**SGie Mashi**

Game Design Document

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# Game Design

## Summary

It is a mix of 2D and 3D mini-games about significant events in Singapore History with our own twist to it. You are to simply live through such events by playing the game.

## Gameplay

Goal: When the player reach Round 3

The Player starts off at round 1, playing a simple version of each mini-game. And the round will increases when all the mini-games are played. The mini-games will once again be randomized, and be played at a harder difficulty.

Lose: When the player loses all 3 lives

## Mindset

We want the players to remember the historical events not simply as a memory but something you can take part it. So that the players can feel how the people were feeling during the events. We also want the players to enjoy reacting quickly required by the games, giving them a semi-adrenaline rush.

# Technical

## Screens

## Controls

1. Sars Pandemic
   1. Left Click Down – Drag Citizen
   2. Left Click Up – Drop Citizen
   3. QWE – Close the three gantries respectively
2. Torch Relay
   1. Keyboard – Type Input for Words
3. New World Hotel
   1. Spacebar – Jump
4. SQ 117
   1. Mouse – Look Around
   2. Right Click – Zoom
   3. Left Click – Fire(Either Zoom or not)
5. Sang Nila Utama
   1. Left Click – Drag Object
   2. Right Click – Drop Object
6. Flag Raising
   1. U/P – Pull flag up
   2. K – Change Side
   3. Spacebar – Stop the Terrorist
7. Pioneer Generation
   1. Left Click – Choose your decision

## Mechanics

1. All the mini-games
   1. Increasing difficulty according to round
2. Sars Pandemic
   1. Randomized each game differently
   2. 3D Drag and drop the infected into Quarantine Zone
3. Torch Relay
   1. Randomized word spawning
   2. Typing exact word to destroy wind
4. New World Hotel
   1. Randomized Room Spawning
   2. Endless Runner
5. SQ 117
   1. Randomized Spawning of Civilians
   2. Kill all terrorist before time ends
6. Sang Nila Utama
   1. Randomized selection of unique items
   2. Drop items in correct direction
7. Flag Raising
   1. Randomized Spawning of Bird Poop
   2. Raise the Flag
8. Pioneer Generation
   1. Randomized Events
   2. Randomized estimate spending
   3. Calculate the actual spending
   4. Choose the correct options

# Graphics

## Style

1. Sprite

## Graphics Needed

1. Main Character
   1. Walking
   2. Idle
   3. Attacking
2. Projectiles
   1. Beer Bottle
   2. Water Shot
3. Enemy
   1. Water
   2. Meat
4. Environmental
   1. Restroom
   2. Normal Living Room
   3. Different Living Rooms according to loan level
5. UI
   1. HUD
   2. Start Menu
      1. Start Button
      2. Sound Button
      3. Credits Button
      4. Exit Button
   3. Pause Menu
      1. Resume Button
      2. Sound Button
      3. Exit Button
   4. Credits

# Sounds/Music

## Style

8 Bit music

## Sound Needed

1. Player
   1. Attack
   2. Grunt
   3. Move Between Room
2. Entities
   1. Monster Death Sound
   2. Bottle Breaking Sound

## Music Needed

1. Background Music
   1. Overall Background Music