[**Reggie’s**](http://www.trickgs.com) **Rescue/ Team 2**

**LWTech GAME 108 Fall 2020**

Alex Enache – Project Manager, Programming

Mariya Mokynska – Programming

Bryden Grettenberg – Audio, SFX, Music

Elise Oliver – Arts, Animation, Design

1. **Mariya, Alex, Bryden (if needed) - Programmer**
2. **Elise - Artist**
3. **Elise, Alex, Mariya - Animator**
4. **Elise - Designer**
5. **Alex - Production Manager**
6. **Bryden - Sound Design, Music**

**1. Project Description**

*A summary of what this game is about, without going into too much detail about game mechanics or anything else.*

We are creating a game called Reggie’s Rescue. This game is going to be a 2D based maze game with original characters and storyline.

**2. Characters**

*The reason we start with characters is because you need to introduce them before the Story. If your game doesn’t have Characters and/or Story, you can just jump to the Gameplay section and remove Sections 1 to 3 (or leave them empty).*

* Reggie the Corgi is the main character of the game. He will be in search of his owner.
* Ignorant Human is the owner of Reggie. He decided to leave Reggie home alone.
* A cat will be the boss. Cat hats Reggie and wants to stop him at all costs.
* Other characters will be animals like squirrels and hawks.
* No current artwork yet

**2. Story**

*“An important part of the art of storytelling is to create characters that the guests can empathize with easily, for the more the guests can empathize with the characters, the more interesting the events become that happen to those characters.” – Jesse Schell, Book of Lenses*

*Having introduced the characters, it’s a good time to talk about the events that will happen throughout the game.*

Reggie the Corgi was left behind by his owner. Reggie really misses his owner and can’t wait for him to get home, so he decides he’s going to look for his owner instead. As Reggie is venturing through the neighborhoods, (and woods if we get the time) he comes across other creatures that want to stop him from finding his owner. But his owner did a bad job of securing everything on his vehicle, so there are clothes and objects on the ground that will give the player hints on the direction he has gone. Will Reggie be reunited with his owner once and for all?

**3. Gameplay**

“*The game begins with an idea.” - Jesse Schell, Book of Lenses*

*This is (probably in 99% of games) the most important section of the GDD. It’s where you describe what your Gameplay (yes, with capital G), will be like.*

*Since this section can become humongous, we went ahead and divided it in sub-sections that made sense to us. Of course, this is a very subjective topic and what works for us may not work for you.*

Our gameplay is going to include using arrow keys to move around, collecting objects, objects on ground as hints, possibly using a spacebar to drop an object to defend Reggie from being attacked from other creatures around the map. Reggie will have 3 health bars and can have up to 5 health bars. If he gets hit, he loses a health bar. Reggie can drop objects to hurt or kill, or delay, any animals chasing him. Once he gets a certain distance, they will stop pursuit.

**3.1. Goals**

*In short, why is the player playing your game? It’s good to add this to a separate section so you don’t have to guess while reading through the whole GDD.*

Helping Reggie get back to his owner.

Take out all the enemies trying to stop the dog from reaching his owner.

**3.2. User Skills**

*This is not the most intuitive section, but it really helps to narrow down your scope if you think about what are the skills your player needs to master in order to play your game. Believe us, writing this list will help you find problems in your Game Design, for example, you may be trying to develop a game for kids but realize you require them to do something that is too advanced for their age, or some inputs may be good for Mobile but not for a Console with a Joystick. Also, if your game is going to have Custom HW built around it, then this list will allow you to figure out what components you’ll need to make it work.*

1. Find clues – use super sniffer
2. Use keyboard
3. Memory
4. Puzzle solving
5. Strategy
6. Observant

**3.3. Game Mechanics**

*This is where you describe your proper game mechanics. Spare no words, when you circulate this GDD around your team, there has to be the least reasonable amount of doubt about what the gameplay should be like. This is a very good section to add some Artwork or Screenshots of your prototype (we prefer to prototype the mechanics and figure out if they are fun before committing resources to a game).*

*There are complete books and sites with materials about how to describe game mechanics, so we’ll not elaborate with examples here.*

Dog can bark to scare off squirrels. Dog can poop to scare off any animals that come across the poop. Going by a tree will get more squirrels to chase after you.

