Utah Valley University

Design Document for:

Game Without Name

"The Most Nameless Game"

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Game Overview

This is a short game based on the fable of the Bear and the Two Travellers. The player plays as the younger boy, as he flees home through the forest, mountains, and wetlands. This singleplayer, side-scrolling game takes place in Laos, and centers on the young boy and the bear, filling the roles of protagonist and antagonist respectively. The main goal is to collect items to appease the bear in order to reach the end of the level unhindered.

Story

This is the story of a boy and a bear. Not two boys and a bear. The older one got left behind. But the story of the younger boy and the beast of legend. This story takes place after the events of the well-known Aesop's fable, and our plucky protagonist needs to find his way home. Unfortunately, the bear is still a bear, and is blocking the path back to safety, leaving it up to the boy to scavenge for assorted bear treats to appease the bear's hungry defensiveness, lest he be mawled properly this time.

The boy journeys far and wide for these snacks, collecting berries, honey, and fish to sate the bear's hunger. He travels through dense forests, mountains and caves, and wetlands filled with threatening bogs and raging rivers.
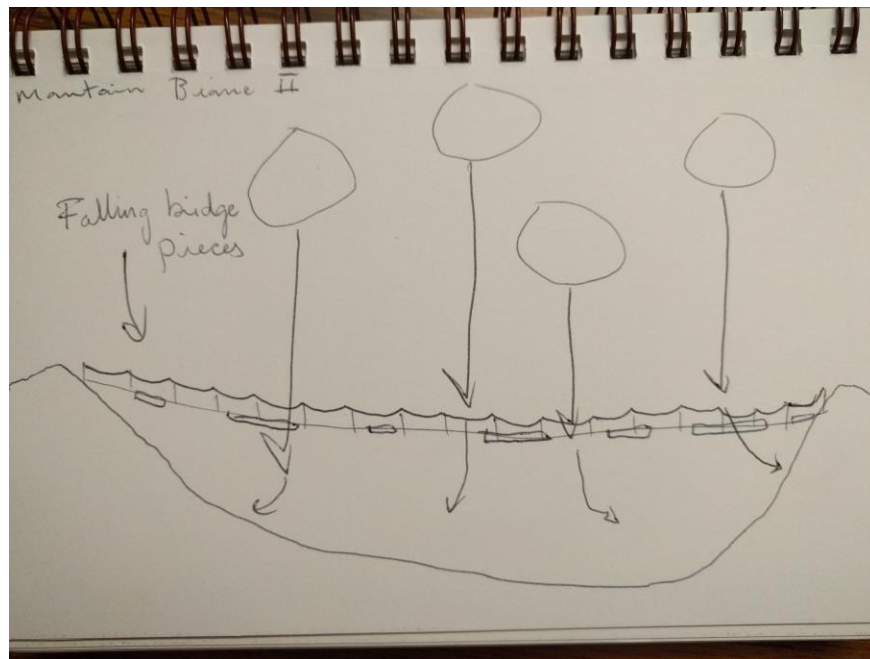
Feature Set

The game features describe the game play in detailed terms, starting with the vision of the core game play, followed by the game flow, which traces the player activity in a typical game. The rest is all the infinite details.

Core Game Play

The gameplay of this game centers around collection and light combat. The ultimate goal is to collect enough fish, honey, and berries to appease the angry bear at the end of the level, and as such, the main motivator of the character, besides reaching the end of the level, is to explore the game to collect these items. Enemies may guard these items, and as such, combat is necessary to eliminate the enemy and reach the guarded items.

Game Flow

The player moves through the game through a series of three biomes, starting with the forest, then proceeding through the mountains and then through some wetlands. The nature of challenges increase in difficulty as the player moves from the beginning of one biome to the end, as well as when the player moves from one biome to the next. Puzzles in the late game require more speed and coordination than those at the beginning, featuring falling or otherwise moving elements, while those at the beginning are static and can be retried endlessly without penalty. The difficulty of enemies also scale, starting with small basic enemies at the beginning and ending with a massive bear at the end.

Characters

There are three main character types in the game. The first is the young boy, being controlled by the player. The player has a number of abilities, some of which are unavailable to the other characters. This includes double jump and the capability to hold objects, such as torches and sticks. The player character is able to use these objects to defend themselves, by whacking enemies, and in the case of the torch, lighting the correct path through some cave regions.

The second is the bear, which is controlled by AI and acts as a gatekeeper to the end of the level. The bear is capable of horizontal movement, as its large size eliminates the need for a vertical component to its movement. The bear will act as a hostile enemy to the player, attempting to kill them when they come within range of the bear's territory.

The third is comprised by the small enemies that hinder the progress of the player, which guard important items and are controlled by simple AI. These enemies travel within a fixed range, with both horizontal and vertical ranges of movement. Vertical movement is limited to single jumps.

Game Play Elements

Weapons – The main weapons are rocks and sticks, which can be scavenged from the environment and have limited usage. Rocks can be thrown to inflict damage upon enemies, while sticks can be used for close range combat. The torch item may also be used for defense, however, its attack damage is relatively low, and its main functionality places it in another category.

Tools – The main tool to be used by the player is the torch, which allows the player to see in the underground portions of the game. The torch may also be used to clear dense foliage to allow the player to pass through.

Collectibles – There are three main collectibles in the game, namely honey (honeycomb?), fish, and berries. Berries can be found abundantly in the forest region, honey can be found more rarely in the treetops, and fish can be found abundantly in the wetland section, albeit with a little swimming on the part of the player character.