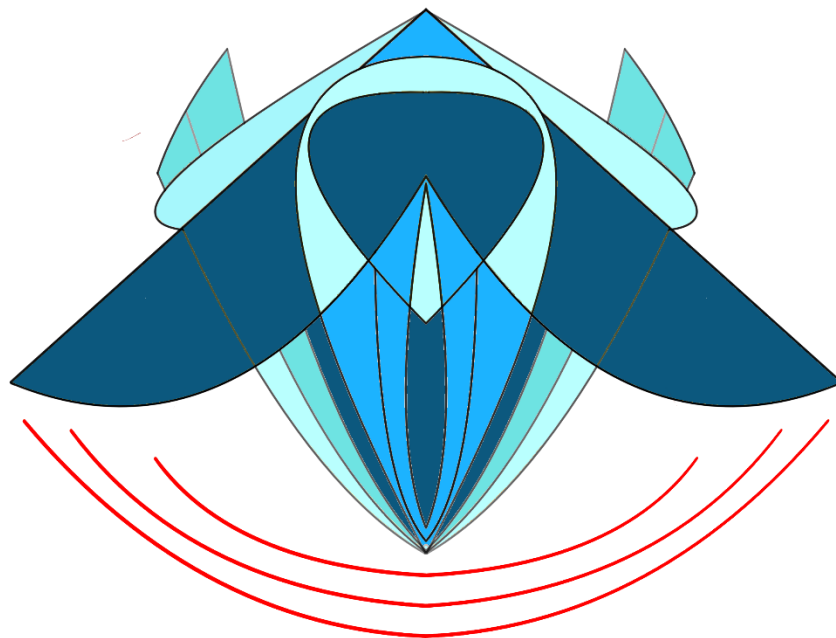




Typist Game Design Document (GDD)

[Document subtitle]



Typist

Game Development Team Members

Levan Badzgaradze - Producer, Production Manager, Production Coordinator, Game Designer, Systems/IT Coordinator, Programmer, Technical Artists, Audio Engineers, And UX Tester.

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1 Game Overview

Title: Typist

Platform: PC Standalone

Dimensions: 2D

Genre: Survival, Educational

Rating: Everyone ESRB

Target: Casual gamer (at any age)

Release date: November 2019

Publisher: Levan Badzgaradze

Typist is a 2D survival & educational game where a benevolent nonterrestrial being is trying to keep humans from landing on Earth and consequently causing pollution. This objective is achieved by typing the word associated with each spacecraft which results in their destruction. As the benevolent nonterrestrial being blows up more spaceships, more points are acquired, however, once the word associated with a spacecraft is activated (red), spelling mistakes result in point loss. As more points are acquired, saving Earth becomes more and more challenging – more spaceships arrive with a higher speed and longer words associated with them. Humans really want to land on Earth!

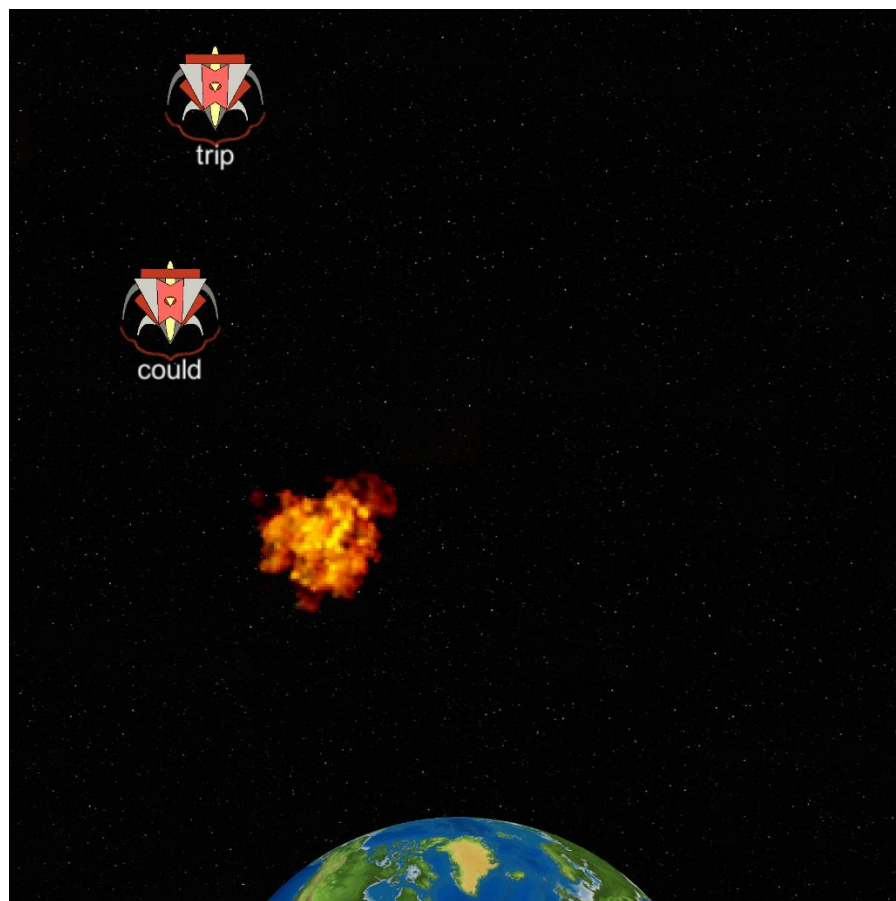


Figure 1. Blowup Screen

1.1 Genres

Typist is survival game since the player has an objective of keeping Earth safe from enemies for as long as possible. The highest point getter wins.

Typist is also of educational genre since the intended outcome of the game is harnessing typing skills which increases productivity in day-to-day life.

2 High Concept

Typist sets the player in the outer space where Earth needs to be saved from human landing. Human spacecrafts are coming from everywhere ahead trying to approach Earth. The player has a nonterrestrial power to destruct spacecraft by correctly typing the word associated with them in time before they land on Earth. Successful destruction grants you points, but spelling mistakes penalizes you. Type those words and type them fast. Highest point getter wins!

3 Unique Selling Points

- Unique Story.
- Productivity Increase Appeal (through harnessing typing skills).
- Universal game appeal: playable by all kinds of gamers at any age.

4 Platform Minimum Requirements

OS: Windows 7 SP1+, macOS 10.12+, Ubuntu 16.04+

Graphics card with DX10 (shader model 4.0) capabilities.

CPU: SSE2 instruction set support.

- Typist supports only 16:9 resolution.

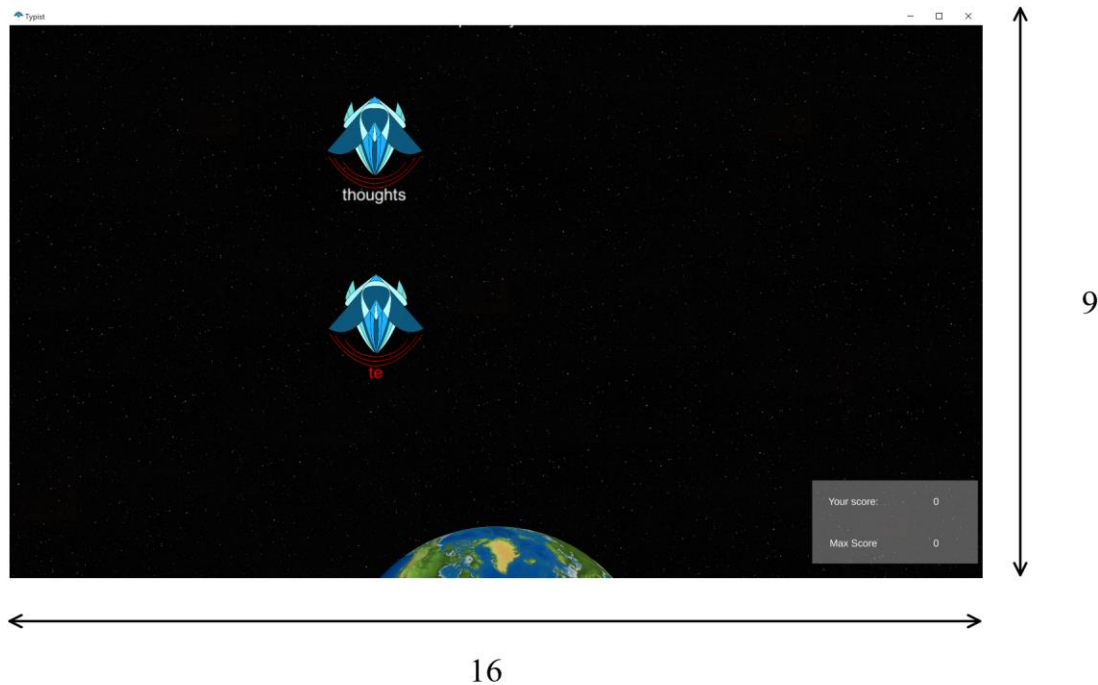


Figure 2. Supports 16:9 Resolution

5 Competitors / Similar Titles

ZType Space Typing & Spelling by PhobosLab for Android

6 Synopsis

In an alternative timeline, humans did not evolve on Erath; instead, they inhabited it after landing a spaceship on it. You are a benevolent nonterrestrial creature overlooking the health of the planet Earth. It's 200,000 BCE and humans are trying to land on Earth. To save the planet from pollution you must stop humans from succeeding! They are coming!

7 Game Objectives

The objective of the game is to collect as many points as possible by blowing up the spaceships and lasting as long as possible in the game.

8 Game Rules

The game level is a environment set in the outer space. The player – a benevolent nonterrestrial creature overlooking Earth from above – is not visible in the game, therefore, unable to move. Enemies are randomly appearing from ahead (top of the screen) and are headed for Earth (bottom center of the screen). Player can type the words associated with human spacecrafts and blow them up. Level 0 penalty for misspell is 2 points and reward for blowup is 20 points. Level change is indicated by “FASTER” displayed on screen in red letters. Higher the level, the bigger the penalty for misspelling (increases by 2 points every time) and reward for blowup (increases by 5 points every time). The speed, quantity and chance of long associated word also increase along with levels. There 10 levels in this game and in each level the complexity of the game increases as described above. Here is a point breakdown for 10 levels. As a side note, it is possible to lose points and go below the threshold of the particular level but that won't decrease complexity and re-reaching the threshold will not re-increase complexity. For example, if player were to hit 400 points and then make spelling mistakes and go below 400 and then again over 400, the complexity will not change whatsoever, until next threshold (800 points) is reached.

Level 1 reached – 80 points acquired.
Level 2 reached – 200 points acquired.
Level 3 reached – 400 points acquired.
Level 4 reached – 800 points acquired.
Level 5 reached – 1200 points acquired.
Level 6 reached – 1600 points acquired.
Level 7 reached – 2000 points acquired.
Level 8 reached – 2500 points acquired.
Level 9 reached – 3000 points acquired.
Level 10 reached – 4000 points acquired.

