Game Design Document

Title

Dirty Room

October 2020

by

Enemali James Oguche

Overview of the Game:

- It's a transformational , educational , kids horror Vr game

- Inspired by the need of personal hygiene to prevent diseases and having taught kids before, I always find a way of conveying some knowledge through game play and animation.

- The VR game is about a boy called Kola that leaves his room dirty and untidy, as a result , the untidy room invited some harmful big scary insects which the player (KOLA) must eliminate using a spray (Insecticide)

Game loop

- Start the game
- Listen to conversation from the parents while looking around the dirty room
- The parents left the room and the insects talks from hidden location
- The scene auto loads Next scene
- The insect appeared and approached you
- Eliminate them using the insecticide
- Use the joystick of the oculus to move and avoid the insects

Scope

- Objective of this game is to eliminate dangerous insect and gain scores

- It's a single player VR game

- The transformation objective is to always remind kids on the need of keeping a clean and tidy room

- After a kid plays the game, he/she will likely a have a change of attitude towards dirty rooms

Milestone Schedule (under a perfect condition)

- Game design concept and documentation – 6 weeks

- 3D modeling and animating game characters – 8 weeks

- Level design , programming and game implementation – 16 weeks

    Perfect Condition includes power, accessible hardware, Time

Assets used

- 3D models – insecticide can , various room objectstoys (scattered), animated characters, African wall design

- Sounds- spray sound effect , scary sound effect, frightened child sound ,female sound(mum)

Unity 3D Feature used

- Particle effect

- Physics

- Vr locomotion

- In-game Cutscene

Requirement

- Gaming laptop or PC (Available)

- Oculus Headset (Unavailable for now)

- 3D modelling skill (available)

- Animation Skill (Available)

- Knowledge of using Unity 3D and other game engines (available)