



UNIVERSIDAD DE GRANADA

Grado en Ingeniería Informática

Computación y Sistemas Inteligentes

La Torre de los Errantes

Game Design Document

Autor

Baldwin David Rodríguez Ponce

2022

--

Tabla de contenidos

1. Design History	1
2. Vision Statement	2
2.1. Game logline	2
2.2. Gameplay synopsis	2
3. Audience, Platform, and Marketing	3
3.1. Target audience	3
3.2. Platform	3
3.3. System requirements	3
3.4. Top performers	4
3.5. Feature comparison	4
3.6. Sales expectations	4
4. Legal Analysis	5
5. Gameplay	6
5.1. Overview	6
5.2. Gameplay description	6
5.3. Controls	6
5.3.1. Interfaces	6
5.3.2. Rules	6
5.3.3. Scoring/winning conditions	7
5.4. Modes and other features	7
5.5. Levels	7
5.6. Flowchart	7
5.7. Editor	7
5.7.1. Features	7
5.7.2. Details	7
6. Game Characters	8

6.1. Character design	8
6.2. Types	8
6.2.1. PCs (Player Characters)	8
6.2.2. NPCs (Non-Player Characters)	8
7. Story	9
7.1. Synopsis	9
7.2. Complete story	9
7.2.1. Backstory	9
7.2.2. Narrative devices	9
7.2.3. Subplots	9
8. The Game World	11
8.1. Overview	11
8.2. Key locations	11
8.3. Travel	11
8.4. Mapping	11
8.5. Scale	11
8.6. Physical objects	12
8.7. Weather conditions	12
8.8. Day and night	12
8.9. Time	12
8.10. Physics	12
8.11. Society/culture	12
9. Media List	13
9.1. Interface assets	13
9.2. Environments	13
9.3. Characters	13
9.4. Animation	13
9.5. Music and sound effects	13
10. Technical Spec	14
10.1. Technical analysis	14
10.1.1. New technology	14
10.1.2. Major software development tasks	14
10.1.3. Risks	14
10.1.4. Alternatives	14
10.1.5. Estimated resources required	14
10.2. Development platform and tools Describe the development	15
10.2.1. Software	15

10.2.2. Hardware	15
10.3. Delivery	15
10.3.1. Required hardware and software	15
10.3.2. Required materials	15
10.4. Game engine	15
10.4.1. Technical specs	15
10.4.2. Design	15
10.4.3. Collision detection	15
10.5. Interface technical specs	15
10.5.1. Features	16
10.5.2. Details	16
10.6. Controls and technical specs	16
10.6.1. Features	16
10.6.2. Details	16
10.7. Lighting models	16
10.7.1. Modes	16
10.7.2. Models	16
10.7.3. Light sources	16
10.8. Rendering system	16
10.8.1. Technical specs	16
10.8.2. 2D/3D rendering	16
10.8.3. Camera	16
10.9. Internet/network spec	16
10.10 System parameters	17
10.10.1. Max players	17
10.10.2. Servers	17
10.10.3. Customization	17
10.10.4. Connectivity	17
10.10.5. Websites	17
10.10.6. Persistence	17
10.10.7. Saving games	17
10.10.8. Loading games	17
10.11 Other	17
10.11.1. Help	17
10.11.2. Manual	17
10.11.3. Setup	17

--

CAPÍTULO 1

Design History

A design document is a continuously changing reference tool. Most of your teammates won't have time to read the whole document over and over again every time that a new version is released, so it is good to alert them to any significant modifications or updates that you have made. As you can see, each version will have its own section where you list the major changes made in that iteration. If you use a wiki, this section will be replaced by the editing history feature of the software. This makes it simple and effortless to track changes to the document and to backtrack changes if it becomes necessary.

Versión	Descripción
v0.0	Iniciado el documento y generadas las secciones y capítulos
v0.1	Especificados la descripción básica y el público objetivo
v0.2	Redactado el primer game logline
v0.3	Cambios en la maquetación del informe

Tabla 1.1: Historial de cambios del informe

CAPÍTULO 2

Vision Statement

2.1. Game logline

Un rey mago ancestral y demente te maldice dejándote atrapado dentro de su laberíntica torre arcana; deberás encontrar una forma de hacerte con la cura de tu maldición y escapar de sus garras, pero no eres el único que lo está intentado; competirás contra otros para hacerte con la única cura y evitar quedarte encerrado para siempre.

