Holiday Mix-Up Escape Game Design Document (GDD)

Logo

Description automatically generated

***‘Entering a game takes you to a home away from home’*** – Esther Song

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--- | |  | | Game Development Team Members    PRODUCER  Esther Song    PRODUCTION MANAGER  Esther Song    PRODUCTION COORDINATOR  Esther Song  GAME DESIGNERS  Esther Song  SYSTEMS/IT COORDINATOR  Esther Song  PROGRAMMERS  Esther Song  TECHNICAL ARTISTS  Esther Song  AUDIO ENGINEERS  Esther Song  UX TESTERS  Esther Song |

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# 1 Game Overview

Title: Holiday Mix-Up Escape

Platform: PC Standalone + iOS & Android

Genre: Adventure, Escape Game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: December 2, 2021

Publisher: Aztec Song Games

Description: Holiday Mix-Up Escape is a third person escape room game where the Player controls the character, Pumpkin Head who is a Halloween based character who gets trapped in Christmas Land. The Player must use the supplies or objects they find to help them escape. Will the player manage to help pumpkin head before Santa gets back?

# 2 High Concept / Genre

Holiday Mix-Up Escape sets the Player in front of Santa’s workshop with the entrance locked and no way out. Santa will be returning soon, and Halloween begins in a matter of hours. Utilize all the tools you can find to escape before then! Move Pumpkin Head around to interact with different items to find keys and hopefully the way out and back home to Halloween town before Halloween begins.

# 3 Unique Selling Points

* Beautiful art?
* Fun story

# 4 Platform Minimum Requirements

# 5 Competitors / Similar Titles

Escape games made from Mouse City or any point and click games.

# 6 Synopsis

Pumpkin Head gets tricked by his rival and is blasted through a portal all the way to Christmas Land. He awakens shocked and discovers after talking to one of the elves that Santa has a portal opener hidden in his workshop. Will Pumpkin Head manage to break in before Santa gets back? Will he make it back to Halloween town before Halloween begins? Pumpkin Head needs your help.

# 7 Game Objectives

# 8 Game Rules

# 9 Game Structure

# 10 Game Play

## 10.1 Game Controls

## 10.2 Game Camera

### 10.2.1 HUD

### 10.2.2 Maps

# 11 Players

## 11.1 Characters

## 11.2 Metrics

## 11.3 States

## 11.4 Weapons

# 12 Player Line-up

# 13 NPC

## 13.1 Enemies

### 13.1.1 Enemy States

### 13.1.2 Enemy Spawn Points

## 13.2 Allies / Companions

### 13.2.1 Ally States

### 13.2.2 Ally Spawn Points

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

* Timer function

## 17 Bibliography

I hope to be able to make all my own assets from scripts to art to music.