Shapes and Colors

Game Design Document

Daniel Frank

# Game Name

Shapes and Colors (working title)

# Summary

You match shapes with their names and colors with their names.

# Genre

Children’s game

# Audience

Children

# Controls

Mouse and keyboard. Mobile functionality

# Theme

Shapes and Colors

# Tech Stack

Unity 2019

# Platform

Steam, Google Play, Apple

# Game Moment

You will see a shape or color matched to its respective name.

# Game Summary

The player (a child or above) will be presented with text that says something like “Circle” or “Square” or “Triangle”. They will, at the same time, be presented with shapes that are in the shape of a Circle, Square or Triangle. They will then have to put the shape under the text that matches. The color of the shape will be the same color as the text, so even < 2 can play this.

When you get the matches correct, a bunch of confetti falls from the top of the screen and you hear cheering. After a few rounds of this (3-4) you get to open one of three secret doors. The door has a sticker behind it, and you get to add the sticker to your collection. Sometimes a door will have confetti behind it that pops out at you, so you get to open another door to try to find a sticker.

You can look at your sticker book and play with the stickers you won. The stickers should be different shapes with cool colors (like gradient colors, not boring solids).

# Player Experience

The player will feel like they are matching shapes and colors to their respective names.

# Central Story Theme

Shapes and Colors

# Design Pillar

Lot of different shapes and colors.

# Remarkability

Remarkable shapes and colors