2.2. Gameplay synopsis

- **Uniqueness:** What makes your game unique?

It is an action platform game, but you race and compete against your teammates. You gotta be quick or be capable of make them slow.

- **Mechanics:** How does the game function? What is the core play mechanic?

You use artifacts and objects to disrupt your friends' progress. You fight against monsters. You must be quick at moving through the levels and platforms.

- **Setting:** What is the setting for your game: the Wild West, the moon, medieval times?

The age is unknown, but there is a very strong medieval time themes.

- **Look and feel:** Give a summary of the look and feel of the game.

Pixel art?

CAPÍTULO 3

Audience, Platform, and Marketing

3.1. Target audience

Who will buy your game? Describe the demographic you are targeting, including age, gender, and geographic locations.

El público objetivo de este videojuego está conformado por aquellas personas que tienen preferencia por los juegos de plataformas y desean jugar partidas rápidas casuales con amigos sin necesidad de mucha configuración previa. Algunas características adicionales de las personas de esta audiencia son:

- No desean jugar algo demasiado técnico o complejo.
- Tendrán una edad igual o mayor a 7 años, tomando en cuenta que el juego contendrá violencia caricaturesca e insultos no vulgares.
- No se espera que se identifiquen con ningún género en específico. No se considera que el género vaya a ser un factor importante a la hora de seleccionar el juego.
- Serán de habla hispana. El juego será principalmente desarrollado en castellano, por lo que el público principal serán personas de habla hispana.

3.2. Platform

What platform or platforms will your game run on? Why did you choose these platforms?

3.3. System requirements

System requirements might limit your audience, especially on the PC or mobile phones, where the hardware varies widely. Describe what is required to play the game and why those choices were made.

3.4. Top performers

List other top-selling games in the same market. Provide sales figures, release dates, information on sequels and platforms, as well as brief descriptions of each title.

3.5. Feature comparison

Compare your game to the competition. Why would a consumer purchase your game over the others?

3.6. Sales expectations

Provide an estimate of sales over the first year broken down by quarter. How many units will be sold globally, as well as within key markets, like the United States, England, Japan, etc.?

CAPÍTULO 4

Legal Analysis

Describe all legal and financial obligations regarding copyrights, trademarks, contracts, and licensing agreements.

CAPÍTULO 5

Gameplay

5.1. Overview

This is where you describe the core game-play. This should tie directly into your physical or software prototype. Use your prototype as the model, and give an overview of how it functions.

5.2. Gameplay description

Provide a detailed description of how the game functions.

5.3. Controls

Map out the game procedures and controls. Use visualizations like control tables and flow-charts, along with descriptions.

5.3.1. Interfaces

Create wireframes, as described on page 439, for every interface the artists will need to create. Each wire-frame should include a description of how each interface feature functions. Make sure you detail out the various states for each interface.

5.3.2. Rules

If you have created a prototype, describing the rules of your game will be much easier. You will need to define all the game objects, concepts, their behaviors, and how they relate to one another in this section.

5.3.3. Scoring/winning conditions

Describe the scoring system and win conditions. These might be different for single player versus multiplayer or if you have several modes of competition.

5.4. Modes and other features

If your game has different modes of play, such as single and multiplayer modes, or other features that will affect the implementation of the gameplay, you will need to describe them here.

5.5. Levels

The designs for each level should be laid out here. The more detailed the better.

5.6. Flowchart

Create a flowchart showing all the areas and screens that will need to be created.

5.7. Editor

If your game will require the creation of a proprietary level editor, describe the necessary features of the editor and any details on its functionality.

5.7.1. Features**5.7.2. Details**

CAPÍTULO 6

Game Characters

6.1. Character design

This is where you describe any game characters and their attributes.

6.2. Types

6.2.1. PCs (Player Characters)

6.2.2. NPCs (Non-Player Characters)

If your game involves character types, you will need to treat each one as an object, defining its properties and functionality.

Behaviour

AI

CAPÍTULO 7

Story

7.1. Synopsis

If your game includes a story, summarize it here. Keep it down to one or two paragraphs.

