# Game Design Document

## PRCO304 – Final Adventure

GDD Written by: Daniel Bendell

Table of Contents

[Overview 3](#_Toc450236554)

[Theme 3](#_Toc450236555)

[Core Gameplay/Mechanics 3](#_Toc450236556)

[Target Platform 3](#_Toc450236557)

[Project Scope 3](#_Toc450236558)

[Elevator Pitch 3](#_Toc450236559)

[Influences 3](#_Toc450236560)

[Influence one 3](#_Toc450236561)

[Influence two 3](#_Toc450236562)

[Influence three 3](#_Toc450236563)

[Unique Selling Point (USP) 3](#_Toc450236564)

[Development Objectives 4](#_Toc450236565)

[Story 4](#_Toc450236566)

[Characters 4](#_Toc450236567)

[Level 4](#_Toc450236568)

[Core Mechanics 4](#_Toc450236569)

[Gameplay 4](#_Toc450236570)

[Art 4](#_Toc450236571)

[Sound 4](#_Toc450236572)

[User Interface 4](#_Toc450236573)

[Controls 4](#_Toc450236574)

# Overview

With the forever growing popularity of computer based games, it is becoming essential to create unique, engaging and powerful artificial intelligence (AI) systems.

The aim of Final Adventure is to create a turn based strategy game that can be played against the computer in the form of AI. Final Adventure offers the players a vast set of characters all of which has a varying set of spells and abilities to aid them within the strategic battle field. The player must carefully manipulate their units around the environment which engaging in tactical warfare. The victor will arise when only one team remains.

## Theme

The theme for Final Adventure follows a fantasy based realm in which a group of trained fighters must battle to the death. Set in an old age that focuses on the medieval fighting and magicians secrets.

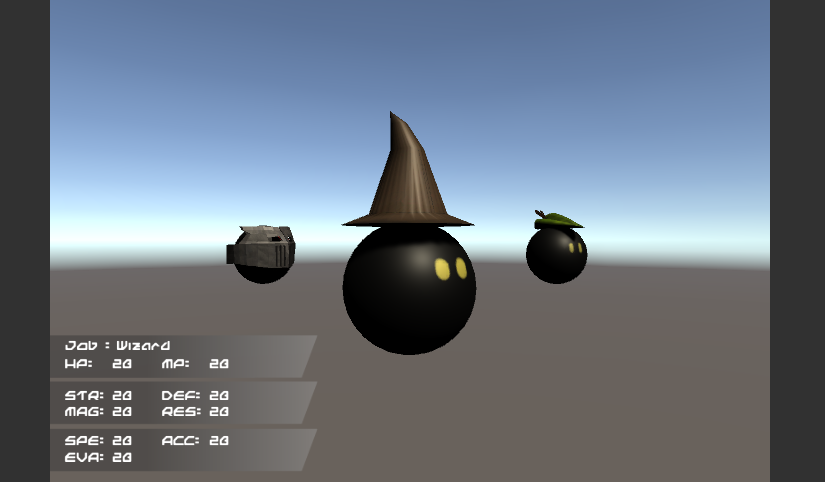
## Core Gameplay/Mechanics

This section covers the absolute core mechanics for the games functionality. These elements are the bread and butter of the game. The majority of the development focus has gone toward these elements and will continue to expand as the game does.

### Character Selection

This is the first section of the game that truly involves the player which increases the need for it to be a spectacular mechanic. This will instantly either make or break the game to a vast amount of the audience. It needs to involve the player, showing them what the game is capable of and how it is going to continue to draw them in as they begin to play the game.

The character select boasts a carousel of all the available characters, using simple rotating animations to draw in the player’s attention. Not only does it show off the set of characters but their traits, strengths and weaknesses. This straight away gives the player something to think about, allowing them to form up battle techniques before the game has even started.

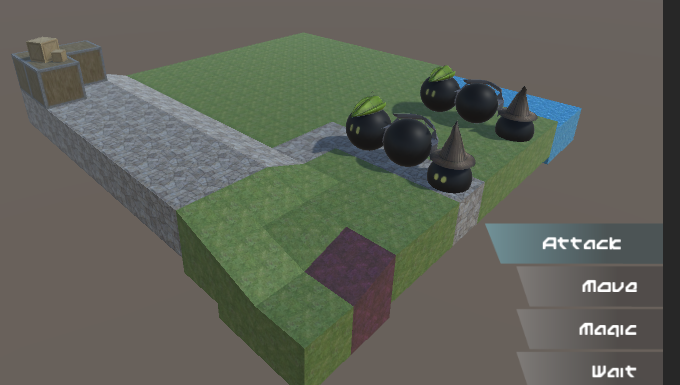


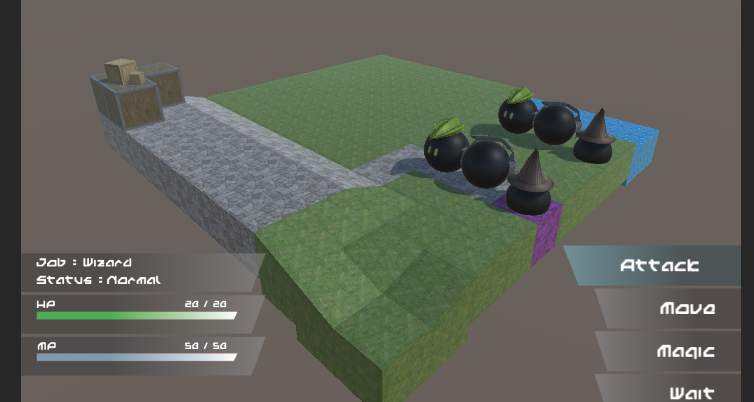
### Strategic Battle Formations

When the player is cruising through the character carousel they will be placing their characters within the available map locations. Much like chess they player will be forced to the one side of the map as this allows for tactical spacing between the two armies. The player will place all of their characters into a formation that best suits their battle type and proceed to play the game.

