

“TODD, The Game” Design Document

Development: Daniel D., Chris T.

Art: Collin L.

MAIN PLAYER ACTIONS

- Movement (1)
- Picking up & Dropping off the trash(2/3)
 - The player learns about trash used as a platform to get past puzzles
- Charge Battery(7)
 - The player learns to balance the battery
- Robot Builder (build your own robot) (8)

PLAYER ACTION RESPONSE USES

- Move trash to solve puzzles(5)
- Recharging player’s battery to keep playing(4)
- Platforming(6)

GAME DESCRIPTION

Our game follows a robot named T.O.D.D., or Trash Operation Delivery Device, through the abandoned city of [PUT NAME HERE] where it is tasked with delivering the trash to certain locations to keep the trash balance between those locations. With this one goal programmed into its mind, TODD finds another goal during the game, companionship. TODD now has a second goal in mind building a friend to keep it company. TODD will discover pieces to build a friend throughout the levels of the game.

This game is about expressing the challenges of balancing your work life with your personal life. The player will see this through the perspective of TODD when the task to build a

friend is revealed, causing TODD to have to balance these two different lifestyles. This game is an original title and an alternative approach to the platformer genre. We believe that the game is an alternative because of the lack of enemies when most games in the genre do have enemies.

Another reason our group sees our game as an alternative is because we aren't necessarily going from left to right, the player goes between both sides to balance trash and then completes a level once the trash is balanced. Actions throughout the game also relate to the theme of balance as the player is tasked with balancing the trash in the game and also balancing the two lifestyles.