

# **Badriyah and The Stolen Pearl**



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**Developed By:**

Team Badriyah and the Stolen Pearl

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# Document History

Version	Date	Summary	Author(s)
0.0.1	MAY 2022	Initial GDD Draft	Badriyah and The Stolen Pearl

## Document History

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# Game Summary

Badriyah and the Stolen Pearl is a story-driven game set in the ancient Emirates, where the protagonist Badriyah has embarked on the journey to retrieve the jewels of her family's magical amulet, as well as a stolen magical pearl, in order to bring back peace back to her village.

- Cinematic hand-drawn cut scenes
- Interactions with npcs + game objects
- Platforming features i.e. jumping, running, hanging etc.
- Combat with dagger
- Puzzles

## Target Platform

- Our target platform is PC – Both Windows and Mac.

## Business Model

There is no monetization of this game.

# Game Overview

## Theme - Emirati Folklore, Fantasy, Adventure

Badriyah and the Stolen Pearl is a fantasy, adventure game based on Emirati folklore and enriched with local traditions. The storyline aims to compel and intrigue players in a similar way that Moana or Raya and the Last Dragon affected their audiences. The story is a coming-of-age tale based on the following themes: deceit, betrayal and family.

## Core Gameplay Mechanics

- The game is in first person
- There are several things players can do such as walk, run, jump etc.
- More detailed descriptions given in the

## Checkpoints/Game Over

- There is no Game Over.
- When a mission fails or the player dies, the game restarts from the last checkpoint.  
Whenever a checkpoint is hit, the game automatically saves. Players cannot manually save the game.

# Story

The game is set in a small town in the Emirates, inhabited by fishermen, tradesmen and their families. Their leader is a powerful patriarch whose family has protected the town for generations. One day, the town is flooded and destroyed by evil Jinns, who not only killed the patriarch and his entire family, but stole the town's most precious possession: an ancient pearl amulet believed to be the source of protection for the village. The amulet also had seven jewels, which the jinns hid across the seven Emirates. Generations later, a teenage girl named Badriyah discovers that she is the great-granddaughter of the patriarch. Throughout the game, she must travel far and wide to recover the seven jewels and the magic pearl, destroying jinns along the way. Her goal is to save her town once and for all.

The story will be told through dialogue, internal monologue and cutscenes. The environment itself also aims to aid in storytelling.

# Mechanics

## Camera

- Camera looks at and follows the head target (from the back) of the player character.
- Players can freely look around the player character using the mouse (also known as mouselook).

## Ground Movement

- WASD keys to move forward, backward, left, or right. Mouselook also helps with moving around (player moves in the direction of view controlled using mouse) in conjunction with movement keys.
- Jump in place or Jump forward, backward, or sideways using jump button and 'wasd' keys
- Run ability by holding the run key with movement keys.
- Roll ability by pressing the roll button.
- Climb to a medium-height platform when the player presses jump + movement buttons close to it in order to make it realistic (if pressed jump+movement buttons from distance, player can jump directly on top of such platforms without need of climbing).
- Automatic get down from medium-height platforms using movement keys

- Jump to hang to a high (but reachable) platform's edge or a reachable ledge (jump motions and animation's length are controlled automatically according to the distance from ledge or platform's edge)
- On a platform's edge:
  - Keep moving towards the platform's edge to hang to it automatically. Can either drop from there or climb up the platform again using movement keys. (Note: depending on level design, only specific platforms would allow auto hanging, and player can fall from others if they don't stop moving as they reach the edge)
  - Use Jump button + movement keys from near the edge to jump from the edge to either another platform (directly or get hanged to it), ground, or a ledge

## Ledge Movement and Climbing

- Jump to a reachable ledge from ground or walkable block (either above or below the ledge in terms of height). If a ledge is within 45 degrees (left or right) from the player's forward direction (straight line of sight), it is reachable.
- Player will hang to a ledge if no wall behind or braced hold the ledge if there is a wall is behind
- If braced holding a ledge, the player can move left and right on the ledge (if it is big enough) using movement keys (wasd). The player can also use a jump button with left right keys to move left or right faster on a ledge. Secondly, the player can jump to a ledge above, left, or right. If left or right ledges are above or below the current ledge but still reachable, the player can jump to them as well. Furthermore, the player can press the drop key to drop from a ledge either to a below ledge or to the ground. Lastly, player can jump backwards from a ledge using back movement button and jump button
- If hanging a ledge (without a wall), the player can only move left or right (without the ability to jump to move faster), or drop from the ledge either to a ground below or another ledge.
- Player controller supports holding and left/right movement at angled ledges (to a certain defined angle)

## Puzzle

- Players can press the interact button to start moving movable objects (blocks) using movement buttons. This mechanic will both be used for puzzle platforming (finding a way in/out by traversing and/or altering the environment) and for a block puzzle to open the cave door in scene 3.