### Global Pointer

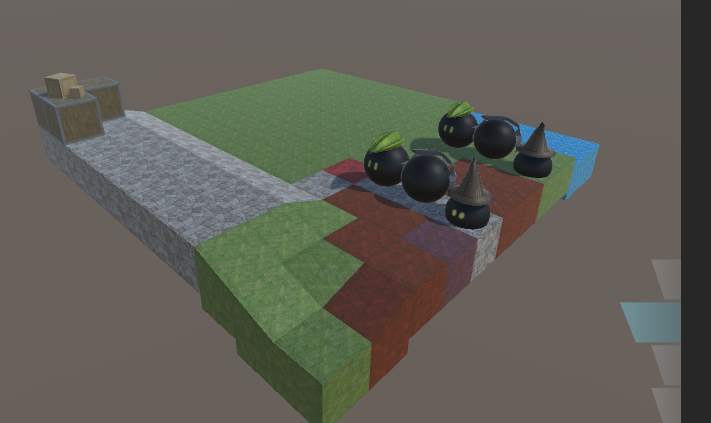
In game the most important element of control is the global pointer. This can be moved at any point within the game apart from when an AI is completing their turn. The global pointer allows the player to gain information about their own team as well as the opposition. Although it doesn’t show all the details is will display the characters health, mana and class type if moved to their position. Otherwise the global pointer is used to complete movements, actions and other important mechanics.

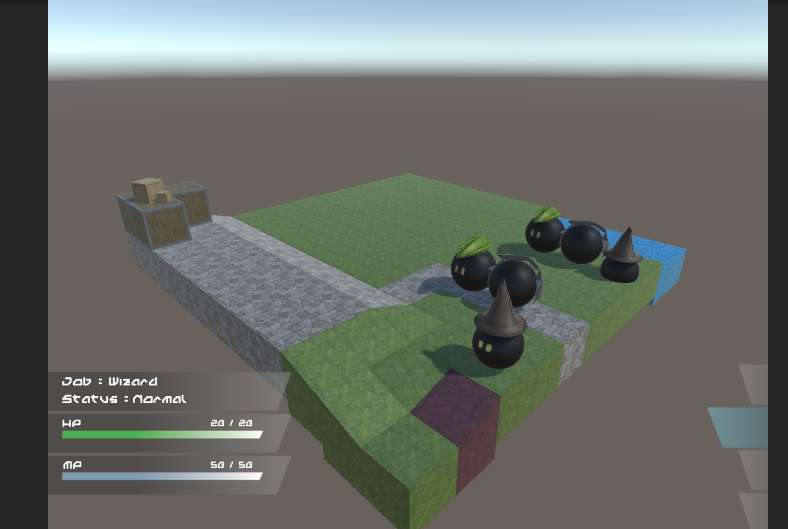




### Movement

When the players turn begins they have the option to move their characters. Moving the character is very important within the game as it allows the player to group, disband, advance or retreat in a battle scenario. The movement is completed based off of the characters speed value. This varies from character to character so makes it a very important aspect when choosing your starting team. The movement of a character is vital if they wish to engage in combat as not every character is able to attack from range. In fact very few of them are.





### Interactive UI

When playing a TBS game a large amount of the games focus is driven through the UI. This is because TBS games are fairly slow paced making it easy to manipulate game play with UI. If the UI is not interactive the game feels boring, slow and does not immerse the player. This is why it is very important to build a UI that is pleasing to use.

### Actions

Actions consist of five main options. Attacking, moving, spells, abilities and waiting. Each one of these options is what form a characters turn. They are able to complete two actions as long as one of them is movement. Using the actions to move around the map, attack the opposition or aid a friendly character are what make this game so exciting. All of the actions have been broken down into separate more detailed sections of the GDD.

## Target Platform

Although a lot of different platforms were considered the game is being targeted towards PC. This eliminates any need to tailor it to mobile and the thousands of different specs. The chosen platform allows the game to be built as a prototype for a larger scaled application, opposed to a polished game that would need serious testing and additional features if the target was console. Developing for PC means less focus on the games overall performance and more on the core game play. If the resources were available (Mainly time) the performance would be a greater concern.

## Project Scope

## Elevator Pitch

# Influences

## Worlds of Magic

http://myworldsofmagic.com/

A great thing about Worlds of Magic is that it was developed and created using Unity. Which is the game engine used to build Final Adventure. It is a simple yet very well executed game with very similar mechanics to the game created. Players work their way through a range of different battles fighting their way to victory and slowing exploring the world.

Worlds of Magic uses a map terrain that is very much alike the one used in Final adventure. Although it might have more to offer in terms of scenery the use of a square based environment is awesome.



Something I really enjoy about Worlds of Magic is the out of range environment. It really brings the map together. It helps create a unique feel to all the different battle arenas.

## Final Fantasy Tactics War of the Lions

A popular game with successful releases on mobile, PSP and PC. Tactics War of the Lions offers a humungous story line that truly is breath taking. With very challenging battles, this game can seem a little harsh but it really does bring out the true meaning to tactical warfare.



The simplistic environments and UI really help this game excel and act as such a strong inspiration towards the project in hand.

## Influence three

# Unique Selling Point (USP)

# Development Objectives

# Story

# Characters

# Level

# Gameplay

# Art

# Sound

# User Interface

# Controls