“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 |

# 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.

## Research – Tanabata Festival

# Gameplay and Mechanics

## Game Progression

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

## Puzzle Structure

The puzzles will be finding each item by its description. Each item will always be in a different location to force players to always search and to give more replayability.

## Finding Items

* The player must hold their finger on an item for a short amount of time to make sure they’re actually found it
* Items are always randomised
* Swiping left and right rotates the map around the y axis
* Isometric perspective, around 30-45 degrees
* Objects are represented at the bottom of the screen along with a description
* Time will be recorded and used for a player score at the end