## Combat

- Players can use the left mouse button to attack enemies or a damageable object using a magical dagger.
- To avoid getting hit by enemies, players can use a combination of movement + jump/roll keys.

## Gameplay

The story will be told mainly through cutscenes which will be played throughout the story at specific points of game progression.

Players will have to complete all locations using different game mechanics (puzzle platforming and killing the enemies). In the final location, players will have to fight the boss enemy.

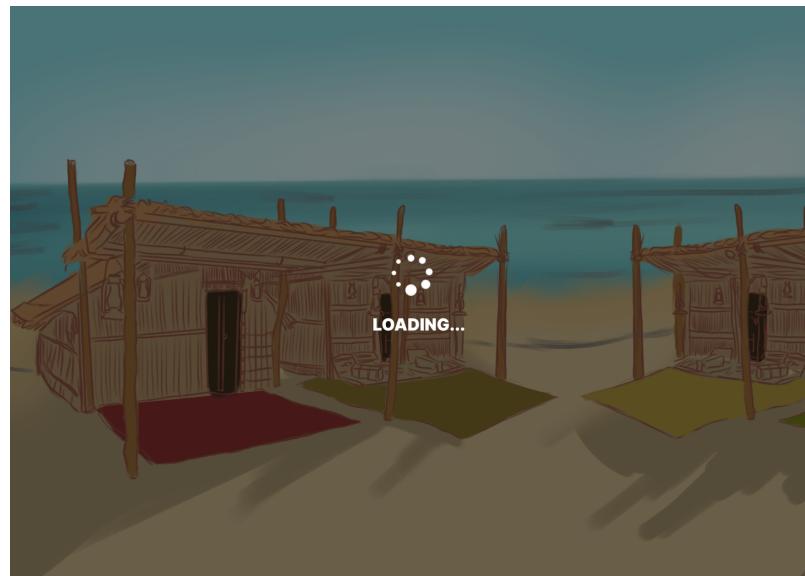
Voice over dialogues will also be used during the gameplay at certain important stages to show story progress or to guide the player. For example when Badriyah reaches the treasure room and talks to the guard during the fight or when she reaches the cave door and talks to herself about what she needs to do (in order to guide the player).

## User Interface / Screens

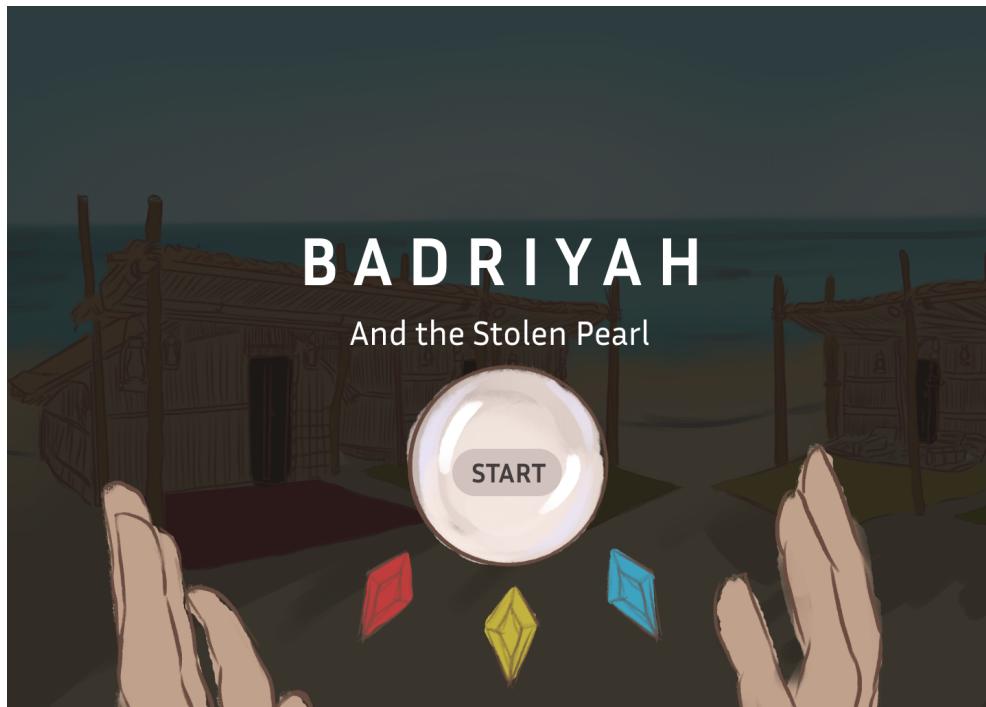
Wireframes of **every** screen or popup in the game and clear info on how they connect and lead to each other.

