Game Design Document

Bone Rescue

Help Samira to rescue its bone.

Author: Ezequiel Flores Schmelensky

Date: January 19th, 2023

Copyright © Ezequiel Flores Schmelensky

Version 0.1 (draft) October 10, 2005

By Mark Baldwin

Baldwin Consulting

http://baldwinconsulting.org

The Game Design Document (GDD) it the blueprint from which a computer or video game is to be built. As such, every single detail necessary to build the game must be addressed in the document (or support documents). If it’s not in the document, then it probably won’t be in the game.

Below you will find an outline for a generic Game Design Document. The problem is that no generic GDD will be able to address all the various genres for which a game may be created. For example, consider the games Packman, SimCity and Doom. All three games required detailed design documents, but if you think about it, those documents would be entirely different! As such, when using the outline below you will find sections that will be totally meaningless to your game. But also, there will be sections that your GDD requires to describe the game. Just because it’s not in my outline, it doesn’t mean that it doesn’t belong.

The GDD is a reference document. Members of the development team will constantly be using the document to find specific information for their specific needs. Consider the size such a document may grow to in order to document every piece of the game. We don’t want the GDD to cause information overload and then become a prop under somebody’s wobbly desk. As such it is important that you organize and format the document to make it easy to use. Also note that some of these sections might not appear in the GDD itself but instead would appear in supplemental documents such as an Art Bible or Test Plan. This helps make the overall document more manageable and readable.

One last comment, a game design document is meant to be a living document. Just as when the artist changes the design of his painting every time he takes his brush to the canvas, a computer or video game evolves as code and art are created. The GDD then is the communication tool from which all the members of the team can follow that evolution.

**Document Revision history:**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author(s) | Changes |
| 0.1 | January 19th, 2023 | Ezequiel Flores |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

[1. Section I - Game Overview 6](#_Toc125146820)

[1.1. Game Concept 6](#_Toc125146821)

[1.2. Design History 6](#_Toc125146822)

[1.3. Feature Set 6](#_Toc125146823)

[1.4. Genre 6](#_Toc125146824)

[1.5. Target Audience 6](#_Toc125146825)

[1.6. Game Flow Summary 7](#_Toc125146826)

[1.7. Look and Feel 7](#_Toc125146827)

[1.8. Project Scope 8](#_Toc125146828)

[1.8.1. Number of locations 8](#_Toc125146829)

[1.8.2. Number of levels 8](#_Toc125146830)

[1.8.3. Number of NPC’s and Weapons 8](#_Toc125146831)

[2. Section II - Gameplay and Mechanics 9](#_Toc125146832)

[2.1. Gameplay 9](#_Toc125146833)

[2.1.1. Game Progression 9](#_Toc125146834)

[2.1.2. Mission/challenge Structure 9](#_Toc125146835)

[2.1.3. Puzzle Structure 9](#_Toc125146836)

[2.1.4. Objectives 9](#_Toc125146837)

[2.1.5. Play Flow 10](#_Toc125146838)

[2.2. Mechanics 10](#_Toc125146839)

[2.2.1. Physics 10](#_Toc125146840)

[2.2.2. Movement 10](#_Toc125146841)

[2.2.3. Objects 10](#_Toc125146842)

[2.2.4. Actions 11](#_Toc125146843)

[2.2.5. Combat 11](#_Toc125146844)

[2.2.6. Economy 11](#_Toc125146845)

[2.3. Screen Flow 11](#_Toc125146846)

[2.3.1. Screen Flow Chart 11](#_Toc125146847)

[2.3.2. Screen Descriptions 11](#_Toc125146848)

[2.4. Game Options 11](#_Toc125146849)

[2.5. Replaying and Saving 11](#_Toc125146850)

[3. Section III – Story, Setting and Character 11](#_Toc125146851)

[3.1. Story and Narrative 11](#_Toc125146852)

[3.1.1. Back story 11](#_Toc125146853)

[3.1.2. Plot Elements 11](#_Toc125146854)

[3.1.3. Game Progression 11](#_Toc125146855)

[3.1.4. License Considerations 12](#_Toc125146856)

[3.1.5. Cut Scenes 12](#_Toc125146857)

[3.2. Game World 12](#_Toc125146858)

[3.2.1. General look and feel of world 12](#_Toc125146859)

[3.2.2. Area #1 12](#_Toc125146860)

[3.2.3. Area #2 12](#_Toc125146861)

[3.3. Characters 12](#_Toc125146862)

[3.3.1. Character #1 12](#_Toc125146863)

[3.3.2. Character #2 13](#_Toc125146864)

[4. Section IV – Levels 13](#_Toc125146865)

[4.1. Level #1 13](#_Toc125146866)

[4.1.1. Synopsis 13](#_Toc125146867)

[4.1.2. Introductory Material (Cut scene? Mission briefing?) 13](#_Toc125146868)

[4.1.3. Objectives 13](#_Toc125146869)

[4.1.4. Physical Description 13](#_Toc125146870)

[4.1.5. Map 13](#_Toc125146871)

[4.1.6. Critical Path 13](#_Toc125146872)

[4.1.7. Encounters 13](#_Toc125146873)

[4.1.8. Level Walkthrough 13](#_Toc125146874)

[4.1.9. Closing Material 13](#_Toc125146875)

[4.2. Level #2 13](#_Toc125146876)

[5. Section V - Interface 14](#_Toc125146877)

[5.1. Control System 14](#_Toc125146878)

[Music 15](#_Toc125146879)

[5.2. Sound Effects 15](#_Toc125146880)

[6. Section VI - Artificial Intelligence 15](#_Toc125146881)

[6.1. Enemy AI 15](#_Toc125146882)

[6.2. Target Hardware and operating system 15](#_Toc125146883)

[6.3. Supported game controllers and peripherals 15](#_Toc125146884)

[7. Section VIII – Game Art 16](#_Toc125146885)

[7.1. Style Guides 16](#_Toc125146886)

[7.2. Characters 16](#_Toc125146887)

[7.3. Environments 16](#_Toc125146888)

[7.4. Equipment 16](#_Toc125146889)

[7.5. Cut scenes 17](#_Toc125146890)

[7.6. Miscellaneous 18](#_Toc125146891)

# Section I - Game Overview

## Game Concept

This game is about a golden retriever dog whose main objective is to recover its bone, the protagonist will run through a large living room to reach its prize (a bone), however, the animal will have to sort several obstacles such as armchairs, lamps, tables, etc. Another level of difficulty are enemies, they are spiders, doves, cats, and final boss that is a big cat who throw bowling balls.

Map scrolling will be top/down, nevertheless, once the maximum top is reached the screen will keep in that position until the boss is defeated, or the dog loses its all health. The main character will have bark powers, which will be 3 waves in mouse direction. They could beat enemies. In addition, some power-ups will be left randomly by enemies to help the protagonist to rescue its bone.

## Design History

Samira is a lovely dog whose prize (bone) was kidnapped by the house’s cat and its collaborators.

She is the youngest pet in the house for that reason she receives more attention, that is way her prize was kidnapped by the cat. She needs to keep clean her reputation as house guardian, being clean, scaring outsider, controlling the Big Cat (Ramon), and recovering her bone.

Ramon was the unique pet within the family for 6 years until Samira was adopted. He felt that he was ignored, for that reason, Ramon changed his name to Big Cat and organized the plan to damage Samira reputation.

## Feature Set

* Bark and scare your enemies (Doves, Gangster Cats, Spiders).
* Obtain spiderwebs and freeze enemies.
* Improve your barking power to beat easier the enemies.
* Recover health eating food plates.
* Skip bowling balls and obtain random power-ups.

## Genre

Bone Rescue is a shooters game in third person.

## Target Audience

Bone Rescue is a perfect game for kids older than 6 years, and dog lovers.

## Game Flow Summary

The player moves top/down and right/left with arrow keys, skipping enemies’ weapons. The protagonist starts from the door of the living room, which is in the very top, and it must move until the top to rescue its prize.

## Look and Feel

A summary of the gameplay is showed in the next picture (Figure 1), it includes almost all characters, powers, and obstacles. As the player is going up bullets (dove-po, cat-bullet, web) speed increases.

Un dibujo de una casa

Descripción generada automáticamente con confianza baja

Figure 1. Gameplay Example.

The following image (Figure 2) illustrates the final stage, final boss appears there, in addition all power-ups, bowling ball behaviour, and prize.

Imagen que contiene interior, refrigerador, cocina, foto

Descripción generada automáticamente

Figure 2. Final Stage.

## Project Scope

The objective of this game are 3 levels of difficulty where each enemy has a weapon working, obstacle and bullet collisions working properly, winning, and losing mechanisms.

### Number of locations

All levels take place in the living room.

### Number of levels

There are 3 levels of difficulty: easy, normal, and hard.

### Number of NPC’s and Weapons

This game contains 4 kinds of NPC:

|  |  |  |
| --- | --- | --- |
| Power-up | Weapon | Description |
| Un dibujo de una persona  Descripción generada automáticamente con confianza media  Dove | Icono  Descripción generada automáticamente | Doves fly horizontally, releasing po to dirty the dog.  They are scaring with 2 barks or 1 lion roar. |
| Una caricatura de una persona  Descripción generada automáticamente con confianza baja  Gangster Cat | Forma, Rectángulo  Descripción generada automáticamente | Gangster Cats move horizontally; when they bump into an obstacle, they change walking direction. They shoot chocolate guns to dirty the dog.1 bark is enough to scaring it. |
| Imagen que contiene naranja, tabla  Descripción generada automáticamente  Spider | Imagen que contiene jirafa, viendo, parado  Descripción generada automáticamente | Spiders throws spiderwebs, which freeze for a while the dog and dirty it. 3 barks or 1 lion roar are needed to scare them, after that, Spider Web  Power-up is left. They are fixed in corners and its webs move diagonally. |

|  |  |  |
| --- | --- | --- |
| Power-up | Weapon | Description |
| Un dibujo de un perro  Descripción generada automáticamente con confianza media  Big Cat (Ramon) | Icono  Descripción generada automáticamente | Big Cat throws bowling balls to hit the dog, they are thrown in random directions, and they bounce once limits are reached, they last a period and disappear. The balls can leave Lion Roar and Dog Food power-ups randomly. |

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

The main player must scare enemies to obtain dropped power-ups, which will be useful for the final stage.

### Mission/challenge Structure

The protagonist objective is skipping enemies’ bullets, going top in the map to reach the final stage. In the final stage, the main player must avoid bowling balls and beat the Big Cat to rescue its prize.

### Puzzle Structure

Obstacles are 6 different kinds of furniture:

Imagen que contiene alimentos

Descripción generada automáticamente

### Objectives

The main objective of the game is reaching the top of the map, defeat the last enemy and recover the bone.

### Play Flow

The dog starts from the bottom of the map, it must avoid the obstacles and enemies until reaching the final stage. After that the boss must be defeated.

## Mechanics

### Physics

### Movement

#### General Movement

### Objects

#### Picking Up Objects

|  |  |  |
| --- | --- | --- |
| Power-up | Power | Description |
| Icono  Descripción generada automáticamente  Lion Roar | Un dibujo de una persona  Descripción generada automáticamente con confianza baja to Dibujo de una persona  Descripción generada automáticamente con confianza media | Provide 3 lion roars, it is 3 times more powerful than a simple bark. It appears randomly defeating doves, cats, bowling balls. |
| Un dibujo de un animal  Descripción generada automáticamente con confianza baja  Spider Web | Imagen que contiene jirafa, viendo, parado  Descripción generada automáticamente | Provide 1 web; it appears defeating spiders. If a Spider Web hit an enemy, it freezes it for a moment, disabling enemy weapons. |
| Icono  Descripción generada automáticamente con confianza media  Dog Food |  | Recover 20pts of life points. It appears randomly defeating doves, cats, bowling balls. |

#### Moving Objects

Enemies and their bullets.

### Actions

#### Switches and Buttons

#### Picking Up, Carrying and Dropping

#### Talking

#### Reading

### Combat

If there is combat or even conflict, how is this specifically modeled?

### Economy

What is the economy of the game? How does it work?

## Screen Flow

### Screen Flow Chart

A graphical description of how each screen is related to every other.

### Screen Descriptions

What is the purpose of each screen?

#### Main Menu Screen

#### Options Screen

#### Etc.

## Game Options

What are the options and how do they affect game play and mechanics?

## Replaying and Saving

# Section III – Story, Setting and Character

## Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

### Back story

### Plot Elements

### Game Progression

### Cut Scenes

#### Cut scene #1

##### Actors

##### Description

##### Storyboard

##### Script

#### Cut scene #2

etc.

## Game World

### General look and feel of world

### Area #1

#### General Description

#### Physical Characteristics

#### Levels that use area

#### Connections to other areas

### Area #2

etc.

## Characters

### Character #1

#### Back story

#### Personality

#### Look

##### Physical characteristics

##### Animations

#### Special Abilities

#### Relevance to game story

#### Relationship to other characters

#### Statistics

### Character #2

etc.

# Section IV – Levels

## Level easy

### Objectives

### Map

### Encounters

### Closing Material

## Level easy

### Objectives

### Map

### Encounters

### Closing Material

## Level easy

### Objectives

### Map

### Encounters

### Closing Material

# Section V - Interface

## Control System

|  |  |
| --- | --- |
| Key | Action |
| Top Arrow | Go Top |
| Bottom Arrow | Go Down |
| Left Arrow | Go Left |
| Right Arrow | Go Right |
| Space | Bark |
| Escape | Return to menu |
| P | Pause Game |
| Q | Quit Game |
| E | Lion Roar |
| W | Spider Web |
| Enter | Enter to the game |
| Mouse cursor | Address bark direction |

## Music

* Game Music.
* Menu Music.

## Sound Effects

* Hit a normal enemy.
* Hit the Big Cat.
* Releasing Dove po.
* Throwing bowling ball.
* Bark.
* Lion Roar.
* Shooting chocolate gun.
* Shooting spiderweb.
* Dog being hit.
* Taking a power-up.

# Section VI - Artificial Intelligence

## Enemy AI

* Dove
* Gangster Cat
* Spider
* Big Cat

## Target Hardware and operating system

The target operating system is windows 10.

## Supported game controllers and peripherals

* Keyboard
* Mouse

# Section VIII – Game Art

## Style Guides

Flat design

## Characters

Dibujo animado de un animal

Descripción generada automáticamente con confianza media

## Environments

Texto

Descripción generada automáticamente con confianza media

## Equipment

Icono

Descripción generada automáticamenteUn dibujo de un animal

Descripción generada automáticamente con confianza bajaIcono

Descripción generada automáticamente con confianza media

## Cut scenes

Un dibujo de una casa

Descripción generada automáticamente con confianza baja

Imagen que contiene interior, refrigerador, cocina, foto

Descripción generada automáticamente

## Miscellaneous

Un dibujo de una persona

Descripción generada automáticamente con confianza bajaDibujo de una persona

Descripción generada automáticamente con confianza mediaImagen que contiene jirafa, viendo, parado

Descripción generada automáticamente