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**GAME DESIGN DOCUMENT**

BlackHoleSuction

Agairo.io?



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**Last Updated:**

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# Game Analysis

You are trying to eat your way to becoming bigger. There is a much larger black hole

coming to eat you. Over 5 levels, you will look for other planets, asteroids, stars, and

nebulas to eat to increase your own mass. Your goal is to become large enough to eat the incoming super black hole, instead of being eaten.

# Mission Statement

As a newly formed Black Hole, it’s eat or be eaten. Suck in Planets, asteroids, nebulae, and other stars, before the neighboring Super Black Hole comes for you. In 1-2 sentences, explain the game as if you were pitching it to potential players. This should be very intriguing. It typically includes the title, genre, platform, and brief idea of what the player does or has to overcome.

# Genre

Action RPG, 2D, Exploration,

# Platforms

PC, Mac. Controller capable.

# Target Audience

Provide information on the audience the game is targeted to. Add details and information on the intended audience such as their habits, behaviors, likes, and dislikes. Are you targeting your game to a specific age group or perhaps people that enjoy certain genres? Is your intended audience from specific communities or will their locale play a role?

# Storyline & Characters

This is where you present a story synopsis, and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gamplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Black Hole | A spinning, black circle. With Dark orange-ish red spines spinning. | Has gravity and eats everything it touches. Radius grows every meal. |  |

# Gameplay

## Overview of Gameplay

Similar to Agar.IO. You collect planets and grow bigger. There are walls and many obstacles. There is also a time limit because the enemy Super Black Hole is coming. Timed in levels too.

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Player Experience

Rushing against the clock to gain enough food to evolve to the next level.

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Gameplay Guidelines

Timer. Black Hole Gravity. Eating planets and other things. Walls. Somewhat maze like, like a runner. Full Movement

## Game Objectives & Rewards

Game objective is to collect as much mass as possible.

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| Each Level has a jingle. Progression | Restart either | Reduced Time. Increase obstacles. Planets that slow when eatin g. |

## 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.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Black Hole Chan | Move / Arrow keys, WASD, Joystick,  Gravity / Passive. Touch other space objects |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | One mode, eat or be eaten. |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Mass | By eating other objects, your mass increases, and so does your size. |

## 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.

|  |  |
| --- | --- |
| **Levels** |  |
| Level 1 | New black hole, fresh super nova. Small. Lots of small regularly sized particles. Includes: Gas clouds, astroids from destroyed planets, small moons. |
| Level 2 | Planets. More Asteroids. Introduction to Dark Matter walls, randomly placed. |
| Level 3 | Other Stars. Super gas giants. Introduction to Dark Matter Spikes That break off smaller pieces from black hole. |
| Level 4 | Nebulae. Supergiant stars. Small Black Holes. |
| Level 5 | Enemy SuperGiant Black Hole. But absorbes dark matter, and splits up into 16 smaller black holes. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| Arrow Keys | Accelerates in the direction |
| Space | Nothing |
| Space + Arrow Keys | Release mass opposite direction. Accelerate in direction |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# 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.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 |  |  |  |  |