# **Game Design Document**

1. Overview of game objectives

* Write a high concept statement: a few sentences that give a general flavor of the game.

“This game is about …”

This game is a music rhythm game where the player tries to hit as many red apples as possible at the same beat of the music. The player’s avatar is a llama that moves only left and right, targeting the apples, while trying to avoid rotten apples.

2. Player’s role

* What is the player’s role?
* Is the player pretending to be someone or something and if so , what? Dοes the game have an avatar or other key character?
* Describe him/her.

3. Gameplay

* What is the nature of the gameplay, in general terms?
* What kinds of challenges (“verbs”) will the player face?
* What kinds of actions will the player take to overcome these challenges?
* Will you allow the player to set the difficulty level?
* Will you include other actions and for what purpose (e.g. unstructured play, self-expression, socialization, etc.)?

4. Create a hierarchy of challenges, namely a tree that shows the relationship between challenges, e.g. high level challenges, intermediate level challenges, low level or atomic challenges.

5. What is the player’s interaction model? Omnipresence? Through the avatar? Something else? Some combination?

6. Camera

* What is the game’s primary camera model? How will the player view the game world on the screen?

7. Genre

* Does the game fall into an existing genre?
* If so, which one?

8. Competition/Collaboration mode

* Is the game competitive, cooperative, team based, or single player? If multiple players are allowed are they using the same machine with separate controls or different machines over a network?

9. Compelling features

* Why would anyone want to play this game? What are the compelling features of the game? For example, is it the story line, the graphics, the enjoyment factor, learning advantages, the content, other? More than one compelling feature could be described.

10. Audience

* Who is the game’s target audience?
* Do you want to address one particular gender bearing in mind that your game may appeal less to the other, or is the game gender inclusive?
* What is the target age?
* How dedicated do you want your player to be? For example, if you include long play sessions, some players may not have the time to for it. Review your game and make sure that the time requirements address the needs of your target group.
* What characteristics distinguish them from the mass of players in general?
* What challenges and activities will the audience like?

11. Hardware

* What machine or machines is the game intended to run on? Can it make use of, or will it require, any particular hardware such as dance mats or camera?

The only hardware that is required for the game is a computer with a mouse. Due to its simplistic controls, the game could also be deployed on devices with a touch screen (smartphones, tablets) in the future.

12. Game world

* What is the game’s setting? Where does it take place?
* Does your game have a physical dimension? Is it essential to game play or merely cosmetic? Describe the physical surroundings of your game.
* Is a time element important in your game? Does the passage of time change anything in the game world, even if the player does nothing? What are the effects of time to the game world? What is the actual purpose of including time in the game? Do you implement day and night?
* Is the game set in a particular historical or geographic location? When and where? If it is an alternative reality what makes it different than ours?
* What do the characters of the game value? Do they have institutions or religions? Are they reserved, flamboyant, chaotic, orderly, bright?
* Does the game have an emotional dimension? What emotions are included in the game world? What emotions will you try to inspire in the player? How? What will be at stake?
* Does your game have an ethical dimension? What is wrong and right in the game? How will you explain the ethical dimension to the player? What range of choices are you offering the player? Does my world contain dilemmas? How does making one choice over another affect the player?
* Describe the structure of the game, namely game objects, game events, relationships and conditions, possible feedback elements.

The game is taking place in an imaginary place, where the trees are pink and the llamas hunt bouncing apples. The physical surroundings of the game, like trees, hills and mountains, are only for aesthetic reasons, since they don’t affect the game play.   
Time, or more accurate timing, is essential for this game. The game world spawns apples in llama’s path, in a way that it makes sense with the melody and rhythm of the playing music. So, time is crucial, since if the llama does not manage to grab an apple on time, the apple will be lost forever and the llama will not be able to grab it later. Even if the player does nothing, the game scene evolves as apples continue to be generated over time.  
In the imaginary world implemented in the game, the characters (llamas) are living happily and give value to apples and good music. They are making a competition on who will gather the most apples to make the biggest apple pie. The size of the apple pie that a llama family can make, represents how much it is recognised by their community. Big apple pies bring honor to llama families.  
The player controls a llama trying to gather as many apples as it can, and he/she gets passionate about achieving a score greater than other players.  
The game at its current form does not have an ethical dimension. From an ethical perspective, the llama greedily gathers all the apples in its way, leaving no apples for others. And the game rewards the player for gathering apples, not for leaving them behind. This could be a possible ethical issue for the player, because he acts selflessly, without concerning the community. However, in the game, it is assumed that every llama will get an equal chance to apples, independently of other llamas (players).  
The game scene consists of a llama (player), apples, rotten apples and some background cosmetic objects. The main events are when the llama hits an apple and when it hits a rotten apple. In the first occasion, the player receives an immediate positive feedback, because the score is increased, while in the latter case, he/she receives negative feedback, since the llama loses one “life”. If the llama does not have remaining “lives”, the player will need to restart the level. Another positive feedback is that when the llama does not miss any apples for some time, the score multiplier increases, meaning that the value of each apple is multiplied.

