# Hope

# Game Design Document

Version 1.0 – 6/10/2018

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# <u>Overview</u>

## Description

Hope is a 3D first person adventure story developed in Unity. We picked the name Hope because it lends itself to the ultimate wining goal of our game, and that is to trust in the Lord, with a strong  desire to make that happen. The game will be a 3D adventure style story where you, the protagonist, explores a small environment filled with people desperate to know Christ. You will encounter Atheists, Criminals, and others needing to hear the good news. You will also minister to the homeless, suicidal, and people hurting too. Each time you convert a person to believe in Christ, the color of your environment gets a little more vibrant. You start out in a gray and bleak world. By the end of the game, your world is clear and beautiful again. Along the way you learn that you must change too in order to win. You are encouraged more than the people you are attempting to touch. It should be a warm and heart felt game, full of emotion and inspiration.

## Audience

**Theme:** Christian based
**Ages:** Teens+

## Platform

**Target platform:** PC/Mac

# <u>Characters</u>

This is a first person game. All players you meet are NPCs (Non-Player Characters). There are two types of NPCs, Great Commission and Minister. For the Great Commission players your goal is to convert them to Christians through words of encouragement. For the Minister players, your goal is to console them and help them over their problems. You will also give them hope that things can change.

## Great Commission Players

Atheist
Satanist
Religious Non-Christian
Agnostic
Secular

## Minister Players

Homeless
Suicidal
Abused
Sick
Criminal

# Environment

There are two playable scenes in this game.

## Church

This is the opening environment. This church has brilliant stained glass and ornate decorations. It is a beautiful building full of color and shimmering accoutrements. Above the door leading outside, reads a sign "Entering Your Mission Field".

## Neighborhood

This is the main environment for the game. You will walk down city streets and through parks looking for NPCs to interact with. You will knock on doors, and talk to people walking around.
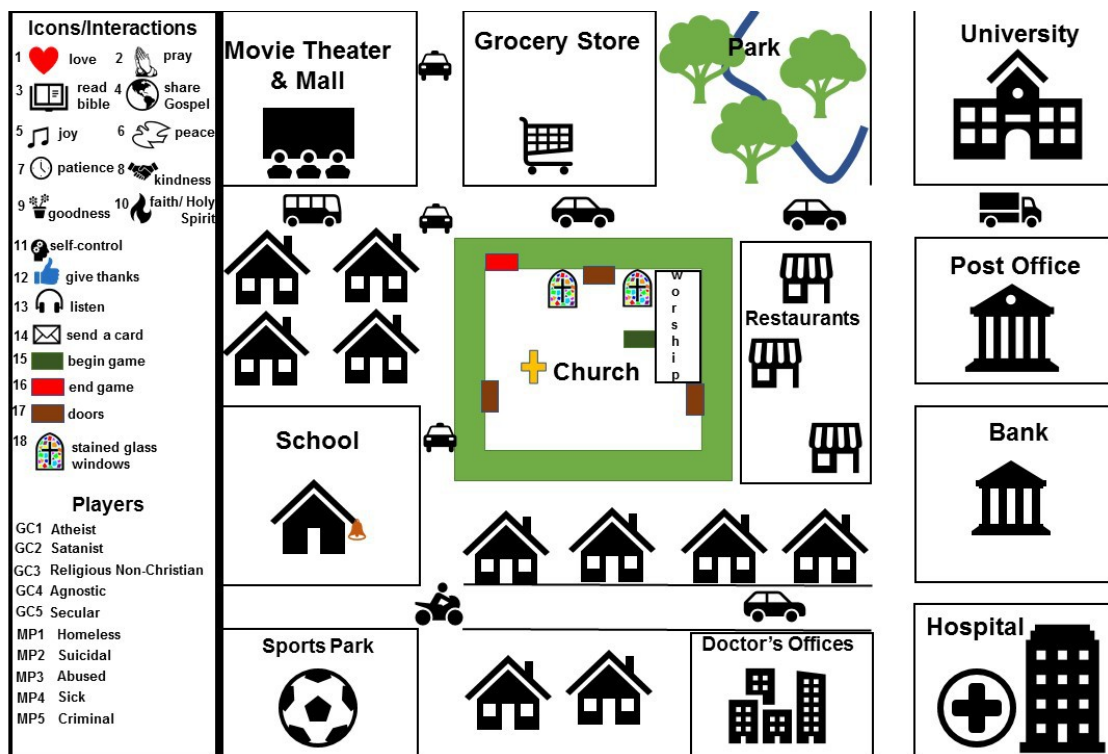
# Gameplay

