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Design Document

Overview/Influence

This game design document is based on my analysis of the mechanics in *Superbrothers: Sword & Sworcery EP*. My analysis describes a reworking of the control scheme in the game. If I were to combine the mechanics of the controls, I would be able to make a challenging game.

The game I have in mind is one that would test the hand-eye coordination of the player. I plan to combine the use of the keyboard (the WASD keys) and the mouse to be used at the same time to challenge the player.

This game was inspired by my Psychology 101 course. In this course, I recently learned about developmental psychology and cognition. As the brain develops over time, motor and perception skills are strengthened. Then, the human body reaches a point where senescence beings. Senescence is the process of deterioration with age. A game like this is one that can express how brain development effects different varieties of players.

Very young players may not be able to process a lot of information at once; their brain is not developed enough to multitask. This is the same for older people, after many years, the processing speed of their brains has slowed down over time. This game could be a good basis for conducting research based around mental processing and psychological development.

Gameplay

The game will consist of two simultaneous objectives. One objective is to move a character left and right to catch a falling item that will spawn randomly on the x-axis. The other objective is to use the mouse to click an object that appears randomly on the screen before a

timer runs out. The game will start slow, so players can adjust to moving left and right, and clicking objects. As the game progresses, more items will begin to drop, and they'll drop faster, as well as more objects will appear on the screen to click, and they'll disappear quicker. The game will challenge the player's abilities to focus on two things at once, along with their coordination to complete two separate tasks at the same time.

Sound will be able to assist the players in understanding whether they are doing well or not. Sounds will play when they click the object in time, or collect a falling object. Likewise, if they miss an objective, they will know by the sounds they hear. The game's interface will display how many items they have collected, and how many attempts they have. A main menu will display the controls and objective of the game. Art is important, too. They must be able to quickly identify objectives versus obstacles. Contrasting colors will make it obvious for players to see the difference between the two.

It would be possible to make this game using the Unity game engine. Working in a team would make development move quickly. I would be able to apply the knowledge that I gained from previous and current Game Design & Development classes to make this game.

This prototype plan shows varying playstyles