**GAME DESIGN DOCUMENT**

Meta Maze



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# Game Analysis

Meta Maze is a 3D puzzle game where you must think outside of the box to traverse through each room of the maze. Unlike most games, you’re expected to exploit this one, whether it means using a graphics setting to your advantage or breaking a game mechanic.

# Mission Statement

Meta Maze is a 3D puzzle game for XBOX, PlayStation, and PC. The only way to pass each room is by exploiting bits of the game. Each key will give you different side effects making each room harder to traverse.

# Genre

3D Puzzle/Brain Teaser

# Platforms

Xbox, PlayStation, and PC

# Target Audience

The intended audience is kids and adults, everyone. The game is targeted towards people looking for brain teasers and people who enjoy “breaking” games. There is no specific age group, this game is just targeted towards people who enjoy a good puzzle. Their locale or community will not play any role.

# Storyline & Characters

The player will eventually realize after each level that The Observer is more of a teacher and is trying to teach you, the player about the rewards of thinking outside of the box.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| The Observer | The Narrator, hinted as the one who created the maze. They are an NPC with no face. This character comments on the players attempts either with compliments or by teasing them for their struggles. | Describe the character’s abilities, personality and so forth.  The Observer doesn’t know what a 4th wall is. The Observer can see all the players actions from some unknown location. They are somewhat monotone with their personality, but find thrill in the players success through the maze. | Basically GLADOS but not. |

# Gameplay

## Overview of Gameplay

The game is like a lot of puzzle maze games where you have to be clever and have some good memory when trying to beat the maze. The game will be adjusted to use gamepad controls and give vibration feedback for consoles. There will only be one game mode called Play.

## Player Experience

You will play through First-Person-View and be able to jump. The game should feel like a mix of a mental asylum and game test room. You will face pitfalls and false paths that will lead to restarting the level.

## Gameplay Guidelines

No cursing, gore, drugs, sexual content, or violence is allowed in the game. The game should suit all ages and audiences. The game shouldn’t look extremely realistic and should resemble whiteboxing. The game shouldn’t have any difficult gameplay elements in terms of shooting a gun or throwing an item.

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| The player is rewarded by being able to unlock the next door to the next level after finding a key. Once they reach the end of the game they’re rewarded with freedom. | The maze will do it’s best to inhibit the player, either by messing with their vision or by making doors lead to restarting a level. The player will have to restart | There is only one difficulty, which is normal. |

## Gameplay Mechanics

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.

(Each field should be no more than 75 words)

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Player | Movement using arrow keys or WASD and space to jump. Can also walk into items to pick them up. Can also open a menu with escape |
| The Observer | Player can press E to go to the next page of dialogue and close the observers text at the end. |
| **Game Modes** |  |
| Normal | Pit falls, door traps, and red laser traps will all cause the player to have to restart. |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Time and Keys | Having shorter time means having a higher record and having a certain time when beating the game can unlock a secret ending. Keys award you by letting you progress forward. |

## 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.

(Each level should be explainable in 100 words or less)

|  |  |
| --- | --- |
| **Levels** |  |
| Entrance | No hazards, some helpful text on the walls, and a “nice” observer’s voice in your head to help you understand the basics of the maze. Everything is padded and white similar to a whiteboxed game map. Only objective is to go to the next door for the actual maze. |

# Control Scheme

The game uses different inputs depending on whether you’re using console or PC. It can support both controller and a mouse.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| W / Up Arrow / Joystick Up | Moves player forward |
| A / Left Arrow / Joystick Left | Moves player left |
| S / Down Arrow / Joystick Down | Moves player down |
| D / Right Arrow / Joystick Right | Moves player right |
| Space / Controller B | Jump |
| E / Controller A | Continue Dialogue / Exit |
| Escape / Controller Menu | Pause Menu |

# Game Aesthetics & User Interface

The game will look toony and simple. Players should feel enlightened after playing this game and feel proud for thinking outside of the box. The visual experience can change depending on the side effects the keys give the player.

The UI will also be simple, buttons will all be centered. There will be a resume, options, and exit button on the pause menu, as well as credits. The options menu will have smaller buttons to fit all the options in easier.

# Schedule & Tasks

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.

(This is for demonstration only, a real GDD will include this content. You are never required to fill this chart.)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |