L' ENIGMA NEL SOGNO

Storia

Il gioco inizia come se un sogno dall'etereo si è appena concretizzato.

Il mondo che appare è di ambientazione pittoresca, inquanto non è altro che la materializzazione di alcuni quadri di De Chirico. Il giocatore è libero di muoversi all'interno, ma per accedere ad alcune zone deve risolvere enigmi.

Tutte le azioni del giocatore sono mirate ad ottenere dei gessetti che servono per ottenere la combinazione utile ad aprire l'ultima porta.

Risolti tutti gli enigmi il giocatore può finalmete accedere nell'ultima area di gioco in cui il gioco termina.

remember to keep this short and frame it in the context of the gameplay. This includes:

Set up—how does the player start the game?

Locations and how they relate to the narrative—how does the player get from one location to the next?

Finale—what is the ending? What is the player expected to be/have done by the end of the game?

IL GIOCO

L'enigma del sogno è un gioco in prima persona ambientato all'interno dei quadri di De Chirico nel quale il giocatore deve risolvere degli enigmi per poterlo completare.

PERSONAGGIO DEL GIOCATORE

Il giocatore riveste i panni di se stesso, perso in un mondo pittoresco all'interno di un sogno.

Esso può muoversi liberamente all'interno del gioco, ma per accedere a certi spazi deve risolvere enigmi.

ALTRI PERSONAGGI

IL FILOSOFO

Prende il nome dall'omonimo quadro di De Chirico e aiuta il giocatore guidandolo durante il tutorial e fornendogli la combinazione per risolvere l'ultimo enigma.

Non parla, ma interaggisce con l'utente scrivendo tutto sulla lavagnetta. Per fare ciò necessita di gessetti colorati che si trovano all'interno dell'ambiente e che il giocatore deve recuperare.

LA STORIA

Bla bla bla

Table of contents—remember to keep this current

Revision history—update this with publishing dates and track which author updated the material

Game goals—this includes:

Game's "high concept"

The "back of the box" listing of any new/novel mechanics or gameplay features

Include all Internet and wireless features

Story overview—remember to keep this short and frame it in the context of the gameplay. This includes:

Set up—how does the player start the game?

Locations and how they relate to the narrative—how does the player get from one location to the next?

Finale—what is the ending? What is the player expected to be/have done by the end of the game?

Game controls

Overview—list specific moves the player will be doing, but don't go into detail on the actual moves … yet

Control scheme

Show an image of a controller (controllers if game is on multiple platforms) with corresponding button mapping

Technological requirements—keep this brief as many of these features will be included in the game's technical design document (TDD).

What tools is this game going to use?

☐   How are camera, physics, bosses, and so on going to be done?
Implemented by programmer? By designer? Hard coded? Scripted?

What design tools is this game going to use?

☐   Level creation tools
☐   Scripting system

Proposed tools for cheats—include controls for cheats

☐   Level cheat
☐   Invulnerability cheat
☐   Camera cheat
☐   Other cheats (full health, full armor, full money, and so on)

Front end of the game

Indicate what credit screens will be shown when game is first turned on including:

- ☐ Publisher
- ☐ Studio logo
- ☐ Licensors
- ☐ Third party software manufacturers
- ☐ Legal screen

Cutscene description (if applicable)— no need to reproduce the entire script here, just give the reader an idea of what it is about.

Attract mode description (if applicable)—give a description of what in - game material will be shown if the game is left idle on the start screen.

Title/start screen— what is the first impression of the actual game? Include:

An image of the title/start screen

Detail of what is presented to the player

- ☐ Title name and how it appears on screen
- ☐ Any associated animation/graphics

A list of what selection options are available to the player

How the player interfaces with the options (cursor, d-pad, and so on)

Save/load file—describe how a game file is saved and loaded

How to name/designate a save file —keyboard or other file-naming convention

List details of saved file shown to player

- ☐ Name
- ☐ Date
- ☐ Level location or chapter name/number
- ☐ Time played elapsed
- ☐ An image of what a saved game file looks like (if applicable)

Detail any cross-save features

Player options—include image, sound and music, and player interface details. Detail out connecting links to options.

- ☐ Video settings
- ☐ Audio settings
- ☐ Music settings
- ☐ Subtitle settings
- ☐ Contrast tool
- ☐ Alternate control settings (reverse joystick, feedback on/off, and so on)

Other screens—these could be unlockable content accessed from the title screen. Make sure to include image, sound and music, and player interface details. Possible screens include:

Credits

- ☐ Team photo
- ☐ Studio images

Bonus material—include image of screens, how will player interact with interface, activate this material? (unlockable, buyable, Easter eggs, and so on)

- ☐ Alternate costumes or weapons
- ☐ Cheats
- ☐ Functional cheats (invulnerability, full health, and so on)
- ☐ Licensor required cheats (for marketing purpose)
- ☐ Other cheats (big-head mode, color swap, and so on)
- ☐ Art/sound/animation galleries
- ☐ Video player to replay cutscenes, movies, and so on
- ☐ Trailers for other games/products

Special features

- ☐ Commentary
- ☐ Team interviews
- ☐ Deleted material
- ☐ Documentary
- ☐ Gag reels

Game flowchart—show how all the screens from "title/start screen" to "game over" connect to each other.

Loading screen—what does player see when the game is loading? Include:

An image of the pause screen (and indicate if there are multiple images used)

Overview of data presented to player on pause screen (hints, trivia questions, minigame)

Game camera(s)—call out any specific camera types

Image of camera's point of view any of the following applicable cameras:

- ☐ First person
- ☐ Third person
- ☐ Three-quarters view
- ☐ 2.5-D view
- ☐ Forced scroll
- ☐ Spline
- ☐ Locked camera

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Description of logic system for camera
- Game-specific situations requiring unique cameras
- Camera troubleshooting guide—examples of what camera will do when encountering problems

Logic for cheat/screenshot camera
- How developer/publisher can access and operate this camera

HUD system— information presented on screen to the player. Include images of all of the following:

Health/status

Lives/continues

Money/score/rank

Power/fuel

Ammunition

Abilities/skills

Timer

Map or navigation system Options:

links to outside screens

Plings/context sensitive information

Targeting system/reticule/cursor

Speedometer

If a game is HUD-less, describe how the above information is going to be conveyed to the player.

Player character(s)

Character name

Inspirational image or concept drawing of your character

Short description explaining player's motivation and relationships to other major/player characters

Player metrics

Size relationships of player character to other elements/characters in the world

Movement (walk, run, sneak, duck, roll, crawl)
- Show metrics

Navigation (jump, swim, fly)
- Show metrics
- Conditions for navigation moves

Hoist/hang
- Show metrics

Context-sensitive moves (push/pull, operate switch, swing, and so on)

☐ Show examples and metrics

☐ Conditions for context-sensitive moves

Reactions/damage/death

☐ Show examples and metrics

Idles

Player skills

Description of basic skills

List of skill upgrades

☐ Description of skills

☐ Skill modifiers

☐ Player metrics (if applicable)

Player inventory tools (equipment, spells, buffs, and so on)

List of tools

☐ Image of tools

☐ What does each tool do?

☐ Controls for using tool

Inventory screen

☐ Image of inventory screen

☐ How does player access inventory?

☐ How does player select tool from inventory?

Combat: melee combat

☐ Combat moves—include metrics and controls

☐ Combat reactions—include metrics and controls —Block
—Dodge
—Parry
—Grab

☐ Types of effects (damage, knockback, stun, poison, and so on)

☐ Combat progression—how player improves moves

☐ Descriptions of combo moves —Controls for combo moves —Combo progression

☐ Combat gauge
—Combat gauge descriptors/combat value modifiers based on descriptors

☐ Descriptions of combo moves —Controls for combo moves —Combo progression

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Weapon combat

Weapon progression

- ☐ Technology tree
- ☐ Weapon inspiration/concept images
- ☐ Weapon damage and effects
  —Targeting system details —
  Lock-on system details
- ☐ Ammo required
- ☐ Range
- ☐ Special attributes (breakable, degrades)
- ☐ Controls
  —How does player use weapons —
  How does player swap weapons?

Power-ups/state modifiers

List of power-ups/state modifiers

- ☐ Description including image
- ☐ Effect
- ☐ Duration
- ☐ Effect on controls (if valid)

Health

Health (general)

- ☐ HUD display
- ☐ How to replenish health
- ☐ Power-ups and health items
- ☐ Warning for player when health is low

Alternate states (stunned, poisoned, turned into a baby)

- ☐ Controls
- ☐ Show examples and metrics

Lives (if applicable)

- ☐ How are lives earned?
- ☐ How are lives lost?
- ☐ What happens when you run out of lives?

Death

- ☐ Instant death conditions—(combat, fire, drowning, and so on)
- ☐ Game over conditions:
  —Penalty for dying
  —Game over screen (show image of game over screen)

Checkpoints
- Continue system

Scoring (if applicable)

Point values

Bonuses
- What gives a bonus?

Leaderboard setup
- Image
- Elements that contribute to scoring

Achievements
- List
- Icon image

Rewards and economy

Monetary system
- Shopping interface
  —Description —
  Player navigation
- What does it buy?
- Cost

Vehicles

How does player enter/exit vehicle?

How does vehicle interact with world, enemies, objects, and so on

Vehicle description
- Image of vehicle

Vehicle controls

Vehicle metrics (size, speed, and so on)

Attributes (armor, weapons, and so on)
- Attribute stats
- Special effects

Major characters in story—anyone mentioned in the above story outline, preferably ones that have impact on the story or gameplay.

These include allies/helpers, love interests, rivals/villains Include visuals
- What is their relationship to the player character?
- Where do they appear?

