**Game Design Document - 3x2 Studio**

**1. Game Description**

* 2D Platformer
* Berjudul: **Delivery Guy**
* Alasan *<development-wise>*: karena dari tim kita, paling familiar dengan 2D platformer dan ingin menyelesaikan game yang sudah "polished", tetapi tidak harus menghabiskan waktu untuk mempelajari sistem game dengan "genre" lain yang mungkin tidak se-familiar game 2D platformer,
* Alasan *<business-wise>*: karena kontrol dan sistem 2D platformer sudah lebih familiar dengan kebanyakan pemain, sehingga "gimmick"/mechanics yang baru bisa diperkenalkan bersama dengan sistem 2D platformer yang familiar tersebut. Mempermudah player berada pada "flow state" dimana 2 sisi seimbang / "balanced" (hal yang foreign - hal yang familiar, challenge - time, dll)

**2. Mechanic + Story-ish**

* 2D platformer dengan banyak "gimmick" bertemakan pengiriman barang.
* pemain akan bermain sebagai seorang pengirim barang, dimana tiap barang yang dikirim akan menentukan "gimmick"nya, dimana masalah ataupun rintangan akan dapat diselesaikan dengan barang yang sedang dikirim, setelah barang telah sampai pada tujuannya, pemain akan mengirim barang selanjutnya, mekanik ini memungkinkan pemain untuk mencoba beragam "gimmick" sebelum pemain bosan.
* Di dalam game ada beberapa chapter, setiap chapter memiliki tema masing-masing. Sehingga *gimmick* yang ada di dalam chapter akan sesuai dengan tema chapter tersebut.
* Fokus ke satu gimmick, flashlight. Mainnya lebih ke puzzle dari level design-nya sendiri (ada hidden tiles yang keliatan sama enggak, toggle senter on/off).
* Kalau player lebih dari berapa waktu stay di satu tempat, bisa pakai ghost untuk ngejar dia. Sehingga terpaksa explore.
* Senter nyala menggunakan mekanik batre. Batrenya berupa collectibles (kayak di outlast), satu batre kira-kira menyala selama 10 detik. Setelah itu abis, ganti batre baru. Untuk sementara kira-kira jumlah batre yang akan diberikan berkisar 4-5, jadi bisa nyala selama 40-50 detik dalam kurun waktu rata-rata level 2 menit.

**3. Monetization**

* Dengan menjual konten/level, pemain dapat merasakan beberapa level di awal sebelum membeli konten" berbayar. Sehingga akan ada game yang free-version dan yang full-version.

**4. Target**

* Teen Audience - Adult

Delivery Guy

3x2 Studio

Revision: 0.0.0

GDD Template Written by: Benjamin “HeadClot” Stanley

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

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[- <Object #1>](#_r3fjjzh8krjg)

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# Overview

## **Theme / Setting / Genre**

- <Insert Theme here>

## **Core Gameplay Mechanics Brief**

- Platformer

- Puzzle

## **Targeted platforms**

- Mobile (Android)

## **Monetization model (Brief/Document)**

- Buy Chapter(s)

## **Project Scope**

- <Game Time Scale>

- Tears, Sweat and Blood (!)

- 2 Months

- <Team Size>

- <Core Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- etc.

(List as many core team members as you need to)

- <Marketing Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- Etc.

(List as many marketing team members as you need to)

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

## **Influences (Brief)**

### **- <Influence #1>**

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### **- <Influence #2>**

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

### **- <Influence #3>**

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### **- <Influence #4>**

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## **The elevator Pitch**

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

## **Project Description (Brief):**

pemain akan bermain sebagai seorang pengirim barang, dimana tiap barang yang dikirim akan menentukan "gimmick"nya, dimana masalah ataupun rintangan akan dapat diselesaikan dengan barang yang sedang dikirim, setelah barang telah sampai pada tujuannya, pemain akan mengirim barang selanjutnya, mekanik ini memungkinkan pemain untuk mencoba beragam "gimmick" sebelum pemain bosan.

## **Project Description (Detailed)**

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## **Core Gameplay Mechanics (Detailed)**

### **- <Core Gameplay Mechanic #1>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #2>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #3>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #4>**

- <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 required - Example: DEM data of the entire UK.

- Etc.

## **- 3D**

- Characters 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.