

# The Tourist

"Super Mario Bros. 3, but based in Graz and 100% satire"

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You are a tourist and you need to survive your stay in Graz. Fight enemies and find your way through Graz to obtain selfies, while discovering the most charming city of Austria. Meet typical Grazer inhabitants like hipsters, snobs and, of course, zombies. Wear fancy outfits to make your selfies really pop. Consume traditional Grazer snacks like the infamous "Frankfurter with Semmel" or "Geidorfer" beer to get the most out the city. Get to know the dynamic environment you will use to overcome obstacles. But most importantly - enjoy your stay.

# Contents

<b>1 Overview</b>	<b>5</b>
1.1 Main Concept . . . . .	5
1.2 Unique Selling Point . . . . .	5
<b>2 References</b>	<b>6</b>
<b>3 Specification</b>	<b>7</b>
3.1 Player(s) / Target-group . . . . .	7
3.2 Genre . . . . .	7
3.3 Art Style . . . . .	7
3.4 Forms of Engagement . . . . .	7
<b>4 Gameplay and Game Setting</b>	<b>8</b>
4.1 Mood and Emotions . . . . .	8
4.2 Story . . . . .	8
4.3 World/Environment . . . . .	8
4.4 Objects in the Game . . . . .	9
4.5 Characters in the Game . . . . .	9
4.6 Main Objective . . . . .	9
4.7 Core Mechanics . . . . .	9
4.8 Controls . . . . .	10
<b>5 Front End</b>	<b>11</b>
5.1 Start Screen . . . . .	11
5.2 Menus . . . . .	11
<b>6 Technology</b>	<b>13</b>
6.1 Target Systems . . . . .	13
6.2 Hardware . . . . .	13
6.3 Development Systems/Tools . . . . .	13
<b>7 Topic and Inclusion</b>	<b>14</b>
7.1 Main Theme . . . . .	14
7.2 Inclusion . . . . .	14
7.2.1 Diversity . . . . .	14
7.2.2 Accessibility . . . . .	14
7.2.3 Humanity . . . . .	14
<b>8 Marketing and Publishing Strategy</b>	<b>15</b>
<b>9 Timeline and Cost Estimation</b>	<b>16</b>
9.1 Time Estimation . . . . .	16
9.2 Cost Estimation . . . . .	16
<b>10 Team and Credits</b>	<b>17</b>

# 1 Overview

## 1.1 Main Concept

A classical side-scrolling 2D-platformer featuring stereotypical characters and items that humorously relate to the City of Graz. The player's character is a tourist arriving at the main train station in Graz. The goal is to collect selfies from typical tourist attractions. These attractions form the goals of the different stages, which the player has to master in order to receive a selfie as reward. Once all selfies are collected, the tourists business in Graz could be considered done. Unless of course the tourist is up for another sightseeing round-trip in the dynamic city of Graz.

## 1.2 Unique Selling Point

A humorous take on our hometown combined with classical gameplay mechanics everyone knows and has loved since the *Super Mario* series. In the undergrounds of Graz, however, everything is dynamic and simulated so that one simple action may snowball into a series of events the player may not have foreseen.

The hand-crafted art and sprites are all based on things one might take for granted, but that uniquely shape Graz into the city we know so well.

## 2 References

Our game's core features include 2D side-scrolling platformer movement paired with 2D side-scrolling brawler combat. Additionally, the game features a playable character with an individually customizable head, torso, and legs.

Similar games are:

- Super Mario Bros. 3
- Zelda 2: The Adventure of Link
- Streets of Rage
- Heave Ho

# 3 Specification

## 3.1 Player(s) / Target-group

Our major target group are people (all gender identities) living in Graz, between the ages of 18 and 34 years. Our players are casual or hardcore players, who value and accept the humor in the game's presentation and world building, e.g. enemies being portrayed by stereotypical Grazer residents. In addition our players are fond of solving the platform maze which is represented by different parts of Graz.

Another target group are tourists and exchange students, who might want to see Graz from a different side. This target group also mostly consists of younger people.

## 3.2 Genre

The genre of our game is Platformer/Brawler.

