

Game Design Document Template

1. Game Concept

The game revolves around the concept of mono-phobia, where players face the fear of being alone. The main character is accompanied by 1-3 lead characters, depending on the users' choice, as they navigate through various levels.

Unique Features:

Dynamic camera system that adjusts based on the distance between the main character and leads. Consequences for leads falling behind, affecting the game's outcome. Incorporation of fear psychology into game play mechanics.

Target Audience:

The target audience includes gamers interested in multiplayer experiences with a psychological twist. It appeals to those who enjoy cooperative gameplay and unique mechanics that challenge traditional gaming norms. (For players who loves: DDLG, Omori, Undertale for the psychological side and Super Mario for the parkour side.)

2. Gameplay

Mechanics:

One player controls the main character while other players control the leads follow closely the main character. The camera dynamically adjusts to focus on the main character, with leads unable to move beyond camera range. Players progress through levels by completing objectives and overcoming challenges.

Objectives:

The primary objective is to navigate through each level with the main character and leads intact. Players must ensure leads stay within camera range to avoid negative consequences. Falling behind in any level may lead to special levels with bad endings.

Control:

Controls are intuitive, allowing one player to move the main character and interact with the environment, other players to leads and environments. Main controls are jump, to left and to right and your responsibility for the characters :)

Levels and Challenges:

There are five levels with increasing difficulty. Challenges include environmental hazards, puzzles, and obstacles that require coordination between the main character and leads.

Progress:

Player progression is based on completing levels and achieving objectives. Success unlocks new levels and potentially alternative endings based on player choices and lead characters' fates.

3. Story and Setting

The concept of the game is fear of monophobia. There is one main character and 1-3 lead characters (it depends on the user choice).

Story:

Joy or a treasure, or maybe something else, they don't know, but they are determined to find it. The main character, Opysen, was always adventurous and loved exploring new places. While loving this hobby he was afraid of the loneliness hence it was his biggest fear. But end of the day he had friends and even more some of them were loving to go with his hobbies. One day, while walking through the coomb, they realized they dispersed too much from the path they came and decided to turn back, the less they know was where they were, where they were going or where they were coming, the only thing they all know was whatever happens they cannot be separated from each other hence leave no one behind, especially Opysen, ever.

Setting:

The journey takes place in a vast and mysterious coomb, filled with untold secrets and hidden dangers. As the group wanders deeper into the coomb, they become increasingly lost, unsure of their location or destination. Despite the uncertainty, their determination to stay together remains unwavering, guided by Opysen's tremulous leadership.

4. Art and Audio

Visual: The game's art style transports players into the captivating and mysterious world of the unknown. It showcases lush landscapes teeming with intricate details, inviting players to fully immerse themselves in the environment. Each scene is carefully crafted to evoke a sense of awe and wonder, with vibrant colors and striking visuals that capture the essence of exploration. Additionally, the characters are brought to life with distinct personalities and traits, reflecting their diverse backgrounds and the bonds they share with one another. Through stunning visuals, players are drawn deeper into the adventure, compelled to uncover the secrets that lie within this world. It is a platformer pixelated 2D game.

Audio: The soundtrack features ambient music and sound effects designed to enhance immersion and evoke emotions.

5. Technical Description

Platform: The game will be developed for PC.

Engine and Tools: Unity is used for development. Also pre-made assets will be used mostly.

Challenges: Technical challenges include implementing the dynamic camera system, and optimizing performance for multiplayer experiences.

Performance and Requirements: The game will aim for smooth performance on low-range hardware, with adjustable graphics settings for optimization.

6. Marketing and Monetization

Target Market: The target market includes gamers interested in narrative-driven experiences and cooperative gameplay.

Promotions: Marketing efforts will focus on social media, gaming conventions, and influencer collaborations to reach the target audience.

Pricing Model: The game will be free because we are not trying to sell the game but sell the name.

Expansion: Plans for expansions, DLC, or in-game purchases will be explored post-launch based on player feedback and demand.

7. Development Timeline

Concept Approval: First 5 minutes

Prototype Completion: 2 weeks

Alpha Version: Right before the final release

Final Release: Right after the alpha version

8. Team and Roles

- Game Designer: Oversees the overall vision and mechanics. (Irem and Enes)
- Programmers: Develop gameplay systems and mechanics. (Irem, Dilara and Enes)

Appendices

For now we have nothing to show about the game design or so except the hand-drawn mock-ups :(sorry :(

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