Vintage arcade game design document

Note: Please download the document and make a copy before filling out the assignment.

Game overview

Project background

[Describe how this project started. Who is the client? What are the client's needs and objectives for creating this game?]

High-level concept

Game name: [Add a game name]
Target audience: [Describe who you think the audience is for this game. Include demographic information as appropriate.]
Release date: Next summer
Publisher: [Add client name]

[Provide a high-level description of the game. What will players be doing? How will they interact with the game?]

Game objective

[Identify the purpose of the game. What are players trying to do? What accomplishments are they trying to achieve? What does success look like? Failure?]

Theme, setting, visual style

[Explain the theme of the game. What will it look like? What emotions will it help create? What's the setting — where will players be (e.g., in outer space, in a virtual bowling alley, in a war zone, on a playground)? What visual style are you trying to

create (e.g., modern day, futuristic, vintage, high energy)? How will the graphic assets, virtual effects and audio support this style?]

Gameplay

Scoring

[How will the scoring work? How will players earn and lose points? What happens if they earn X amount of points or lose X amount of points? How will players know their score?]

Player mechanics

[Explain mechanics such as the player's point of view in the game, what's happening around them, what actions they will take in the game.]

Object mechanics

[Explain how other objects in the game will act. Are things moving around? What happens when an object is interacted with? What do the objects look and act like? What effect will an object's actions have on the game?]

Interaction design

[Explain how the player controls the game. Do they tap, swipe or make facial gestures or body movements that the game recognizes? Do they use a keyboard, voice commands or an additional controller to interact with the game?]

User interface and feedback

[Explain user interface elements, such as the health bar, scoreboard, onscreen instructions, opening screen, closing screen options, and other notices players may receive during the game.]

Technical details

Engine

Unity 2021 LTS has been chosen due to its ease of use for AR development, the existence of a free version, its large list of features and the fact that it has the best target platform deploying capabilities.

Target platforms

[Identify the platform(s) this game will be designed for. Will it be for a mobile device, and if so, Android and/or iOS? What versions of Android/iOS? Or will the game be web-based? Will any specific hardware be needed?]