## Storyline

You start off in a church. Everything is lovely and full of color. You have several Christian based advertisement pamphlets in your hand. Your mission is to go out into the world and spread the good news. When you exit the building, the environment turns gray. All color is lost except for the pamphlets that you are carrying. They are still full of color. It is also foggy with little visibility too. Along the way, as you explore the environment, meet various NPCs, each needing support and encouragement. Some convert, or become helped by your presence. Others turn away, or mock you. Each time someone is improved, the environment brightens, and color returns a little. However, the pamphlets you carry, begin to turn gray, and worn. The pamphlets represent your game play life. Once they are gone, you respawn back at the church where everything is restored and back in color. The bible verse "1 Thessalonians 5:11" is displayed. You do not die in this game. If an NPC is not converted, your world turns a little bit more gray each time. Your pamphlets also continue to turn gray too for each person you meet. You cannot improve your life powers. They are a one way change towards entropy. Your score is tallied by the number of NPCs that you converted on your adventure. The more people you lead to Christ, the higher your ending score becomes. There is no official winner in this game. The goal is to improve your performance out in the neighborhood bringing NPCs to Christ. Beating your ending score is your ultimate motivational goal.

## Mechanics/Physics

This is a standard 3D first person game. You will be able to navigate in 360 degrees. The mouse will be used to examine items, knock on doors, and perform all actions.

# <u>Assets</u>

## Cinematics

Time permitting, a short movie recording of game play will be created.

## Music

There are three main music tracks in the game for background music. The track at at the beginning of game play, while you are in church, is a standard church themed song of celebration. The music playing while traveling in the city is darker, and more foreboding. Music of joy plays at the end of the game when you return to the church.

### Composer/Creator

Jason Shaw of Audionautix - http://audionautix.com/

### Church Soundtrack

The Mighty Kingdom - http://audionautix.com/Music/TheMightyKingdom.mp3

### Traveling Soundtrack

The Voyage - http://audionautix.com/Music/TheVoyage.mp3

### Ending Soundtrack

Grande Vista - http://audionautix.com/Music/GrandeVista.mp3

## Sound FX

Standard walking, jumping, and other sound effects apply. When you talk to the NPCs, a Charlie Brown style of wonk, wonk, wonk, voice over is heard. This is also accompanied by a visual cartoon ballon with symbols and gibberish.

## Graphics

Most of the 3D models will be free assets from the Unity store. Some maybe modified slightly to fit the situation.

# __Notes__

Various notes to keep in mind as we progress building the game.

## Community Brainstorm List

1. Laughter and Joy
2. Confidence to accomplish a task
3. Simple words
4. Phone calls from friends
5. Coming alongside to help
6. Loving God and Others
7. Prayer
8. Bible Studying
9. Fellowship with believers
10. Going around the world sharing the Gospel
11. Receiving a card, letter, or email from someone saying they are thinking of, or praying for me.
12. Sharing a personal testimony of a similar trial or suffering and how God brought them through
13. Read the bible or Spiritual books
14. Being around Godly or Wise people
15. Daily Bible Readings
16. Daily Devotionals
17. Talking with friends
18. Praying
19. Spending time in Nature
20. Worship music