## 3.3 Art Style

For the background assets we chose a semi-realistic and modern art style. For the main character and enemies a cartoonish and modern art style was used. All of our graphics are hand-crafted by our artists.

## 3.4 Forms of Engagement

Thinking of Hunicke's kinds of "fun", our game focuses on the highlighted aspects below.

- 1. **Sensation - Game as sense-pleasure**
- 2. Fantasy - Game as make-believe
- 3. Narrative - Game as drama
- 4. **Challenge - Game as obstacle course**
- 5. Fellowship - Game as social framework
- 6. **Discovery - Game as uncharted territory**
- 7. Expression - Game as self-discovery
- 8. Submission - Game as pastime

We will focus on making the game challenging as well as sensational. Players should enjoy to struggle through levels while discovering known locations in our version of Graz.

# 4 Gameplay and Game Setting

"Super Mario, but based in Graz and 100% satire" is a more than accurate description of the game. Even though the style may differ, the overall gameplay will quickly remind the player of the classic game featuring the Italian plumber, while still bringing a new and fresh tone to the formula. It should be fun and challenging to play a platformer like Mario in Graz, where NPCs, collectables, items, effects and locations reflect the general flair of Styria's capitol city.

## 4.1 Mood and Emotions

Concerning emotions, our game mainly creates fun and comedy because our game displays an ironic, self-deprecating, oversimplified image of Graz, as told by Grazers, but observed by a non-Grazer. In addition our game encourages the user to be ambitious by featuring a challenging level design.

## 4.2 Story

The game tells the story of a first-time tourist in Graz, struggling to find his way through the city. While the drive to get selfies in front of the important places in Graz pushes the tourist to visit all corners of Graz, this odyssey is way more challenging than typical sight-seeing trips.

## 4.3 World/Environment

The game takes place in Graz. As soon as the main character arrives at the central station the player can navigate to different places by choosing the right station. The levels themselves are a simplified 2D representation of the current street/place/setting in Graz that fit the style of our game.

Currently our game features the following levels:

- Tutorial
- Hauptplatz (easy)
- Schlossberg (hard)
- Kusthaus (medium)
- Stadthalle (medium)
- Oper (easy)
- Zentralfriedhof (hard)

## 4.4 Objects in the Game

The set of interactable game objects consists of consumable and environmental objects. The following consumable items are available in the game:

- Döner (increases punch damage and force)
- Geidorfer beer (increases move and attack speed)
- Frankfurter + Semmel(=bread roll) (regenerates health)
- Collectable selfies

The movable environmental objects help the player to overcome heights or other puzzle key spots. There are solid heavy objects such as garbage containers or cars as well as bouncy objects such as couches and parasols. The persistent objects in the levels are balconies the player can jump on and the simulated platforms. These moving platforms behave individually and have different attributes such as "load capacity".

## 4.5 Characters in the Game

The main character is a male, customizable tourist, who is new to Graz. The following NPCs/enemies may show up during the tourists journey:

- Zombies
- Snobs (economics students)
- Hobos
- Hipster
- Hooligans

The individual characteristics manifest themselves in varying attack speed, movement and motion. Hobos for instance will move around quite randomly, while a Hooligan may run directly towards the player to satisfy his craving for a fist fight.

## 4.6 Main Objective

The player shall visit different attractions and famous places in Graz, without dying during the levels. After each attraction the player shall be rewarded with his own, unique selfie at the place. To succeed and finish the game the player should make selfies at each setting in Graz. To achieve the main goal, the player can empower themself with consumable items.

## 4.7 Core Mechanics

The game is a level based game where the player faces different challenges in the individual levels, be it platforming challenges or difficulty spikes during the combat sections. The levels can be solved by interacting with the game environment using the following controls:

## 4.8 Controls

- Left/Right arrows for horizontal movement
- Space bar to jump
- Q button to hit objects/fight enemies
- R button to grab objects
- 3 button to use Frankfurter
- 2 button to use Beer
- 1 button to use Doener
- Return button to restart the level

# 5 Front End

## 5.1 Start Screen

The start screen features the game's name, as well as a message, which tells the player to press a random key to enter the game.

## 5.2 Menus

As seen in Figure 5.1, our game has the following menus:

- Start Game
- Tutorial
- Gallery
- Credits
- Quit



Figure 5.1: The game's menu with all of its items.

