# GAME 330 – Raphael & Yoon-Seok – Midterm Game Design Document

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| Team Roles and Responsibilities | | | | |
| Name | **Raphael Brown (RB)** | **Yoon-Seok Hur (YSH)** |  |  |
| Primary Role | **Programming** | **Art/Assets** |  |  |
| Secondary Roles | **Level Design**  **Documents** | **Sound Effects**  **Background Music** |  |  |
| Responsibilities | Creating levels in the Unity/Figment Project. Designing layout of levels/game, game flow, submitting versions of game to source control, submitting level to assignment and discussion board on time. | Creating sound effects for things like jump sound, death, etc. Creating background music. Creating visual assets like character sprites, |  |  |
| Skills Expanded | C# Programming and Source Control | Art and Sound Creation |  |  |

## Game Design Document

### Title:

Tower Escape

### High Concept:

Tower Escape is a 2D platformer game that sees the hero, Balthazar Bartholomew Baskerville, trapped in a dungeon tower. With the lava below quickly rising, he must find a way out, and fast!

### Goal

The player wins the game by traversing all the way to the top of the tower and escaping through the opening. Traversing is done by jumping upward to different platforms. The sections/levels are designed almost like Metroidvania maps, with corridors, walls, floating platforms, stairs, etc.

### Target Audience

* Age Range: 8-65
* Platform: Figment Handheld Console
* Desired ESRB Rating: E for Everyone

### Interface and Controls

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**Left/Right Buttons** – Move Left & Right, Switch Direction

**Action Button** – Jump, Wall Jump

### Art Direction

Create concept art for your level and insert here. Describe the look, feel and sound. Provide examples of colors, character ideas, world setting and lighting concepts. Describe the sound and or provide a sound file.

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## Game Flow Outline

2D Platformer - Figment

* Player turns on the game and a main menu screen pops up. There are four options/buttons/bars: Start, High Score, Options, and Credits.
* Player clicks on Start and, after a loading screen, a brief cinematic plays. In it, the hero enters into the tower and the door locks behind him. He then looks below and sees lava rising. He panics, looks/moves left and right, then looks up for a few seconds. His head returns to regular position and the game starts.
  + NOTE: This cutscene is skippable by pressing the action button. There will also be a small skip prompt (text) at the bottom-right of the screen, with a small circle behind it, indicating the action button.
* In the game itself, the player (hopefully) tries out all three buttons. They can move left and right with the left and right buttons on the Figment. They jump with the action button.
* The first obstacle shown to them is a wall with a platform near it, but out of jump range for the player. The idea is for the player to quickly figure out that if they touch a wall, they will hang onto it, and that they can wall jump off of it.
* They will encounter more platforms and sections as they go up the tower. It keeps going and going. There are also collectibles to find in the levels.
* The lava starts rising faster and faster as the game progresses.
* If the player dies before reaching the top of the tower, a death animation and sound will occur. Immediately after, a screen will pop up showing the player’s time, score, and collectibles for the run. They can either press the “Main Menu” button or the “Go Again” button.

## Asset List

### Hero Sprites:

* Base
* Running/Moving
* Jumping
* Wall Grab
* Death
* Looking Up

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| Environment Models *Tiles:*  *Lava*  *Moss*  *Stone for the background tower*  *Stone for the platforms*  *Windows*  *Paintings/Banners* | Audio *Background music for main menu, options, high score section, & credits*  *Background music for gameplay*  *Ending music*  *Lava growling/bubbling/rising continuous sound*  *Sound effects*  Clicking sound (menu)  Jump sound  Walking sound  Wall grab sound  Death sound  Platform crumbling sound |

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## Task List

**(Add completion dates to the list to make sure work is turned in by the due dates)**

* Complete GDD and document (10/11/2021, 11:59 PM KST)
* Draw level designs
* Assemble basic level structure in Unity, with blank box objects that can easily have tile sprites put onto them
* Program basic movement, platforming, death sequence in game
* Playtest
* Create menu scene and connect it with game scene
* Create other scenes and connect them to each other, to have working network of game scenes
* Playtest
* Receive hero sprite assets from Yoon-Seok
* Program sprite animation into Hero character
* Receive tile assets from Yoon-Seok
* Replace box objects for platforming, as well as background objects, with new tile assets
* Receive HUD & menu assets from Yoon-Seok
* Add in HUD and menu assets to the menu screens
* Receive background music assets from Yoon-Seok
* Program in background music instructions and looping
* Receive sound effects from Yoon-Seok
* Program in sound effects when they’re supposed to play

Hopefully this project will be worked on every day, and it will be commited & pushed to source control every day.

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* Create concept art for hero character
* Create base character sprite
* Create sprites for animation
* Send assets over to Raphael
* Create tiles for platforming
* Create tiles for background tower
* Create tiles for lava
* Send assets over to Raphael
* Create HUD images
* Create menu assets (text, boxes, graphics/images, etc.)
* Send assets over to Raphael

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* Create background music for
  + Menu screens
  + Main game
* Create ending music (when you beat the game)
* Create lava bubbling sound
* Send assets to Raphael
* Create all sound effects
* Send assets to Raphael

## Design Values

As a team create a document that defines your design values. The idea is that this document contains your guiding principles which won't change broadly. This document also sets up your scope and should be used to resolve questions about the future direction of the game idea. In all cases, player refers to the human player.

* Experience- What does the player get to do when playing and how does it make them feel physically and emotionally?
  1. The player gets to move left and right, jump and platform their way up the tower. It should give them a feeling of excitement and also slight pressure because of the rising lava. They should be intensely trying to climb upward and stay ahead of the lava.
* Theme- What is the game about? How does it present this to players? What concepts, perspectives or experiences might the player encounter during play? How are these delivered, story, system modeling, metaphor?
  1. The game is about escaping from a tower, but it doesn’t have a very deep message. Very simple story, based on a easy-to-understand conundrum.
* Point of View- What does the player see, hear or feel? From what cultural reference point? How are the game and the information within it represented graphically?
  1. The player sees the hero character and his surroundings, in a 2D perspective. The camera will actually move in line with the lava, with the character being above the lava near the top of the screen. The player will hear the sounds of the player character moving, the lava rising, the platforms crumbling, and the background music. The game will have a very minimalistic HUD.
* Challenge- What kind of challenges does the game present, physical, mental, perspective, theme?
  1. The game will challenge the player’s reaction time, hand-eye coordination, and quick thinking, due to the increasing speed and reduced room for error as the game goes on.
* Decision Making- How and where do players make decisions? How are decisions presented?
  1. There will be times where the player will be presented with multiple pathways that they can take, mostly likely a hard path and an easy path. A player will climb to a certain point and see two paths they can take upward. To choose, they simply start climbing one of them.
* Skill Strategy Chance- What skills does the game ask of the player? Is the development of strategy important to a fulfilling play experience? Does chance factor into the game? From what sources does uncertainty develop?
  1. The game asks for the player to quickly chain together precise movements. Not much strategy is needed to have a fulfilling experience. Chance does not factor much in this game, since the player is never supposed to be given a section that unluckily makes it difficult for them to advance further.
* Context- Who is the target audience? Where are they encountering the game? How did they find out about it? When are they playing it? Why are they playing it?
  1. The target audience would be anyone who owns a figment. Outside of that, the age range is people aged 8-65 who enjoy simple but fun games.
* Emotions- What emotions might the game create in players?
  1. Excitement, nervousness, feeling of victory if they can beat the game. May bring out some competitiveness if they lose and want to keep playing.