



ΠΟΛΥΤΕΧΝΕΙΟ ΚΡΗΤΗΣ
TECHNICAL UNIVERSITY
OF CRETE

Game Design Document - ΠΛΗ418

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ΠΟΛΥΤΕΧΝΕΙΟ ΚΡΗΤΗΣ

ΤΜΗΜΑ ΗΛΕΚΤΡΟΛΟΓΩΝ ΜΗΧΑΝΙΚΩΝ ΚΑΙ ΜΗΧΑΝΙΚΩΝ ΥΠΟΛΟΓΙΣΤΩΝ

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Game's Title: Eden

- **Player:** The player commands a village in a human kingdom.
- **Setting:** Medieval age in a dark fantasy world.
- **Goal:** There are different goals for each level. The player wins the game when he kills the final boss.

Resource: Wood	Gathered by interacting with trees. Used to build buildings.
Resource: Stone	Gathered by interacting with rocks. Used to build buildings and soldiers.
Resource: Population	Gathered by building Houses. Used to build soldiers.
Resource: Gold	Gathered over time when there is a Mausoleum in the scene. Used to power up soldiers.
Unit: Villager	The villager can be used to gather Wood and Stone and cannot take damage.
Unit: Human Builder	The Human Builder is used to build buildings. There is only one for each level and cannot take damage.
Unit: Story Teller	The Story Teller is just a unit that acts as the narrator of the story. This unit cannot move cannot interact with anything and cannot take damage.
Unit: Skull Soldier	The Skull Soldier is a malee combat unit that attacks enemies.
Unit: Plague Doctor	The Plague Doctor is a ranged combat unit that attacks a single enemy within a radius.
Building: House	Requires wood to build and raises the population.
Building: Barrack	Requires wood and stone to build and is used to build soldiers.
Building: Mausoleum	Requires stone to build and powers up all soldiers for exchange of gold.
Building: Healing Statue	The healing Statue is instatiated free of cost at the start of the level and the player cannot build more. Is used to heal combat units over time.
Enemy Unit(AI): Orc Wolfrider	Moves towards and attacks nearest enemy if they come within a certain radius around it.
Enemy Unit(AI): Boss	Same with the orc wolfrider but bigger and stronger.
Doodad: Tree	A villager can gather wood by interacting with a tree. The tree is then destroyed.
Doodad: Rock	A villager can gather stone by interacting with a rock. The rock is then destroyed.

Script Description

- **BarracksLogic:** Controls barracks behavior/builds units.
- **BuildingSoldiersLogic:** Keeps track of how many units are to be built and from which barrack.
- **BossLogic:** Controls boss behavior.
- **BuildingLineRenderer:** Draws the outline of buildings the user wants to build.
- **CameraLogic:** Controls camera movement.
- **DoodadBehav:** Controls doodad behavior.
- **EndOfMapWallScript:** Stops the player if he wants to go outside the map.
- **EnemyLogic:** Controls orc wolfrider's behavior.
- **FogOfWarLogic:** Implements fog of war behavior but it doesn't work in game.
- **GameMaster:** Controls the game's behavior. Keeps track of resources, game's progress, buildings ui coordination and checks if the level's requirements are met.
- **GameOverScreen:** Game over screen control.
- **HealingStatueLogic:** Controls healing Statue's behavior.
- **HouseLogic:** Controls house's behavior.
- **HumanBuilderLogic:** Controls human builder's behavior.
- **LookAtCamera:** Script that makes health bars always look at the camera.
- **MausoleumLogic:** Controls mausoleum's behavior.
- **PlagueDoctorLogic:** Controls plague doctor's behavior.
- **PlayMusic:** Plays the music of the start menu, the game's and final boss fight's music.
- **SoldierLogic:** Controls skull soldier's behavior.
- **StoryTellerLogic:** Implements a narration monologue of the story teller.
- **UIManager:** Controls start menu's ui.
- **UnitClick:** Implements the selecting behavior of units and buildings' ui by clicking on the objects.

- **UnitLogic:** Adds the movable units in an array stored UnitSelections.
- **UnitSelections:** Keeps track of which unit is selected or not.
- **UnitMovement:** Implements the movement of movable units.
- **VillagerLogic:** Controls villager's behavior.

Images, Models, Audio and Prefabs

All images, models and audio are taken from the Unity Asset Store. Only the buildings' panels, buttons, and text elements are made with Unity's built in packages.

Unity Hierarchy



