“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.

## 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

Ten

* Hikoboshi doll
* Tanzaku doll
* Street foods (Takoyaki, Takitori, Hashimaki)
* Tanabata Somen
* Colorful Streamer Lanterns

# 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.

Finding an item requires searching for it in the world based on a description of the item and it’s 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.