**3.4. Items and power-ups**

*We use this section to elaborate on the Game Mechanics. In order to avoid having a single section with everything in our brains poured into it, we use the section above to describe the core mechanics, and this section to talk about things that can be added to the game in order to improve the fun and empower the player.*

*So, if your game is a match-3 game, then in the previous section you’d go and describe exactly how a match-3 game would work (and adding your variations to the formulae).*

*In this section you’d add every power up and item the player can use/encounter/buy and how they would affect the core gameplay.*

Toys to increase the speed for a short time.

Doggy treats to increase health of the dog.

Dog poop makes animals chasing the dog turn around.

**3.5. Progression and challenge**

*This is also a very subjective section that may or may not work in your design. Our idea behind this section is to elaborate on how the difficulty will increase throughout the game and making sure we give the player the tools to catch up with it.*

The further the player gets, the more animals will be chasing him. This will become more difficult as you get closer to the owner and kittens/cats will begin to come out. If we have time, we will create more maps where the dog has to explore even more to find the owner and there will be less and less hints. We would like to create a woods map added onto the neighborhood map. Maybe even a city map…

**3.6. Losing**

*Yes, losing! What are the losing conditions? Time, health, all of them? This is the section where you describe how the player gets to see your Game Over screen.*

The player loses if they die before they get to the owner. Player’s dog loses health from being attacked by other creatures. Once dog loses all health bars, the player will have to restart from the beginning. (Maybe from last hint from owner?)

**4. Art style**

*This section is self-explanatory, here’s where you describe your ideas about what the game should look like. Since a picture is worth a thousand words, this is a great place to add some concept art.*

2D game with original made sprites. Map will have houses, alleys ways, and backyards. Trees will have squirrels inside them.

1. **Music and Sounds**

*“Music is the language of the soul, and as such, it speaks to players on a deep level.” – Jesse Schell, Book of Lenses*

*Here is where you describe your Music and Sound FX. Depending on how important this is in your game, then you can split the section in different sub-sections.*

There will be music for each “map” as the dog is walking around. Menu music. Chase music. SFX for walking, barking, ding, squirrel sounds, sounds of a dog pooping, getting hit.

**6. Other ideas**

*Another completely optional section. If you have ideas that you are not sure if they should go in the game or not, just add them here so you don’t forget them.*

Possibly more items that can affect the dog: Laxatives, food, laser pointers – boss uses laser pointer.

**7.Demographics**

*It’s important to know who you’ll be targeting, this should spill into the game design. If you are targeting 15 to 25 year old males, then your main character probably shouldn’t be a pink pony (no that there’s anything wrong with it).*

Age: 4+

Sex: Everyone

Casual players mostly

1. **Schedule- Goals, Tasks, Assignments**

**Week 01-**

**Brainstorm, Select Game Engine, Develop Art Style**

* Mariya and Alex are studying how the coding portion functions.
* Bryden is looking for music and SFX.
* Elise is creating visuals.

**Week 02-**

**Design Document, Game Engine Tutorials**

**Basic Level, Player Control,Background Art & Player Sprites**

* Mariya and Alex Will be done with movements and actions.
* Bryden Will start connected music and SFX to the game.
* Elise Will be relaying the visuals into the game and helping coding team connect Sprites.

**Week 03-**

**Enemies & Pickup Items, Sound FX & Music, Game Play Testing**

* Mariya and Alex Will be creating functionality for picking up power-ups and exploring objects dropped by owner.
* Bryden Will be finalizing the music and SFX, find more if needed. Assisting Coding team to connect audio with objects.
* Elise Will continue making more visuals and assisting coding team to connect objects to game.

**Week 04-**

**Playable Demo, Fine Tuning, Bug Fixes, Final presentation**

Everyone Will be working on trying to fix any issues or errors we have for the game so that way the game Will run as smoothly as possible.