<TaleSeekers>

<KM GAMES>

Revision: 0.0.1

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# 概要

## 主題 / 設定 / 類別

* + 奇幻中古世紀
  + 卡通插畫風格
  + 角色扮演, 卡牌

## 主要玩法核心系統簡介

* + 對話系統: 二擇一
  + 魔法系統: 介入故事
  + 善惡系統: 世界的去留
  + 天數系統: 生存分數

## 目標平台

* + Android (TapTap, GooglePlay)
  + iOS (Mobile, Tablet)
  + Steam PC

## 商業化模組 (簡介/文檔)

* + 免費遊玩 (廣告收入+遊戲內購)
  + <Link to Monetization Document>
  + /How do you plan to monetize the game?/
  + 因為想要繼續遊戲,

## 項目範圍

* + <工程規劃>
    - <花費> /How much will it cost?/
    - <開發週期> 2018年6月23日 完成First playable版本

2018年8月1日 完成Alpha版本

2018年12月10日 完成 Beta版本 且上TapTap 數據測試

2019年4月30日 完成遊戲內購商城

2019年6月31日 Code release, QA

2019年7月31日 遊戲上線RTM & GA

* + <團隊規模>
    - <主要成員>
      * <李坤安>
        + 製作人, 主策畫, 美術
        + <全職薪資16,000人民幣 >
      * <黃梓銘>
        + 原畫美術, UI設計
        + <全職薪資15,000人民幣 >
      * <MIKKO >
        + 項目主美
        + <全職薪資15,000人民幣 >
      * <高子勛 >
        + Unity程序顧問
        + <兼職薪資3,000人民幣 >
      * <Alex Ferrer>
        + 故事策畫, 本土化(英&西)
        + <兼職薪資3,000人民幣 >
      * <招聘中>
        + Unity程序員
        + <兼職薪資12,000人民幣 >
        + 六個月合約
      * <招聘中>
        + 原畫美術
        + <全職薪資10,000人民幣 >
      * <Federico>
        + 故事策畫
        + <兼職薪資3, 000人民幣 >
  + <版權/ 硬件 / 其餘花費>

遊戲音樂音效

* + <總花費breakdown>

## 影響 (簡介)

* + <Night of Full Moon>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Reigns>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Dungeon Maker>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + < Jean Giraud]>
    - <Medium> (French artist, cartoonist.)
    - <Explain why this is an influence in one paragraph or less>

## 電梯簡報

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

## 

## Project Description (Brief)

<Two-Three paragraph description>

## Project Description (Detailed)

<Four-Six paragraph project description>

# 什麼原因會造成項目失敗?

* + <Reason #1>
  + <Reason #2>
  + <Reason #3>
  + <Reason #4>
  + <etc.>

## 其餘遊戲系統 (細項)

* + 戰鬥系統
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + 解謎系統
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + 道具系統
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + 成就系統 (圖鑑, 任務, 稱號)
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

* + <The Summary or TL;DR version of below>

## Story (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Use Mind Mapping software to get your point across/

## Gameplay (Brief)

* + <The Summary version of below>

## Gameplay (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Combine this with the game mechanics section above/

# Assets Needed

## 2D

* + Textures
    - Environment Textures
  + Heightmap data (if applicable)
    - /List required data - Example: DEM data of the entire UK./
  + <etc.>

## 3D

* + Character List
    - Character #1
    - Character #2
    - Character #3
    - etc.
  + Environmental Art Lists
    - Example #1
    - Example #2
    - Example #3
    - etc.

## Sound

* + Sound List (Ambient)
    - Outside
      * Level 1
      * Level 2
      * Level 3
      * etc.
    - Inside
      * Level 1
      * Level 2
      * Level 3
      * etc.
  + Sound List (Player)
    - Character Movement Sound List
      * Example 1
      * Example 2
      * etc.
    - Character Hit / Collision Sound list
      * Example 1
      * Example 2
      * etc.
    - Character on Injured / Death sound list
      * Example 1
      * Example 2
      * etc.

## Code

* + Character Scripts (Player Pawn/Player Controller)
  + Ambient Scripts (Runs in the background)
    - Example
  + NPC Scripts
    - Example
    - etc.

## Animation

* + Environment Animations
    - Example
    - etc.
  + Character Animations
    - Player
      * Example
      * etc.
    - NPC
      * Example
      * etc.

# Schedule

## <Object #1>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #2>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #3>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #4>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.