**Document de Game Design**

SOUS TITRE

Hack Game



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# Analyse du jeu

Le jeu consiste à explorer des réseaux informatiques

# Pitch aux joueurs

Infiltrez les réseaux informatiques des plus grandes multinationales pour le compte d’entreprises avides de monopole. Explorez les appareils et données cryptées, développez vos virus, évitez les sécurités, accomplissez vos objectifs et découvrez ce sombre monde dans lequel vos actes ne seront pas sans conséquences…

# Genre

Stratégie

# Plateformes

PC, Mobile

# Cible visée

Cible assez mature

# Histoire et personnages

|  |  |  |  |
| --- | --- | --- | --- |
| Personnage | Description | Caractéristiques | Autre |
| Hacker | Il est le personnage principal qu’incarne le joueur. On le découvre dans les dialogues qui ponctuent les niveaux. | Sans scrupules, il se contente d’effectuer les tâches qui lui sont demandées et d’en récolter les fruits. |  |

# Gameplay

## Aperçu global

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Expérience du joueur

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Lignes directrices

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Objectifs du jeu et récompenses

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Récompenses | Pénalités | Niveaux de difficulté |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Mécaniques de gameplay

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Attributs de personnage** |  |
| **Personnage** | **Capacités de mouvement/Actions disponibles** |
| Nom du personnage | Lister les compétences du personnage et comment le joueur les pratique. |
|  |  |
| **Modes de jeu** |  |
| Modes de jeu / Nom de difficulté | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Système de points** |  |
| **Points/Pièces/Etoiles/Notes/Etc.** | **Comment ils sont attribués** |
| Lister les attributs de score | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Niveaux** |  |
| Nom du niveau et/ou photo | Lister ou décrire le visuel du niveau, sa difficulté, ses risques et objectifs. |

# Schéma des contrôles

Décrire la configuration des contrôles pour le jeu : le support de jeu, la fonctionnalité de chaque touche/bouton. Cela peut aider d’insérer un diagramme ou une photo pour expliquer les actions.

|  |  |
| --- | --- |
| **Bouton / Touche** | **Action effectuée** |
| Lister les boutons | Décrire quelle fonctionnalité le bouton pressé possède dans le jeu. |

# Apparence du jeu & interface utilisateur

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Préparation et taches

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Taches à compléter & préparation** | | | | |
| **Taches** | **Lead** | **Début** | **Fin** | **% Complete** |
| **Phase de développement** | | | | |
| Design |  |  |  |  |
| Histoire | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Mécaniques des niveaux |  |  |  |  |
| Art |  |  |  |  |
| Niveau 1 |  |  |  |  |
| Effets spéciaux |  |  |  |  |
| UI |  |  |  |  |
| Ingénierie |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Phase de tests** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Phase de déploiement** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |