**GAME DESIGN DOCUMENT**

Office Madness

# Game Analysis

Office Madness is a game designed to de stress and invent ways to complete the given task. The aim of the game is to cause as much destruction as you can before the time reaches zero. The method of destruction is up to the player and they can interact with objects around the office to cause destruction or just shoot everything.

# Mission Statement

Office Madness is an arcade, destruction simulator in which you are tasked with causing as much damage to an office that you can in as many ways as you can think of. Shoot, throw, bash and smash your way through the office to get back at your AI overlords!

# Genre

Arcade, Destruction, Simulator

# Platforms

PC

# Target Audience

Competitive people that enjoy replay value and besting their own and other’s scores. The game can be played in short sessions and uses that as a strong point for people that don’t have a lot of time to get bogged down in story and learning game mechanics. The game is generally target toward any age group but the violent tendencies may restrict the age group to young adults and up.

Provide information on the audience the game is targeted to. Add details and information on the intended audience such as their habits, behaviors, likes, and dislikes. Are you targeting your game to a specific age group or perhaps people that enjoy certain genres? Is your intended audience from specific communities or will their locale play a role?

# Storyline & Characters

The main character (insert name here) is one of the last human employees at a company that is mostly run by robots as they are cheaper and work faster. Most of his human coworkers either quit or mysteriously disappeared once the robots started working. The robots complete most tasks of the day so (name) just spends his day doing the most mundane tasks basically pushing a few buttons and writing the most boring reports. Fed up he finally decides that this is the last day he is going to work there, and he is going to go out with a bang.

This is where you present a story synopsis and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gameplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Character Name | The main character of the game. Is sick of his job and wants to create as much destruction before the police show up | The character is an irritable office worker. Other than that, no other distinguishable characteristics. | The character is left ambiguous to allow the player to project themselves onto him/her. |

# Gameplay

## Overview of Gameplay

The main objective of the game is to destroy as many objects as you can within the time limits. The game offers high scores that allow you to keep track of how well you’ve done. Different game modes can mix up the game play a little bit such as one mode counting the objects you smash and another accumulating how much financial damage you’ve caused. The game will only be available on PC.

Features include:

* Destroyable objects
* Interacting with objects such as throwing.
* Melee weapons
* Race the clock
* High scores
* Crush AI workers

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Player Experience

You are placed in an office and are tasked with causing destruction. You can pick up objects such as hammers, chairs and mugs and use them to attack or throw them. Alternatively, use your gun to cause destruction. Breaking objects will net you points depending on what game mode you’re playing on. Your AI co workers won’t take kindly to your destruction however and will try to stop you. Taking hits from worker bots will stun you causing you to lose precious time.

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Gameplay Guidelines

* The game should feel slightly different in a run in a sense that there is enough variation in a run to be able to play again and beat the score if you have a better tactic.
* Time is precious; the controls should feel very responsive.

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

The objective of the game slight varies depending on the game mode but are all similar.

### Game mode 1: Normal

In this game mode, objects are categorized into 3 different values; small, medium and large. Small objects destroyed net 10 points, medium objects net 25 and large objects net 100. This game mode rewards being able to keep your destruction going by introducing a point multiplier that continues to increment every five seconds. The multiplier will stop if destruction ceases for a certain amount of time. The time is to be determined in play testing that allows a challenge to get a high multiplier but nothing too impossible. The multiplier will be necessary to get high points.

The AI can hit you with a melee attack in this game mode which will incur a second or so penalty to movement.

\*Times and number values given in this description are for example and should be chosen during testing to allow the best balance between flow and challenge.

### Game mode 2: Financial Disaster

This game mode is similar to the Normal game mode, but the game is keeping track of the dollar value of the items you are destroying. No multiplier will be present in this game mode and the objective of the AI is to get the most expensive items and transport them out of the office.

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |