# Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of your design. Be clear about what the software delivers and what the design entails.

1. **Title Page** 
   1. Game Name – Perhaps also add a subtitle or high concept sentence.
   2. Team members
2. **Game Overview**
   1. Genre
   2. Target Audience
3. **Dramatic elements of the game**

**3.1 Characters**: Detailed description of the game characters (playing and NPC), personality, appearance, and, abilities.

## Jimmy (Playable Character)

Jimmy is a 35-year-old father who works as an accountant in a big city. He is married to Jumia, a nurse, and they have a 10-year-old son named Klein and a 12-year-old daughter named Klean. Jimmy loves his family, but he is also stressed out by his job, his bills, and his health because despite working out he quit the gym. He started to have a sweet tooth and often indulges in soda, candy, and junk food, despite his doctor’s warnings. He is overweight, has high blood pressure, and suffers from insomnia.

One night, after having a huge dinner and drinking several cans of soda, Jimmy falls asleep on the couch and has a strange dream. He finds himself in a candy world, where everything is made of sugar and sweets. He meets a friendly saloon clan, who tells him that he is trapped in his subconscious and that he needs to find a way out before he becomes addicted to sugar Jimmy is shocked and confused, but he decides to follow the saloon’s advice and look for clues and keys that will help him escape.

Jimmy is a kind, loyal, and humorous person, but he is also insecure, naive, and impulsive. He cares deeply about his family and wants to be a good father and husband, but he also struggles with his self-esteem and his bad habits. He is not very adventurous or brave, but he is willing to face his fears and challenges when he has to. He is not very good at fighting or solving puzzles, but he can use his wit and charm to get out of trouble.

Jimmy’s appearance reflects his personality and his situation. He wears a black shirt, and black shoes, which show his profession and his conformity. He has brown hair, blue eyes, a round face, and a chubby body, which show his age and his health issues. He also carries a briefcase, which contains his work documents and some candy wrappers. He has a friendly smile and a cheerful expression, which show his optimism and his humor.

Jimmy’s abilities and skills are based on his dream world and his gameplay mechanics. He can interact with various candy-themed objects and characters, such as lollipops, gummy bears, chocolate bars, etc. He can also use Minto bullets as his main weapon, which he can shoot from his gun. He can use the bullets to attack enemies. Jimmy can also collect candy pieces, which he can use as items, upgrade his bubbles, or heal himself. and, the candy pieces. Have different powers which are speed health or collectables.

**3.2 Boundaries**: The Magic Circle is a game within a game, where the player takes the role of a play tester who is stuck in an unfinished and broken fantasy game. The game is being developed by a team of dysfunctional and egotistical creators, who constantly argue and change things at random. The player has no power or agency in the game and is expected to follow the whims and wishes of the creators.

However, the player soon meets the Saltoon clan, a character from the original text-based version of the game, who has gained sentience and wants to escape the game. The Old Pro gives the player the ability to hack and manipulate the game elements, such as creatures, objects, and environments. The player can trap, edit, and combine the game elements to create their own solutions to the puzzles and challenges that the game presents. The player can also explore the game world and discover its secrets, such as hidden messages, easter eggs, and glitches.

The game is a dark comedy that satirizes the game industry and the fantasy genre, as well as the concepts of authorship, agency, and identity in games. The game breaks the fourth wall and mocks the conventions and clichés of game design, such as tutorials, quests, dialogue, combat, and graphics. The game also challenges the player to question their role and purpose in the game, and to create their own meaning and expression.

The game has two main modes: the story mode and the sandbox mode. In the story mode, the player follows the main plot and tries to finish the game before it is cancelled. In the sandbox mode, the player can create their own levels and scenarios using the game elements and the hacking tools. The player can also share their creations with other players and play their levels online. The game also has achievements and trophies that reward the player for their creativity and exploration.

## 3.3 Detailed StoryGame Storyboard

### Scene 1: Introduction

* The game begins with a cutscene that shows Jimmy’s family having dinner. Jimmy’s wife, Jumia, is a nurse who tries to encourage Jimmy and their son and daughter to eat healthy food. Jimmy is reluctant and prefers soda, candy, and junk food. Jumia tells them that junk food is bad for his health and that they should listen to the doctor’s advice. Jimmy ignores her and continues to eat and drink what he want.
* The cutscene transitions to Jimmy sitting on the couch, watching TV and drinking soda. He feels sleepy and falls asleep on the couch. The TV screen shows an advertisement for a new soda brand, called “Sugar Kick”. The slogan says “Sugar Kick: The ultimate dream come true”.
* The screen fades to black and the title of the game appears: “Sugar Kick”.

