“Where’s Joko”

Game Design Document

Written by AIE Intern team, produced for Cultural Infusion

# Version History

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| Version | Author | Changes |
| 0.1 | Coen Ambry | Initial write-up |
| 0.2 | Coen Ambry | Research, minor concept changes |
| 0.3 | Coen Ambry | Added Tanabata festival and changes to scoring and gameplay mechanics |

# Team

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# “Where’s Joko”

## Concept

“Where’s Joko – Working title” is a 3D isometric mobile game inspired by the ‘Where’s Wally’ series of books. The aim of the game is to find items of cultural significance relative to the current level based on their descriptions.

The goal of the game is to find 4 items hidden in the scene by reading a description of it and its purpose in a designated culture, and then finding it in the scene. The scene will be in 3D, but displayed in a way that makes it look 2D by using lighting and shaders. This makes for a much more exciting experience because you’re not just looking at a flat image, you’re looking at a small world. This makes it much more interesting for a player, and encourages player-driven learning and exploration of the world and its culture. It also makes it much more interesting to find objects, as you may need to rotate the world and have a closer look to find the item. The player can rotate the world by swipe-dragging left and right along the x and z axis, and can zoom in by using two fingers. Finding an item would involve holding your finger on it for a small amount of time to avoid player’s randomly tapping all over the screen to find items quickly.

Items to be found will be displayed at the bottom of the screen via UI with a visual representation such as a silhouette of the item or an arbitrary value such as a number. Upon tapping the representation for each item it will give the player a description of it.

Bonus points would be given for finding distinct characters such as Joko or his friends.

Items will be in randomised locations chosen from an array of nodes to make the game more interesting for multiple playthroughs. Further enhancing that, the player will be timed whilst undertaking the search and will be given a score out of 3 stars based on how quickly they managed to find every item.

## Feature Set

* 3D environment rendered in a 2D view
* Items scattered throughout the world for players to find
* Distinct cultural-themed levels
* High capacity for player learning

## Genre

Education

## Target Audience

Children aged 7-11

## Game Flow

The game starts at the main menu, where the player will move onto a level selection screen, and then onto the level itself. Upon completion of the level the player will be given a score and can move to the menu or onto another level.

## Look and Feel

The game will feature very bright colours, making it as enticing as possible for the target audience. It should convey a happy, welcoming tone. The visual style will be low poly models and follow Cultural Infusion’s style and themes to fit with their current operations and projects.

# Tanabata Festival

The primary level that will be produced. It will take place during the Japanese Tanabata Festival and will have a number of items to find based on Japanese culture.

The Tanabata festival, or “Festival of Stars” is a traditional festival that begins on the 7th July every year, and continues through July and August. It celebrates the Japanese Deities Orihime and Hikobashi.

The story goes that Orihime (Weaving Princess), the daughter of Tentei (Sky King, or the universe itself), wove beautiful clothing by the bank of the Amanogawa, the Heavenly River/The Milky Way. Tentei loved this clothing and so Orihime worked extra hard to weave it every day. She was sad however, because her hard work meant that she could never meet or fall in love with anybody. Concerned about his daughter, Tentei arranged for her to meet Hikoboshi (Cow herder star) who lived on the other side of the Amanogawa. They fell in love at first sight and married shortly after. However, once they were married Orihime would no longer weave clothing, and Hikoboshi’s cows strayed all over the heavens. In anger, Tentei separated the two lovers across the Amanogawa and forbade them from meeting. Upset, Orihime pleaded with her father to let them meet again. Tentei was moved by her tears and allowed them to meet on the 7th day of the 7th month if Orihime worked hard and finished her weaving. The first time they tried to meet, however, they couldn’t cross the river because there was no bridge. Orihime cried so much that a flock of Magpies came and promised to make a bridge with their wings for her to cross the river. It is said that if it rains on Tanabata, the magpies cannot come and the two lovers must wait until another year to see each other.

## Item List

* Princess Orihime doll

Princess Orihime is a silk weaver in the Tanabate lore. She weaved silk out of the stars and turned that silk into all kinds of things. She is the central figure of the tanabata festival.

* Tentei doll

Tentei, the Sky King is the father of Princess Orihime. He forbids Orihime from seeing her lover, Hikoboshi, more than once a year, the day of the festival.

* Hikoboshi doll

Hikoboshi is a cow herder, and is the lover of Orihime. He is the second most important character for the festival.

* Tanzaku branch

Tanzaku is a piece of paper on which people write a wish for the festival. They hang the wishes on bamboo branches and at the end of the festival throw them into the river.

* Magpie doll/mask

A magpie to represent the magpies from the story that created the bridge.

* Street foods (Takoyaki, Takitori, Hashimaki)

Takoyaki, Takitori and Hashimaki are traditional Japanese street foods that are sold during the festival.

* Tanabata Somen

Tanabata Somen is a traditional noodle dish made for the tanabata festival that when put in sauce is meant to represent the milky way galaxy.

* Colourful Streamer Lanterns

The streamer lanterns are made for the festival to represent the Princess Orihime’s weaving in the streamers.

# Gameplay and Mechanics

## Game Progression

The player will progress through the game by completing levels, finding all of the items within them.

## Items

Each level will have a total of 4 objects in it to find. These objects are drawn from a pool of 8 objects, meaning the objects in the scene are never the same. Additionally, objects will spawn in a random location, defined by an array of empty gameObjects as spawner nodes. This means that every time you play the game, it will be a completely different experience. This is a total of 339,150 possible gameplay combinations in the scene.

Finding an item requires searching for it in the world based on a description of the item and its place in the culture, encouraging learning through gameplay, and forcing players to know something about the item to be able to find it. The players can find the item by rotating the world left and right, and then holding their finger over the item for a second, preventing players from randomly tapping on the screen to find items quickly.

## Score

Players will receive a score at the end of the game, based off the time it takes them to complete the level. This time will be recorded in the background and converted into a rating out of three stars. This works in conjunction with randomized items and locations to make sure that somebody couldn’t just start a game after finding all the objects to get the highest score in a very short time by knowing locations.