.

## 13.1 Enemies

No enemies.

## 13.2 Allies / Companions

No allies.

# 14 Art

## 14.1 Setting

The game takes place in a 3d farm dimension.

## 14.2 Level Design

The level is a 3d rectangular space where the player is free to move within the farm dimension, and the invisible cow is somewhere on the screen depending on difficulty.

## 14.3 Audio

There’s background music, victory music, and the noise the invisible cow makes.

# 15 Procedurally Generated Content

## 15.1 Environment

The grass moves.

## 15.2 Levels

The only level is the gameplay screen.

## 15.3 Artificial Intelligence NPC

No NPC’s or AI in *Cow?*.

## 15.4 Visual Arts

The animation text and the grass.

## 15.5 Audio

3d audio based on the position of the player relative to the cow.

## 15.6 Minimum Viable Product (MPV)

The whole game.

# 16 Wish List

Better art.

# 17 Genre

3D puzzle game based on 3d audio queues. A unique type of puzzle game

# 18 Bibliography

All of the assets, art, sound, programming, design, and development was done by the members of GenGame Productions, aside for:

<http://soundbible.com/1572-Single-Cow.html> for the cow sound.