7.2. Complete story

This is your chance to outline the entire story. Do so in a way that mirrors the gameplay. Do not just tell your story, but structure it so that it unfolds as the game progresses.

7.2.1. Backstory

Describe any important elements of your story that do not tie directly into the gameplay. Much of this might not actually make it into the game, but it might be good to have it for reference.

7.2.2. Narrative devices

Describe the various ways in which you plan to reveal the story. What are the devices you plan to use to tell the story?

7.2.3. Subplots

Because games are not linear like books and movies, there might be numerous smaller stories interwoven into the main story. Describe each of these subplots and explain how they tie into the game-play and the master plot.

Subplot 1

¿Qué pasa aquí?

Subplot 2

¿Qué pasa aquí?

CAPÍTULO 8

The Game World

If your game involves the creation of a world, you may want to go into detail on all aspects of that world.

8.1. Overview

Resumen del juego

8.2. Key locations

Sitios importantes

8.3. Travel

¿Cómo se viaja?

8.4. Mapping

Mapa (?)

8.5. Scale

Escala (?)

8.6. Physical objects

8.7. Weather conditions

8.8. Day and night

8.9. Time

8.10. Physics

8.11. Society/culture

CAPÍTULO 9

Media List

List all of the media that will need to be produced. The specifics of your game will dictate what categories you need to include. Be detailed with this list, and create a file naming convention up front. This can avoid a lot of confusion later on.

9.1. Interface assets

9.2. Environments

9.3. Characters

9.4. Animation

9.5. Music and sound effects

CAPÍTULO 10

Technical Spec

As mentioned, the technical spec is not always included in the design document. Often it is a separate document prepared in conjunction with the design document. This spec is prepared by the technical lead on the project.

10.1. Technical analysis

10.1.1. New technology

Is there any new technology that you plan on developing for this game? If so, describe it in detail.

10.1.2. Major software development tasks

Do you need to do a lot of software development for the game to work? Or are you simply going to license someone else's engine or use a preexisting engine that you have created?

10.1.3. Risks

What are the risks inherent in your strategy?

10.1.4. Alternatives

Are there any alternatives that can lower the risks and the cost?

10.1.5. Estimated resources required

Describe the resources you would need to develop the new technology and software needed for the game.

10.2. Development platform and tools Describe the development

Describe the development platform, as well as any software tools and hardware that are required to produce the game.

10.2.1. Software**10.2.2. Hardware****10.3. Delivery**

How do you plan to deliver this game? Over the Internet? Via an app service? At a brick-and-mortar location? What is required to accomplish this?

10.3.1. Required hardware and software**10.3.2. Required materials****10.4. Game engine****10.4.1. Technical specs**

What are the specs of your game engine?

10.4.2. Design

Describe the design of your game engine.

Features**Details****10.4.3. Collision detection**

If your game involves collision detection, how does it work?

Features**Details****10.5. Interface technical specs**

This is where you describe how your interface is designed from a technical perspective. What tools do you plan to use, and how will it function?

10.5.1. Features**10.5.2. Details****10.6. Controls and technical specs**

This is where you describe how your controls work from a technical perspective. Are you planning on supporting any unusual input devices that would require specialized programming?

10.6.1. Features**10.6.2. Details****10.7. Lighting models**

Lighting can be a substantial part of a game. Describe how it works and the features that you require.

10.7.1. Modes**Features****Details****10.7.2. Models****10.7.3. Light sources****10.8. Rendering system****10.8.1. Technical specs****10.8.2. 2D/3D rendering****10.8.3. Camera****Operation****Features****Details****10.9. Internet/network spec**

If your game requires an Internet connection, you should make that clear in the specs.

10.10. System parameters

I won't go into detail on all the possible system parameters, but suffice to say that the design document should list them all and describe their functionality.

10.10.1. Max players**10.10.2. Servers****10.10.3. Customization****10.10.4. Connectivity****10.10.5. Websites****10.10.6. Persistence****10.10.7. Saving games****10.10.8. Loading games****10.11. Other**

This section is for any other technical specifications that should be included, such as help menus, manuals, setup and installation routines, etc.

10.11.1. Help**10.11.2. Manual****10.11.3. Setup**

--
