GAME DESIGN DOCUMENT TEMPLATE

TEAM INFORMATION

Team Name		Team Code	

Team Captain (#1)	Ευγένιος Σωχόπουλος
Team Member #2	
Team Member #3	
Team Member #4	

GAME OVERVIEW

Game Title	Eco Guy
What will your game be called? How does the name of your game help potential players to recognise what the game might be about?	

Game Description	Το παιχνίδι αυτό στοχεύει στην ευαισθητοποίηση του παίκτη για την προστασία του περιβάλλοντος από τη ρύπανση λόγω παραγωγής υπερβολικού αριθμού σκουπιδιών και ρίψης τους στο δημόσιο χώρο.
Think of this as a marketing exercise: Sell your game to the reader – what is it about? What kind of game is it? Who is it for?	

Audience	Το παιχνίδι απευθύνεται σε άτομα όλων των ηλικιών.
Who are you making this game for? Is it intended specifically for children? Adults? All ages? Why? How will you show this?	

Characters/Roles	Ο παίκτης αποκτάει το ρόλο του Eco Guy, ο οποίος έχει ως αποστολή να μαζέψει όλα τα μεταλλαγμένα σκουπίδια από τον κόσμο που βρίσκεται.
Who is the game about? Who/what are the main characters in your game? What role do they/will they play in the story? What is their motivation for these roles within the game?	

Environment	Το παιχνίδι διαδραματίζεται σε ένα ανοικτό κόσμο με πλατφόρμες.
Where does the game take place? Under what conditions? Do these conditions have any effect on the gameplay that you might need to consider?	

Theme	
How will your game address this year's Australian STEM Video Game Challenge theme?	

GAMEPLAY/MECHANICS

Objectives/Goals	Το παιχνίδι είναι platform και role-playing.
What sort of game are you making? What is the aim of the game? What is the player trying to achieve?	

Perspective	2D παιχνίδι, η κάμερα δείχνει την πρόσθια όψη του κόσμου.
What will be the players' perspective when playing the game? Will they experience the game from a first-person point of view? From the side (like a platformer)? From a top-down perspective? Will it be a two-dimensional (2D) or three-dimensional (3D) game?	

Controls	Ο παίκτης κινείται δεξιά και αριστερά με το δεξί και το αριστερό βέλος και πηδάει με το επάνω βέλος.
How will players actually play or interact with the game? What are the controls? How will they work?	
Reference Points/ Originality	
Are there other games that have similar gameplay mechanics? Similar functionality? Similar stories or characters? How will your game be different? Why will people prefer to play your game over these games? Is your game different enough to be worth making? Why/why not?	

TECHNICAL REQUIREMENTS

Platform What environment will the finished product run in?	HTML5 παιχνίδι, τρέχει σε οποιονδήποτε σύγχρονο browser.
Development Environment What will you use to build your game?	Χρησιμοποιήθηκε το framework PHASER και δημιουργήθηκε ένας server με expressJS στο nodeJS.
System Requirements What sort of system, specifications or peripherals will the end user require in order to play your game?	WebGL, HTML Canvas
Resourcing/ Capability What tools will you need access to in order to fulfil your technical requirements? What skills or abilities are required? Which member(s) of the team will take responsibility for the technical requirements?	nodeJS, PHASER

VISUALS/ARTWORK/GRAPHICS

Style	
What will the basic look of the game be? How is this represented in the visual appearance of the characters and environments?	

Process	
How will you go about achieving your desired visual style? **How will you get from the concept stage to the finished product?**	

TIMELINE

Deadline	
When does your game need to be ready for submission?	Τελική προθεσμία 20/06.

Timeline	
How does the deadline affect other components of your game? **What components are the priorities for you to begin work on immediately? What components can wait?** **When will your game need to be ready for testing?**	Το παιχνίδι θα πρέπει να είναι έτοιμο για testing 1 εβδομάδα πριν την τελική παράδοση.