Technical Design Document

Dos

BRODIE FRAZIER

Change Log:

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| --- | --- | --- | --- |
| Version | Author | Date of change | Description |
| 1.0 | Brodie Frazier | 29/5/2023 | Document creation |
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## Development Environment

### Used software:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Software** | **Version** | **License** | **Used** **by** | **Used** **for** |
| Visual Studio | 2022 | Education | Programmer, designer | Scripts |
| Maya | 2023.3 | Education | Designers, artists | Models |
| Photoshop | 23.2 | Education | Designers, artists | Textures |
| Source Tree | 4.2.0 | Free | Designers, artists, programmers | Source control |
| GIT hub | 3.8.3 | Free | Designers, artists, programmers | Source control |
| Unity | 2021.3.13f1 | Personal | Designers, artists, programmers | Game production and prototyping |

Libraries

|  |  |  |
| --- | --- | --- |
| Name | License | Used for |
|  |  |  |
|  |  |  |

Scripting language will be C# as its compatibility with unity as well as its simplicity and vast capabilities.

### Version control:

<https://github.com/brazafraza/PrototpyingTest.git>

### Contributors:

* Brodie Frazier

### Commit format:

* Heading (What change was made to, controls, mechanics, level etc…): Description of change.

## Game Overview

### Genre:

Puzzle, 3D Platformer

### Perspective:

Third Person

### Target Audience:

Indie game / platformer players mainly, all genders, ages 10+ as it involves some puzzle solving capabilities.

### Target Platform:

PC / Windows (Steam)

### Description:

Dos is a 3D third person platformer single player puzzle game where the player plays as two characters. Each character has a similar but unique character controller which the player will utilize to progress through each level.

The first character (**Harvard)** will be a large character who is able to move objects around by pushing them, with slower and less movement.

The second character (**Beanbag**) will be a smaller character who is able to climb and jump onto objects as well as hit buttons or levers.

The gameplay will consist of the first character moving platforms around for the second character, so they are able to reach the ending of the level.

While doing this, they must collect different collectables as well as being under pressure from a timer, which if hits 0 the level will end.

### Feature list:

Character / Player swapping

Two separate character controllers

Button & Lever mechanics

## Game flow & structure

### Game mode & Objectives:

Story mode:

* Player must be able to re arrange the pre generated level to progress to the end.
* Throughout the level, different collectables/trophies can be collected by the player which will be placed in their path of the main objective, as well as out of the way.
* Once the end is reached, they will be brought to a menu were shown which items where collected in the level and their time taken.

### Level structure:

* Player spawns
* Player will identify the end of level / area they must reach.
* Player will create a visual blueprint / plan to reach the ending.
* Player will switch character into Harvard to move the platforms into position.
* Player will switch to Beanbag to attempt platforming.
* If successful, reach end, if not player will identify where they went wrong and try again until successful.
* Once successful, reach end of level.

### Game loops:

* Player moves platforms -> switches character -> attempts parkour.
* Play moves platform to get collectable, player collects, switches, moves platform back to progress.

## Gameplay systems

### Mechanics:

* Directional movement
* Cam following mouse
* Jumping
* Character switching.

Harvard: Will be able to push objects around by walking into them.

Beanbag: Will be 130% quicker than Harvard, able to run faster, able to jump further and higher. As well as being able to use switches.

### Mechanical influences:

* Banjo kazoo: Platforming mechanics, movement mechanics, camera movement mechanic
* Mario odyssey: Platforming mechanics, jumping mechanic
* Pac-man world 2: Collectables

### Controls:

Standard WASD movement, as well as jumping by space. Character switching by pressing 1 (Harvard) or 2 (Beanbag). Cam follows mouse

### Physics:

* Parallel to real-life physics
* Using rigid bodies physics

For example, Harvard will be able to collide with some objects to move them, depending on their mass compared to his.

### Prototyping:

Character controllers will be created by a script applying force to rigid bodies to move them within the unity physics system by using keycodes.

Character switcher will be created by a script disabling the gameobject (and therefore the camera and controller script) for one character at a keycode press, and working vise versa to re enable / switch character.

Character Switching pseudocode:

If 1 is pressed, then

1. disable the character controller script and the camera component attached to the Beanbag game object.
2. Enable the character controller script and the camera component attached to the Harvard game object.

If 2 is pressed, then

1. disable the character controller script and the camera component attached to the Harvard game object.
2. Enable the character controller script and the camera component attached to the Beanbag game object.

Character controller pseudocode:

If w is pressed, then

Apply x force to the player forward.

If s is pressed

Apply x force to the player backwards.

If a is pressed, then

Apply x force to the player left.

If d is pressed, then

Apply x force to the player right.

If the player moves the mouse on the X axis, then

The camera will rotate to mimic mouse movement.

If the player moves the mouse on the Y axis, then

The camera will rotate to mimic mouse movement.

If the player moves the mouse on the Z axis, then

The camera will rotate to mimic mouse movement.

## Game Content

### Levels:

Game will consist of multiple, 3D environments and separate levels. Game will include 12 levels.

### Collectables:

Players will be able to collect collectables / trophies throughout the game which have no in game purpose other than being collected. These are recorded and able to be viewed on the menu screen and when finishing a level.

### Assets:

Models, textures, scripts, audio files.

## Naming & Programming Standards

### File naming

Assets:

AssetType\_FileName\_AuthorFirstName\_AuthorLastName\_Version

Examples:

Model\_Table\_Brodie\_Frazier\_v3

Texture\_Table\_Brodie\_Frazier\_v1

Script\_CharacterController\_Brodie\_Frazier\_v2

### Variable naming

Best precise shortened description of variable, camelCase.

Examples:

type variableName = value;

bool isGrounded = true;

string playerName = “bob”

### Commenting

Each comment will be separate by empty lines. Will describe the code directly under the comment.

Example:

// Example comment, explaining the if statement

If

{

}

// Example comment, explaining the else statement.

Else

{

}

## Technical goals & risks

### Goals:

* Run on solid 60 fps.
* Create smooth UI.

### Risks

* Skill gap in certain aspects of the programming language
* Over scope in UI / menu mechanics?

### Responses & Contingencies:

* Make sure programmers can successfully prototype these features before the games production.