**Game Design Document for:**

**Little Cowboys**

**Multiplayer Mobile Game**

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**Version # 1.00**

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# Design History

This is a brief explanation of the history of this document. Each version of this document is based on when a document is released for feedback/review, or major changes/additions have been made.

## Version 1.00

Initial pass at design

# Game Overview

## High Concept

“Be the fastest draw in the west”

Little Cowboys is a mobile multiplayer game in which players must tap their opponents as quickly as possible in order to defeat them before getting shot themselves.

## Philosophy

### Goal # 1

Create a deep and complex game with a super simple, one button mechanic.

### Goal # 2

Create a good variation of customization for players to easily customize their characters in different ways.

### Goal # 3

Make a game that is enjoyable and somewhat addictive due to its ease of use and fast game loop.

## Common Questions

### What is the game?

The game is a simple on button shooter where players simply tap to defeat their opponents.

### What do I control/ who Am I?

Players will create a custom cowboy that they will be able to customize as they increase in level.

### What is the premise/story?

Cowboys all over the world will challenge each other to find out who is the fastest draw of them all.

### Where does the game take place?

The Wild West

### What’s different?

It’s a simple (one button) mechanic game that is fast and fun to play in short bursts, while also providing rewards for players who play longer.

### What measurements will be used?

Metric system

# Controls

## Controls

Menu select ………………..………………………….………………………………………Tap

Move ….........................................................................................................................Tap

Shooting …………..…………………………………………………….…………………….Tap

# Features and Gameplay

## Feature Highlights

The following is a list of the main features in **Little Cowboys** and the overview for each one.

### One tap controls:

The game will have an emphasis on simple mechanics, making both movement and shooting just a single tap.

### Customize your cowboy:

Character customization and leveling up

### Free game with in-app purchases:

The game will be 100% free, with options of in-app purchases purely for cosmetic packs. However, all packs will be unlock-able with in-game progress.

## Gameplay Overview

The following will be an overview (In steps) of how a simple game session could play out.

* Step 1

The Player launches the game and lands on the start menu.

* Step 2

The Player must choose on either a 2 player duel or a group duel. Player chooses group duel.

* Step 3

Player enters character customization menu while searching for game session. Player chooses gun and outfit for his character and then sets status to ready.

* Step 4

The game loads, the level is covered in dust smoke and only the players visibility radius (further details in ) is visible. Players wait for “MOVE” signal.

* Step 5

The “MOVE” signal appears and the moving timer appears. The player taps on the location of the screen where they want their character to move. While moving, another character is seen moving to a location nearby. Player taps another location to move somewhere else.

* Step 6

Timer runs out and the dust clears. The player can now see 4 other players in different locations. All Players now wait for the “DRAW” signal.

* Step 7

The “DRAW” signal appears and the player taps on 3 different characters as fast as he can.

* Step 8

A few seconds after the last shot is fired players begin to fall one by one. All other players fall and only the players’ character remains. “YOU WIN” screen appears followed by the stats chart indicating the shots fired by every player.

* Step 9
* Step 10
* Step 11
* Step 12

## Gameplay Details

In the following section, each feature of **Little Cowboys** will be explained in detail. All of the values indicated in this document are open for discussion and will be changed after further inspections and testing.

### Setting up for the draw

#### Moving

Before shooting, players will initially have to move to the location they wish to draw (shoot) from. To do this, they will simply tap on the location they want to move to.

There will be 2 values that will have to be tested during the movement. The first will be the visible area when moving,

### One shot kill

Input

In order to shoot opponents, player will simply have to tap on the other players’ character. The accuracy of the shot fired will depend on the weapon used. For more info, view [WEAPONS](#_Weapons) section.

Bullet Speed

The bullet speed will determine how long it will take for the bullet to hit its intended target after the player taps the screen. This should be measured in seconds.

Suggested variable name and value: float bulletSpeed = 0.2;

Reload Speed

The reload speed will determine how long it will take for the character to reload after a shot, in order for the player to shoot again. This should be measured in seconds.

Suggested variable name and value: float reloadSpeed = 0.5;

Animation

The shooting animation speed will be modified by the bullet speed value. The reload animation speed will also be modified by the reload speed value. The faster the values the faster the animation should play.

### Customize your cowboy

Description.

### Free game with in-app purchases

Description.

# Customization Items

## Clothing and accessories

The following are all the weapons players will be able to unlock throughout the game (All values are to be modified after testing).

### Item # 1

IMAGE

Description.

|  |  |
| --- | --- |
| Type | Perk |
| Aesthetic | None |

## Weapons

The following are all the weapons players will be able to unlock throughout the game. (All values are to be modified after testing)

### Weapon 1

IMAGE

Description.

|  |  |
| --- | --- |
| Attribute | Value |
| Bullet Speed | 1 |
| Reload Speed | 1 |

# Game View (Cameras)

Camera description.

# User Interface

The following are some examples of how the UI would look like in the game. The UI are subject to change under further revision.

## Game Flow

The following is a flow chart demonstrating how the game will flow from menu to menu in the game.

### User Interface # 1: Main Menu

In the main menu, players will be able to start a new game, load a previously saved game, go into the options or view the game extras.

##### Wireframe # 1

IMAGE

##### Mock-up of Wireframe # 1

IMAGE

### User Interface Detail # 2: Options Menu

In the options menu, players will be able to modify the games’ settings in order to fit their preferred game options.

##### Wireframe # 2

IMAGE

##### Mock-up of Wireframe # 2

IMAGE

### User Interface # 3: Extras Menu

In the extras menu, players will be able to see any un-lockable they have acquired during their adventures, like concept art and cut scenes.

##### Wireframe # 3

IMAGE

##### Mock-up of Wireframe # 3

IMAGE

# Appendices

## Competitive Analysis

##### Game # 1

|  |  |  |
| --- | --- | --- |
| Their Features | GAME TITLE  Comparative Features | Answer to Overcome Their Competitive Challenge |
| Feature 1  Feature 2  Feature 3 | Feature 1  Feature 2  Feature 3 | Feature 1  Feature 2  Feature 3 |

##### Game # 2

|  |  |  |
| --- | --- | --- |
| Their Features | GAME TITLE  Comparative Features | Answer to Overcome Their Competitive Challenge |
| Feature 1  Feature 2  Feature 3 | Feature 1  Feature 2  Feature 3 | Feature 1  Feature 2  Feature 3 |

## Goals, Rewards and Penalties

|  |  |  |
| --- | --- | --- |
| Their Features | GAME TITLE  Comparative Features | Answer to Overcome Their Competitive Challenge |
| Feature 1  Feature 2  Feature 3 | Feature 1  Feature 2  Feature 3 | Feature 1  Feature 2  Feature 3 |

# Research

Internet

Site 1

Site 2

Site 3

Videogames

Game 1

Game 2

Game 3

Movies

Movie 1

Movie 2

Movie 3

Books

Book 1

Book 2

Book 3

# Contact Info

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