Labster Demo Application

Game Design Document

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Table of Contents

HISTORY 4

Game Overview 4

Common Questions 4

What is the game? 4

Why create the game? 4

Where does the game take place? 4

What do I control? 4

What is the main focus? 5

What’s different? 5

Feature Set 5

General Features 5

Editor 5

GamePlay 5

TECHNICAL DETAILS 6

DESIGN PATTERNS and programming methods 6

CLASS UML 6

TEST CASES 6

# HISTORY

**Version 1.0** – Initial Design Document without 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. Every code responsible for saving and loading the files will have Test Cases to ensure proper format is saved, loaded and converted to game logic.

# 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.

# TECHNICAL DETAILS

## DESIGN PATTERNS and programming methods

## CLASS UML

## TEST CASES