Game progression outline

Overview of all game levels—insert game beat chart here.
Remember to:

Bonus Level 3 Game Design Document Template

- ☐ Include story beats to show how gameplay and story intertwine
- ☐ Indicate if story beat is a cutscene or in game

Indicate progression/reward elements for the player

- ☐ Show where new skills, abilities, weapons, and collectibles are earned in relation to the story

Gameplay classifications

Descriptions of gameplay types (stealth, battle arena, driving, flying, and so on)

World overview/level select/navigation screen

Image(s) of world overview screen (if applicable) List

of game levels available on World Overview

Description of how information is presented to player

Details on how player will navigate this screen (cursor, character, and so on)

Animation (character and/or elements) required for this

screen Sound and music required for level select screen

Universal game mechanics—list mechanics that will be found throughout the game. Always include images of each mechanic.

Platform mechanics

- ☐ Description
- ☐ Metrics in relationship to player

Portal mechanics

- ☐ Doors
  —Handle/switch
  operated —Key operated
  —Breakable
  —Hatch (context-sensitive move)
- ☐ Teleportals —
  Description and image
  —Effects
  —Navigational aids

Checkpoints

Breakable objects (crates, furniture, grass clumps, and so on)

- ☐ How is item broken
- ☐ What items are yielded/percentage of yield
- ☐ Other effects (explosion, timer, switch, and so on)

Non-breakable objects (treasure chests, and so on)

- ☐ Description and image

☐ What items are yielded/percentage of yield

☐ Other effects (explosion, timer, switch, and so on)

Puzzle objects (pushable blocks, keys, and so on)

☐ Description and image

☐ How does player interact

Switches

☐ Description and image

☐ How does player interact

Climbable/swingable objects

☐ Description and image

☐ How does player interact

Game levels—list out each of the level mentioned in the world overview

Name/title of levels

☐ Short description of level

☐ Player's objective (training, get from A to B, find key, and so on)

☐ Reward of level (level up, magic sword, progression, and so on)

☐ Major gameplay found in this level (stealth, platform, vehicle, and so on)

—Sub-game found in level, with description of gameplay and control scheme

☐ Enemies found on this level

☐ Visual style guides for level

—Include inspirational and concept artwork —Time of day

—Color guide

☐ Music for level

—Provide examples/sound files

Hub level

☐ Description/image of hub

☐ List of locations found in hub

☐ Requirements for travel/unlock

☐ State changes

☐ Save/load options (if applicable)

Training level

☐ Goals of training level

—List of training level activities

Level specific mechanics

☐ Hazards (spikes, flame jet, laser fields, and so on)

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—Description and image

—Timing information —

Damage/effect

—How does it affect player? (Movement, health, and so

on) —How does player avoid/thwart?

—Special effects or elements needed

Level specific contextual mechanics

- ☐ Description and image
- ☐ Timing information
- ☐ Effect
- ☐ How does it affect player? (Movement, health, and so on)
- ☐ How does player interact?
- ☐ Special effects or elements needed

General enemy rules

Behavior types (patroller, hunter, flyer, and so on)

AI rules and detection metrics

Spawn parameters

Defeat parameters

Reward yield rules

Level-specific enemies

Enemy image

Enemy description—include enemy type

Levels enemy is encountered

Movement pattern—show metrics

Attacks

- ☐ Damage value
- ☐ Damage effects (knockback, stun, and so on)

Reactions/damage/death

Idles

Special effects

Reward yield

Bosses

Description and image of boss

- ☐ Include scale

Call out weak points/attack spots

Interaction with player (will hurt player if collides, only hurt player when in specific state, and so on)

Movement patterns

- ☐ Show metrics in relationship to player

Attack patterns
- ☐ Warnings
- ☐ Specific attack —
  Damage done —
  Special effects
- ☐ Reactions/damage/death
- ☐ Idles

Description of player's experience
- ☐ Description of intro/cutscene
- ☐ Include number of rounds
- ☐ Progression/ramping of action

Description and image of environment
- ☐ Hazards and mechanics used
- ☐ Power-ups and collectibles found
- ☐ Other enemies used in boss fight

How is the boss defeated?

Reward yield

Non-player characters

NPC type overview (information, mission deliverer, escort/defend, and so on)

Character list
- ☐ Name, sex, age
- ☐ Background material
- ☐ NPC type
- ☐ Level where encountered

Interacting with NPCs
- ☐ Dialogue
- ☐ Collision

NPC rewards

Collectibles/object sets

List of items
- ☐ Images
- ☐ Level(s) found on
- ☐ What object or set unlocks (if applicable)

Minigames

Types of minigames

How are minigames accessed

Player controls

Bonus Level 3 Game Design Document Template

Elements needed/repurposed

Levels encountered

Cutscenes

List of cutscenes

Short outline of each cutscene

Level where cutscene is presented

Music and SFX

List of music

- ☐ Level where music is needed —don't forget title, pause, options, end credits
- ☐ Tone/feeling of music

Licensor points and concerns

Appendixes

Player character animation lists

Enemy character animations lists

Sound effects list

Music list

- ☐ Level location

Cutscene scripts

- ☐ Cutscene storyboards

VO scripts

- ☐ Player
- ☐ Enemies
- ☐ Bosses
- ☐ NPC barks

In-game text

- ☐ Warning screens
- ☐ Tutorial text
- ☐ Character dialogue/subtitles