13. Game characters

* Are the game characters primarily art-based or story-based?
* For art-based characters, what is the style that the character is drawn in (e.g. cartoon, realistic, gothic?). Can the player tell how the character is going to act by looking at him/her?
* For story-based characters, how will you convey the character’s personality to the player (e.g. through narration, dialogue, gameplay, backstory, etc.)?
* Will your avatar change or grow throughout the game? Physically, emotionally, intellectually?
* What sounds does the character make? What music is characteristic for the character?

14. Core mechanics

* What is the structure of the game namely resources, game objects (instances of the resources), events that trigger changes in the game, possible feedback elements?
* Describe the physics of the game (e.g. speed, strength of characters, gravity, etc.).
* Describe the progression mechanisms. How does the player feel that he/she is making progress in the game? Through time, story, space?
* Describe the internal economy of the game, e.g. mechanisms for producing or depleting resources, trade mechanisms among players including NPCs (e.g. how does a player gain money, popularity, power?), conversion rules (e.g. how much flour is needed to make a loaf of bread?), and more.
* Describe the social interaction models of the game (e.g. cooperation, competition, team play, socializing, social hierarchy, ambiguous situations, check Core Mechanics lecture).
* If your game includes strategy, describe the tactical maneuvering rules. What are the tactical goals (e.g. to control regions, to eliminate enemies, etc). Describe the game space and the advancement mechanisms.
* What is the victory condition of the game?

15. Gameplay

16. Game balancing

* Will the game have elements of chance? If yes, which ones?
* Does your game have elements that the player may deem unfair?
* Do the challenges increase steadily in difficulty? Are there any peaks or spikes?
* How will you change the game difficulty level?
* If your game has difficulty settings, how will the change the nature of the challenges?

During each level, rotten apples appear. Their place is purely random and becomes more often and close to the player as the song progresses. Each level becomes all the more challenging and difficult the more you let it play, since the chances of hitting an obstacle ( rotten apple) are increased, as their number increases. The game does not have any difficulty settings.

17. Levels

* Will the game be broken into levels?
* Describe a characteristic level of your game: the game world, the challenges to be faced by the player, the activities of the player, the initial conditions, the resources that the player will have, the victory condition.
* What is the layout of a characteristic level?
* How will the player be informed with short-term goals (i.e. the goals of the level)?
* What rewards or punishments are built into the level?
* What events in the level contribute to the story, if any? What narrative events might happen within the level?
* What is the mood of the level? What is the aesthetic style? What will contribute to the user experience (consider music, art, architecture, landscape, weather, ambient sounds, lighting)?

La La Llama will consist of 6 levels. Every level will have one base terrain environment, with trees and other objects to embellish the terrain. The levels will differ from one another, by having different terrains (e.g. one level could be sunny and grassy terrain and another snowy). The goal of the level is to collect the oncoming apples, which will be explained in the prologue. Hitting the apples gives the player points while hitting rotten apples subtracts points and loses one heart. There aren’t any narrative events that can happen during each level. The overall aesthetic is cute and colorful and combined with the music it is aimed at making the player feel excited and happy.

18. Story/narrative

* Does this game have a narrative or story as it goes along? If yes, describe the story.
* Do the actions available to the player fit the story?
* Is the story linear or non-linear? If it is non-linear, will the story foldback? If yes, how many inevitable events will the story have?
* How many endings will the story have? How does each ending reflect the player choices?
* What mechanism will you use to advance the plot (e.g. travel, events, time, combinations)?
* Will the game benefit from a prologue?
* Will the game include narrative (i.e. non-interactive material)? What form will the narrative material take (e.g. an introduction, mission briefing, transitional material – videos, a conclusion, character definition)?
* Will the game include scripted conversations?

La la llama has only one linear story with one possible ending. The game character, which is a happy llama, is hungry and they set off on a musical journey to collect fresh apples to make the world’s biggest apple pie! However, the player has to be also careful of rotten apples (you don’t want to have a rotten apple pie!) on the road, which some mysterious enemy has left behind to sabotage you. But who could it be? Is it the current record holder for the biggest apple pie in the world?

The game will have a prologue cutscene, which will be some comic strips that explain why the player has to collect apples. There won’t be any narrative or conversation and the only thing the player needs to do in order to advance the plot is to beat every level up to the last one, which will reveal the ending. When the player finishes the last level, there will be one last cutscene in the form of comic strip again to show the ending.

19. Marketing strategy

* How do you aim to introduce the game into the market and reach the target audience?

The game will be promoted to the wider audience by being advertised to various social media (e.g. Facebook, Instagram), while also on gaming websites (Adwords). Furthermore, the introduction and promotion of the gameplay will be done through popular YouTube channels, which will bring more views and recognition to possible new players.