### Scene 2: Candy World

* The game switches to the gameplay mode, where the player controls Jimmy. Jimmy wakes up and finds himself in a candy world, where everything is made of sugar and sweets. He is confused and amazed by the sight. He sees a giant cola can , a chocolate river,, and a candy cane bridge. He hears a cheerful music playing in the background.
* Jimmy explores the candy world and interacts with various candy-themed objects and characters. He can pick up and eat candy pieces, which give him health and currency. He can also talk to friendly characters, such as a saloon clan. They tell him that he is in the Sugar Kingdom, a dream world created by the Sugar King, who rules over all the candy and sweets. They also warn him about the dangers of the candy world, such as the cola guards, the enemy chocolate bars, and the sugar rush.
* saloon, who becomes his guide and companion. The saloon clan tells him that he is trapped in his subconscious and that he needs to find a way out before he becomes addicted to sugar and forgets his real life. The balloon tree tells him that he needs to find four keys that will unlock the door to the Sugar Palace, where the Sugar King lives. The balloon tree says that the Sugar King is the only one who can help him wake up and escape the candy world.

### Scene 3: Bubble Power

* Jimmy and the saloon clan encounter a group of Choco guards, who are the Sugar King’s minions. They try to capture Jimmy and take him to the Sugar Palace. Jimmy tries to run away, but he is cornered by the cola guards. He has no weapon or defense.
* The balloon tree tells Jimmy to use his briefcase, which he still has with him. Jimmy opens his briefcase and finds a bubble wand inside. The balloon tree tells him to blow bubbles from the wand and use them as his weapon and tool. Jimmy blows bubbles from the wand and uses them to attack the Choco guards who can run towards him and shoots them. He manages to defeat the cola guards and escape with the balloon tree.
* Jimmy learns how to use the gun as his main gameplay mechanic. He can use the gun and keys, to solve puzzles, fight enemies, and access new areas.

Scene 4: First Key

* Jimmy and the balloon tree continue their quest to find the one key. They reach the end of the game and win

1. **Formal elements**
   1. **Mechanics**
      1. **Player interaction pattern:** **Solitaire**: Players play alone, without any interaction with other players. They may have their own goals or challenges, or they may simply enjoy the game experience?
      2. **Goals:** The main goal of the game is to help Jimmy wake up from his sugar-induced dream and realize how bad junk food is for him and his family. To achieve this goal, the player has to guide Jimmy through the candy world and find the four keys that will unlock the door to the Sugar Palace, where the Sugar King can help him escape. **Rules** – What can and can't players do to achieve their goals**.**

**collect candy pieces**: The player can collect candy pieces that are scattered throughout the candy world. These candy pieces can be used to increase health and speed and collectibles

* + 1. **Actions** and **interactions:**
* **Challenges: Cola guards**: These are the Sugar King’s minions, who patrol the candy world and try to capture Jimmy. They are armed with soda cans and bottles, which they use to spray soda at jimmy.

**Enemy chocolate bars**: These are the rivals of the Sugar King, who want to take over the candy world. They are made of different types of chocolate, such as milk, dark, white, and mint. They can attack Jimmy and the balloon tree with their sharp edges, or melt and stick to them.

**Resources**– In the game, the main thing that holds value is the candy pieces, which are the collectibles that heal Jimmy, and increase his speed. and the key that opens the door

* + 1. **Player Mode Sketches**: You should storyboard all of your modes.
    2. **Audio**: music and sound effects

3.1.10**. Outcome**: How did the game end?

1. **Dynamic Elements**

**Once the player starts to play the game, the game is moved to the play mode.**

**Describe your game play mode in great details, integrating all elements in the formal and dramatic parts and showing their interactions. Dynamic elements may include:**

* 1. The sequence of events that take place in the story.
  2. Behavior and relationships between game entities and characters within the context of the story.
  3. The objectives and the details of what happens in each level. Depending on the game.
  4. Any cut scenes you have and their relationships to the game events, the detailed challenges facing the characters and how they would overcome them using different strategies.
  5. Different ways for guiding the players or giving them hints, within the context of the story.

It should be clear how the game events evolve, until reaching the end of the game (game outcome).