Labster Demo Application

Game Design Document

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# HISTORY

**Version 1.0** – Initial Design Document without technical details.

**Version 1**.1 – Removed technical details.

# Game Overview

## Common Questions

### What is the game?

The game will be a simple Point and Click game created in Unity using C# as primary language.

### Why create the game?

The goal of the game is to showcase (some of) the desired skills to join the Labster crew as CTO. I decided to not develop but also document everything needed to create the game as a good habit I developed in my years or coding and what I have learned in my Computer Analysis and Development, BS.

This document is a model after Chris Taylor, *Game Design Document Sample[1]*. Some parts have been removed for the sake of simplicity, the goal is to get ideas and plan steps (ahead) needed for the development.

### Where does the game take place?

The game will take place in a series of simple environments and objects where the player can move around and interact.

### What do I control?

The Player controls a single character and can execute the following actions;

* **Move**; Player can move around the level.
* **Pick**; Player can collect objects.
* **Open Inventory**; Player can open an inventory screen to see items he has collected.

### What is the main focus?

The main focus of the game is making the player solve a puzzle game. The level will have artifacts that the player will have to collect in order to finish the pizzle. Those artifacts will go into an inventory.

### What’s different?

The game level and saved game files will be saved and loaded using the XML format. Level editor for Maya will be developed.

# Feature Set

## General Features

* Save/Load system
* Inventory System

## Editor

Level 3d geometry and prefabs will be created in Maya.

Game level information will be stored in XML format.

## GamePlay

* Player can walk around the level by clicking/touching where he wants to move.
* When near a goal or artifact the player is prompted to perform the pick object action.
* Player can store artifacts in the inventory.
* Artifacts are randomized around the level to provide different scenarios for the player.
* The player needs to collect all artifacts in order to complete de game.
* The Player can save and load the game at any time.