- UI
  - Loading Screen
    - illustration background with loading word

## Badriyah and the Stolen Pearl

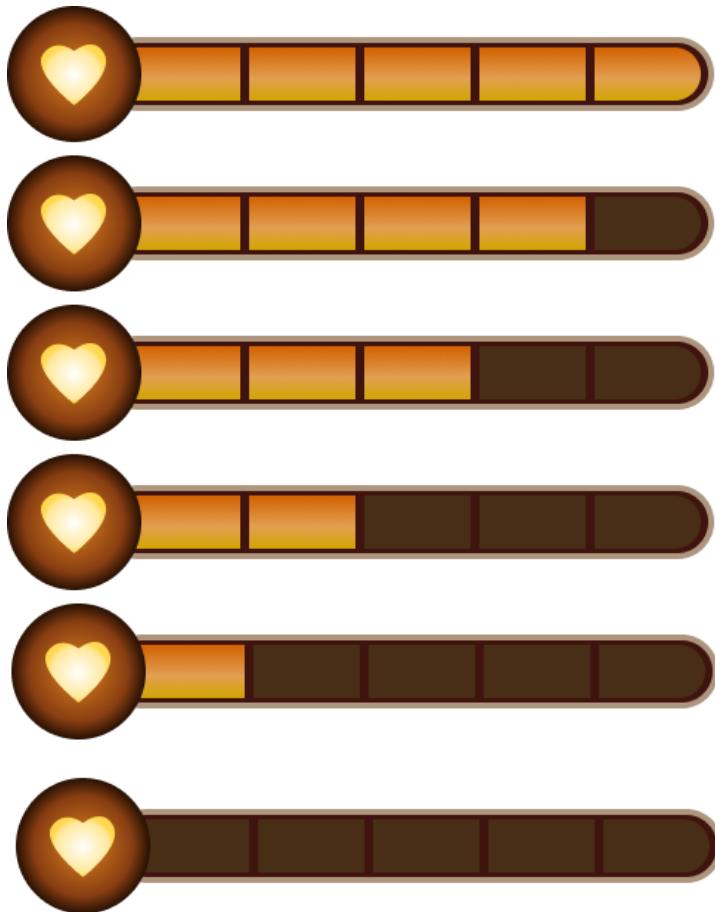


- Start Screen (Minimal UI with Start button)



- Health Bar

## Badriyah and the Stolen Pearl



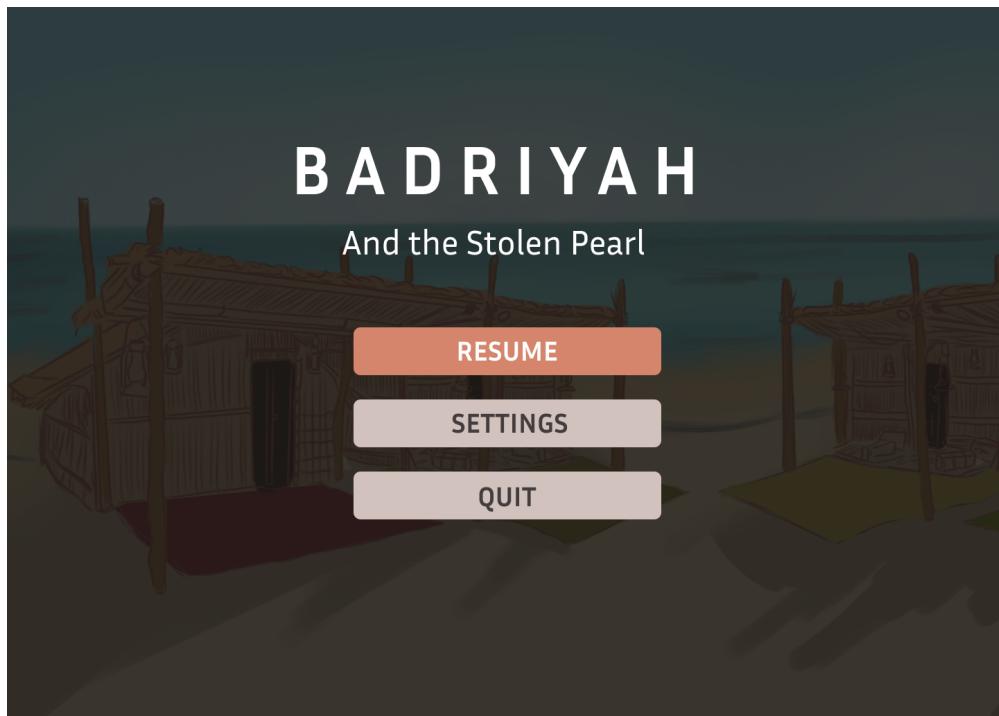
- Tutorial (move, jump, interact)

Tutorials are given through tasks. For example Press A and D to move left and right. Click A to interact with Town Sage

## Badriyah and the Stolen Pearl

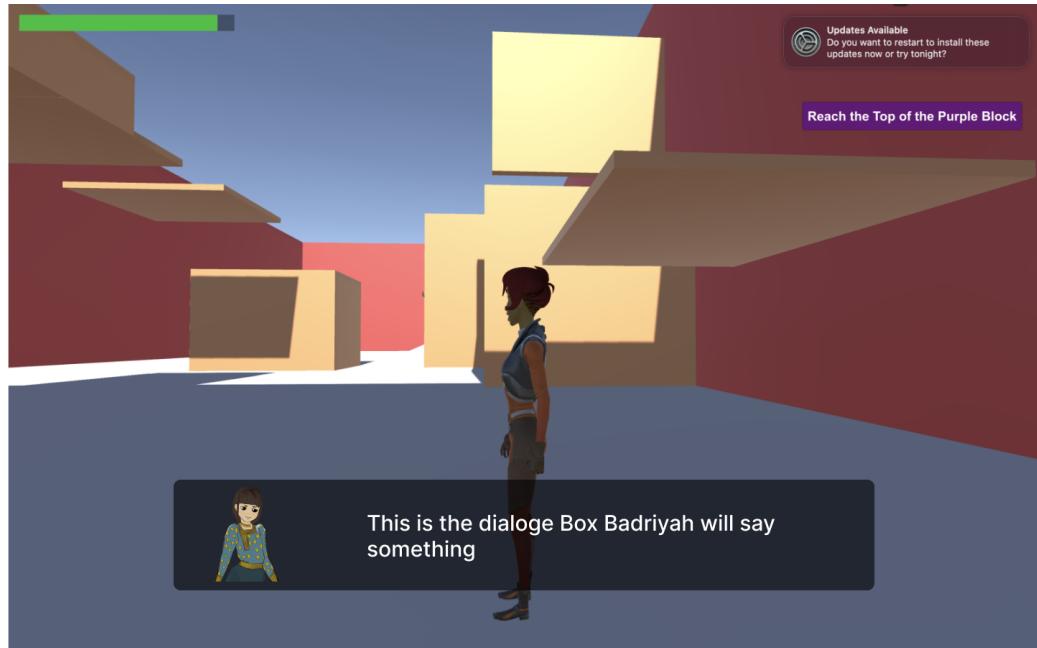


- Pause Screen (Resume, Setting and Quit Button)



- Dialogue Boxes

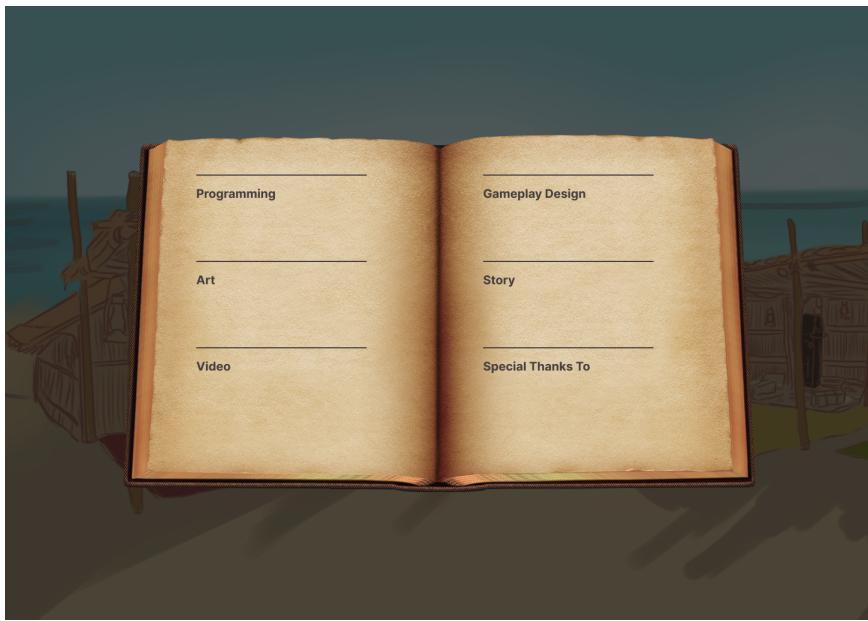
## Badriyah and the Stolen Pearl



- Game Over Screen



- Credit Page



## Levels

- 1) Badriyah's home
  - a) Climb up to the balcony
  - b) Hide under the bed
  - c) Go to Umm Al Haylan
  - d) Pick up the dagger
- 2) Castle
  - a) Fight the jinn
  - b) Traverse up the castle
  - c) Open the treasure room door
- 3) Treasure room
  - a) Look for the jewel
  - b) Collect the jewel
- 4) Bridge/Cave Door
  - a) Walk through the forest
  - b) Get over the bridge by jumping on planks and dodging holes
  - c) Approach the cave door
  - d) Complete the puzzle on the cave door
- 5) Cave
  - a) Fight the jinn
  - b) Get through the cave by jumping and hanging on ledges
- 6) Desert

- a) Fight Umm Al Duwais

## Asset List

- Characters
  - Badriyah
  - Umm Al Hailan
  - Badriyah's (jinn) friend
  - Hostage
  - Boss jinn
  - Small jinns
  - Random repeated npcs (idle)
- Environment
  - Village assets - sand houses, palm trees
  - Home assets - tables, chairs, rugs, shelf, emirati style pillow, dala, other features of the emirati household
  - Castle Exterior, buildings, domes
  - Castle interior (the treasure room)
  - Treasure Room assets - jewelry, gold coins, gold chests, gold lamps, windows, some furniture
  - Cave - torches, barrels, different rocks, deserted camps, statues, drawings on cave wall, cliffs
- Game Objects
  - Buildings
  - Weapons
  - Tools
  - All Associated Animations
- Particle FX
  - Sand particles (when Badriyah is running)
  - Glowing particles (when Badriyah acquires a jewel)
  - Respawn particles (when Badriyah dies and starts from checkpoint)
  - Fire/Smoke around the boss Jinn
- Sound Effects
- Music
- All Writing
  - Quest Scripts

- Story ‘Screenplay’
- Level Design Documents

## Associated Documents

A list of the currently available documents:

- Creative Package Document:  
[https://docs.google.com/presentation/d/1mWNyPfGc9QAvdaznI6\\_LnIL7EPJFrmKDcVTkt-rwjl/edit#slide=id.g12192039820\\_0\\_44](https://docs.google.com/presentation/d/1mWNyPfGc9QAvdaznI6_LnIL7EPJFrmKDcVTkt-rwjl/edit#slide=id.g12192039820_0_44)
- More Expansive Asset List:  
<https://www.notion.so/Asset-List-b13e330a97f7474da17882aeb70a9a6a>
- Cutscenes:  
<https://www.notion.so/Cut-scenes-827a1552ad3842c9807c8611d7f97fff>