**GAME DESIGN DOCUMENT**

Elimination

Dreamwave Drifter



**Prepared By:**

Carson Elmer

Simon Kincaid

Brendan Le Tourneau

Alexander Miller

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# Game Analysis

Dreamwave Drifter is an online competitive race combat battle royale game. Pilot your light bike with careful maneuvers to out outsmart and outlast your enemies. Use your trusty grappler in order to get close and deal the final blow.

# Mission Statement

Vaporwave bike combat battle royale. Use the terrain and different powerups to your advantage as you attempt to use your grappler and sword to take out enemies.

# Genre

Action

Vehicle

Battle Royale

# Platforms

Windows, MacOS

# Target Audience

Targeted to audiences of all ages, all sorts of people can enjoy Dreamwave Drifter, from infantile to geriatric. As long as the player enjoys high octane action and can handle the thrills of the cyber-battle.

# Storyline & Characters

Taking place in the year 199x, the evil Doctor Malloc has knocked You out and trapped You in his deadly simulation, Halcyon Isles. Despite its peaceful name, Doctor Malloc has filled his simulation with deadly AIs. Now it’s up to You to fight and survive the sick doctor’s twisted world.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| You | Reborn as a bike, You is the name of the person kidnapped by Doctor Malloc. | Can hover and drive | Favorite snack food is Gushers |

# Gameplay

## Overview of Gameplay

Dreamwave Drifter is an online competitive race combat battle royale game that combines the highspeed action of racing game with the quick decision making of an action game. The game is being developed for modern Windows and Mac machines. Game Modes Are

Battle Royale

Race

King of the Hill

Key Gameplay Features

Hover Bike Piloting

Randomly Generated Terrain

Grapple and Melee Action

Unique Power-Ups

Vaporwave Aesthetic

## Player Experience

To Be Determined

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| You | List the characters abilities & how the player can perform them |
| Move: | Consequence: |
| Accelerate | Increases bike velocity |
| Turn | Turns bike |
| Brake/Reverse | Slows then stops bike velocity |
| Camera | Controls Camera/aims weapon |
| Boost | Greatly increases bike velocity to set speed |
| Drift | Drifts around corners, builds boost, Increases/Decreases Speed based on slope |
| Attack | Uses equipped Weapon |
| Trick | Builds Boost Meter |
| Activate Power | Uses active power-up |
| **Game Modes** |  |
| Battle Royale | X players dropped randomly into map, last one alive is the winner  Map is constricted by enclosing circles, basically the same as every other battle royale  On death enemies drop health and ammo  Randomly placed powerups |
| Race | Race track procedurally generated  3 Laps  item boxes give weapons or power-ups |
| King of the Hill | 2 Teams  Multiple Objectives seen as circles on map, odd number per match, with transparent borders shooting up towards the sky  Objectives moving around map, player must stay within objective borders to claim objective |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

The levels will be procedurally generated, featuring a random scattering of power-ups and movement options

|  |  |
| --- | --- |
| **Levels** |  |
|  |  |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| W | Accelerates |
| A/D | Turns Bike |
| Left Shift | Uses Power-Up |

# Game Aesthetics & User Interface

The main aesthetic of the game is the vaporwave retro neon appearance. The sound should be retro futuristic, and very digital. Every item should have some techy name, and ideally every object should be glowy and polygonal.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |

**Sources**

Hover sound effect - <https://freesound.org/people/dobroide/sounds/29611/>

Engine sound effect - <https://freesound.org/people/arnaljl/sounds/67878/>