University Of Waterloo

Game Design Document

J3WAO

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Design History

|  |  |  |
| --- | --- | --- |
| Date | Author | Changes |
| 2011-02-06 | Jesse McGinnis | Initial structure created. |

# Game Overview

A little text about what is discussed in this section.

## Game Concept

## Feature Set

## Genre

## Target Aurdience

## Game Flow Summary

## Look and Feel

## Project Scope

### Number of World Regions

### Number of Levels

### Number of Battle Attacks

### Number of Enemies

# Gameplay and Mechanics

## Gameplay

### Game Progression

### Mission Structure

### Objectives

### Play Flow

## Mechanics

### Physics

### Movement

#### General Movement

#### Other Movement

### Actions

#### Talking

#### Reading

### Combat

### Economy

## Screen Flow

### Screen Flow Chart

### Screen Descriptions

#### Title Screen

#### Options Screen

#### World View Screen

#### Battle Screen

#### In-Game Menu Screen

## Game Options

## Replaying and Saving

## Cheats and Easter Eggs

# Story, Setting, and Character

## Story and Narrative

### Back Story

### Plot Elements

### Game Progression

### License Considerations

### Cut Scenes

#### Cut Scene 1 - <Title>

##### Actors

##### Description

##### Storyboard

##### Script

#### Cut Scene 2 - <Title>

##### Actors

##### Description

##### Storyboard

##### Script

## Game World

### General Look and Feel

### <Area 1>

#### General Description

#### Physical Characteristics

#### Levels That Use the Area

#### Connections to Other Areas

### <Area 2>

#### General Description

#### Physical Characteristics

#### Levels That Use the Area

#### Connections to Other Areas

## Characters

### <Character 1>

#### Back Story

#### Personality

#### Look

##### Physical Characteristics

##### Animations

#### Special Abilities

#### Relevance to Game Story

#### Relationships to Other Characters

#### Battle Attributes

### <Character 2>

#### Back Story

#### Personality

#### Look

##### Physical Characteristics

##### Animations

#### Special Abilities

#### Relevance to Game Story

#### Relationships to Other Characters

#### Battle Attributes

# Levels

## <Level 1>

### Synopsis

### Introductory Material

### Objectives

### Physical Description

### Map

### Critical Path

### Encounters

### Level Walkthrough

### Closing Material

## <Level 2>

### Synopsis

### Introductory Material

### Objectives

### Physical Description

### Map

### Critical Path

### Encounters

### Level Walkthrough

### Closing Material

# Interface

## Visual System

### HUD

### Menus

### Rendering System

### Camera

### Lighting Models

## Control System

## Audio

## MUsic

## Sound Effects

## Help System

# Artificial Intelligence

## Boss AI

## Non-Combat NPC

# Technical

## Target Devices

## Development Hardware and Software

## Development Procedures and Standards

## Game Engine

## Content Files

### Attack Definitions

### Item Definitions

#### Attack Items

#### Healing Items

#### Equipment

## Test Plan

# Artistic Direction

## Concept Art

## Style Guides

## Characters

## Environments

## Battles

## Items

## Interfaces

## Cut Scenes

# Management

## Scheduling

Using a backlog

## Risk Analysis

References

Einstein, A. (1879 - 1995).

Santayana, G. (1905). *The Life of Reason* (Vol. I).

Wilde, O. (1854 - 1900).

Appendix A – Art Asset List

Model and Texture List

Animation List

Effects List

Interface List

Cut Scene List

Appendix B – Sound Asset List

Environmental Sounds

Battle Sounds

Interface Sounds

Appendix C – Music Asset List

Background Music

Story Music

Battle Music

Appendix D – Content Asset List

Attack Assets

Item Assets