After the start screen the **Menu** (see Figure 5.1) is displayed. The menu item **Start Game** brings the main character to the central station, where the player can navigate to different stops to start the individual levels. Additionally, the central station includes a dressing room (see Figure 5.3), where the outfit of the main character can be changed and a photo lab, where the gallery can be viewed in-game (see Figure 5.2). The menu item **Tutorial** starts the tutorial, where the player can get in touch with the controls. The menu item **Gallery** displays all the selfies the player achieved during their playthrough. The menu item **Credits** lists the creators of this game. The menu item **Quit** quits the game.



Figure 5.2: The gallery, where all obtained selfies can be seen.



Figure 5.3: The dressing room, where the outfit can be changed.

# 6 Technology

## 6.1 Target Systems

The game is targeted to run on PCs.

## 6.2 Hardware

The game supports keyboard interfaces.

## 6.3 Development Systems/Tools

- **Game engine:** Unity
- **IDE/Editors:** Visual Studio, VS Code, Sublime, Google Sheets
- **Image/Asset manipulation:** AutoDesk SketchBook, Adobe Photoshop CS6, Adobe Photoshop CC 2015, Paint.NET
- **Sound editing:** Audacity

# **7 Topic and Inclusion**

## **7.1 Main Theme**

The theme of Graz is baked into the very core of the game. The setting of the game is a representation of the city of Graz, the objective concerns Graz' signature landmarks, and the characters and items are all symbolic of day-to-day Grazer life.

## **7.2 Inclusion**

The game does not exclude any player, given the ability to read and use classic control schemes such as a keyboard.

### **7.2.1 Diversity**

Since our main focus does not lie on diversity we did not address this topic.

### **7.2.2 Accessibility**

The game is not designed for any player with particular motor impairments or visual disabilities, however impairments such as color blindness or deafness should not hinder anyone's ability to play or enjoy the game.

### **7.2.3 Humanity**

The game has some examples of dark humor, which might be offensive to some, however the intention is purely comedic and shouldn't deeply conflict with anyone's moral alignment.

## 8 Marketing and Publishing Strategy

- **Social Media:** We may present our game on common social media platforms. People could follow us, discuss our game and share ideas which may find their way into the final product.
- **Youtubers/Streamers:** To get attention for our social media appearance, we may send a free WebGL-Demo to various Youtubers/Streamers.
- **Local Media:** Local media institutions may be contacted, since they might be interested in the satiric aspect of the game.
- **Gaming events:** We may attend game related events in the area to showcase and promote our game.

# 9 Timeline and Cost Estimation

Milestone	Description	Date
1	Official Start Date	01.12.2019
2	First prototypical level	15.12.2019
3	Menu working	29.12.2019
4	20% of the levels working	29.12.2019
5	Items working	12.01.2020
6	40% of the levels working	12.01.2020
7	Graphics and effects working	26.01.2020
8	60% of the levels working	26.01.2020
9	Sounds, refined gameplay mechanics	09.02.2020
10	80% of the levels working	09.02.2020
11	All levels working	23.02.2020
	Balancing	01.03.2020
	End of Project	06.03.2020

Table 9.1: Schedule

## 9.1 Time Estimation

As seen in Table 9.1, our team plans to finish the game by 06.03.2020. Each team member will invest 8 hours a week into this game, which results in a total of 480 hours. We plan to use 10% of this time for organisational procedures, e.g. discussing our plans and process. The remaining 90% will be dedicated to the game development and content creation.

## 9.2 Cost Estimation

After considering the expected duration of our project, we plan to use **15.000 €** in total. This is divided up as follows: 9.000 € will make up our salaries, 1.000 € will be used for user studies and evaluation while the remaining 4.000 € will serve as marketing budget.

# 10 Team and Credits

- **Project Management:** Julia
- **Programming:** Florian, Markus, Irena
- **Art Design, Animation:** Julia, Lucchas
- **Level Design:** Florian, Markus, Irena

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- Other polaroids: C by justgrazthings on Instagram

**Sounds:** <https://www.freesound.org/>

**Textures:** <https://www.textures.com/>