<The Anti Math (TBC)>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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[Overview](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.yj5nhqp5cf0j)

[Theme / Setting / Genre](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.5s48wntac2es)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.421ijgnpyvmc)

[Project Scope](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.155cm8v36jpc)

[- <Influence #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.c6nxu1rzd2cc)

[- <Influence #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ssiemceczw16)

[- <Influence #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.31bxzkfeuvl6)

[- <Influence #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.o4f1wa5aq6q3)

[The elevator Pitch](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.337xnergkz1b)

[Project Description (Brief):](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.z7oe7x50rpf3)

[Project Description (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.exbmsy55zuvb)

[What sets this project apart?](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kct9c2l3dr9p)

[Story and Gameplay](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ctv1wxi9dpll)

[Story (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kqt2h5q76zyt)

[Gameplay (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6m1256af7s3j)

[- 2D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.1wb69txjqarm)

[- 3D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.xdk2cy4n4ovn)

[- Sound](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.f8xx8iwg5gs9)

[- Code](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ky1qxs88utre)

[- Animation](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.isk96p5euy3r)

[Schedule](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kmt9zaowjejr)

[- <Object #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.r3fjjzh8krjg)

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Overview

**Theme / Setting / Genre**

- Children/Action

**Core Gameplay Mechanics Brief**

- The player must rescue caged animals by solving math equations

- The player must solve math questions to get seeds to plant

- The player can plant the seeds and watch them grow

**Targeted platforms**

- Android

- IOS

- PC

**Monetization model (Brief/Document)**

- Free for now, possibly in-game ads.

**Project Scope**

- <Game Time Scale>

- 3 months

- <Team Size>

- Just me for now

**Influences (Brief)**

**- <Influence #1>**

- Earthbound (SNES)

- The game is about four kids saving the planet. The style is unique and original, and I want to have that plot and an original style in the game I´m making.

**- <Influence #2>**

- Math Grand Prix (Atari 2600)

- This game is about racing, but instead of holding a button to accelerate, you must solve a math question. Any similarities?

**- <Influence #3>**

- The little prince

- A cute story about a prince who lived in a small planet which he took care off, loved, saved from baobabs, and brought a rose to. In my game, the kid must save his planet from evil people who will take away animals from it, alongside filling it with plants.

**The elevator Pitch**

A game in which kids will be able to practice their math skills alongside creating conscience about taking care of the planet.

**Project Description (Brief):**

The game is about a kid who seeks to save animals that are trapped in cages. His mission is to free them from their prison before they are taken away by a poacherh. To free them, he must solve a series of math questions to break the lock.

Also, the kid is given the task of planting trees on a small garden. However, in order to get the seeds he must answer math questions before time runs out. After the time is up, how many questions he got right will determine how many seeds he´ll collect.

**Project Description (Detailed)**

The game is about a kid (either boy or girl) who is given the task of saving animals that are being imprisoned in cages. The game takes place in a small grass circle where the kid and various animals are scattered (think of something like asteroid B 612 from the Little Prince). Out of a sudden, a poacher pops up and traps all the animals in cages to take them away. (this is the idea for now, although it may be possible in the future that the poacher will trap an animal randomly instead of all at the same time).

The player is given the task of planting a garden. To do so, he must get seeds. He does this by answering math questions. He gets as many seeds as questions he gets correct. After he´s collected seeds, he´ll be able to plant them on the garden. After he has a specific amount of seeds, the garden will grow even more, giving him a small hint about reforestation.

The way questions work is divided into four different sections, each one depending upon one of the basic operands. Difficulty, however, will be determined by how rare is the animal or seed the player is given. Negative numbers are not currently being implemented.

Whenever a question is displayed to the player, a UI element will pop up and the question scene will begin. On the first game mode (little planet) time will be not taken into account, since the player will have the timer before the poacher takes the animals away. On the seeds mode, the player will have a limited amount of time to answer the question depending on difficulty.

What sets this project apart?

- Gives Kids the chance of practicing their math skills

- Creates awareness for animal treaty and deforestation

- Rewards kids for their good actions

- Fun, easy to pick up, and utilizes various phone features, such as the gyroscope.

**Core Gameplay Mechanics (Detailed)**

**- <Question System>**

- <Details>

The question system is a dynamic entity that throws questions to the user depending upon the situation. The user then must answer the thrown question, to which the question system will react upon.

- <How it works>

The question system will generate a question depending on certain parameters, like the type of animal or the desired operation to perform. The user receives that question and will answer to it. Depending on what the user answered, the question manager will react, either by opening a cage or changing the question.

**- <The world>**

- <Details>

The world is a little planet that will be the host for both the player and the animals. This planet will spawn new animals every so often so that the world does not feel empty.

- <How it works>

The world will be the parent to all things, since everything is moving relative to it. Every so often (TBD) the world will spawn new animals that will roam around the world, so that there´s not a feeling of emptiness.

**- <Garden>**

- <Details>

The garden is where the player will plant all of its seeds. After he plants them (TBD) the seeds will grow into different types of trees that will make the garden look beautiful. If the player has enough seeds, the garden´s space will grow bigger.

- <How it works>

The garden is a grid where the player will plant theirs seeds. When a seed is planted, it will be stored into the garden and after a while (TDB) the seed will grow to be a plant.

**- <Saving Animals>**

- <Details>

When an animal is trapped, it´ll appear on a cage. The player then must open the cage to save it.

- <How it works>

When trapped, the only way to save an animal is by breaking the lock. The lock, when touched, will open an instance of the question manager. If the question is correctly answered, the lock will break. If not, another question will pop up.

Story and Gameplay

**Story (Brief)**

A kid must save animals from a poacher who´s trying to take them away.

**Story (Detailed)**

A kid is living happily in his world, where he likes to explore and learn about the trees and animals that live around him. One day, however, a poacher appears and tries to kidnap all the animals he can see to do evil things with them. It is the kid´s task to save the animals to be taken from this wicked man.

**Gameplay (Brief)**

The player goes around the world saving animals who are trapped in cages by answering math questions.

**Gameplay (Detailed)**

The player starts in the world with animals scattered through the map. The poacher will then appear randomly and place an animal into a cage. The player has a set amount of time to free the animal before it is taken away by the poacher. Every certain amount of time, new animals will appear on the map. This style will progress for a while, and then it´ll stop when the poacher manages to kidnap 3 animals.

Assets Needed

**- 2D**

- Textures

- Environment Textures

- Etc.

**- 3D**

- Characters List

- Kid boy

- Kid girl

- Poacher

- Several animals

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

**- Sound**

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

**- Code**

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

**- Animation**

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

Schedule

**- <Month 1>**

- Have basic functionality for one of the game modes (save the caged animals)

- Have a build for android

- Have basic UI

**- <Month 2>**

- Have basic functionality for the second game mode

- Have finished or near completion the first game mode

**- <Month 3>**

- Polish the game.

- Make an IOS build