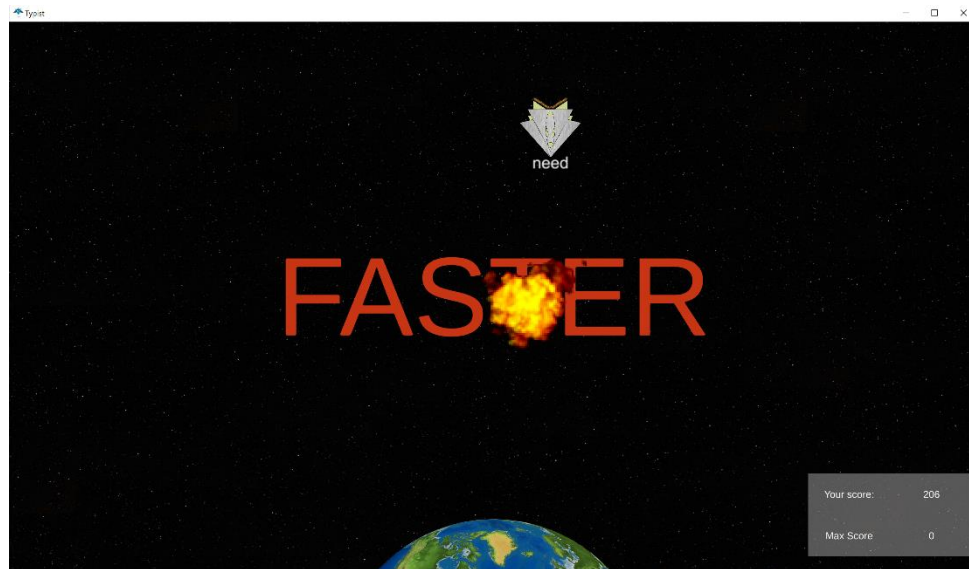


Figure 3 - Level-up Screen

9 Game Structure

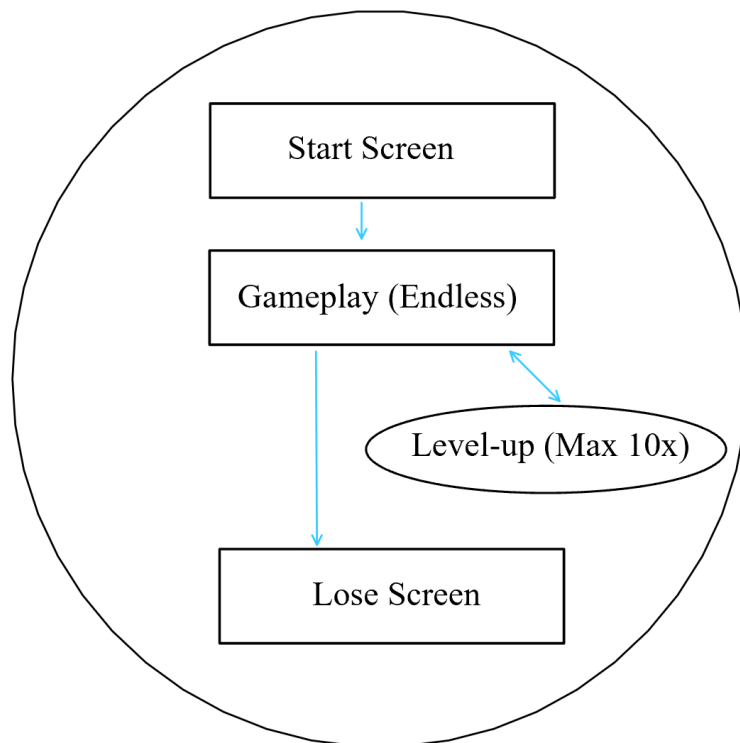


Figure 4 - Game Structure

10 Game Play

10.1 Game Controls

PC Keyboard keys.

10.2 Game Camera

When the game starts the camera will be overlooking the Earth from above from far away; when the player starts the game, the camera will be watching the game from the same angle but much closer to Earth to the point when only about 1/5 of the planet is visible as demonstrated in Figures 1 through 3. This is a 2D game; the camera sees the top of the spacecrafts.

10.2.1 HUD

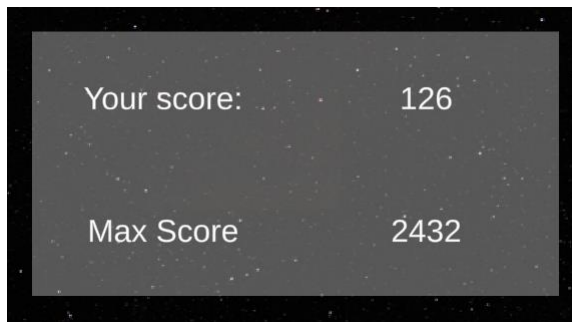


Figure 5 - HUD

Your Score

indicates player's current score.

Max Score

indicates maximum score achieved in the game so far.

11 Players

11.1 Characters

The main player – a benevolent nonterrestrial creature overlooking Earth from above – is not visible in the game. However, enemies – 3 different kinds of human spaceships (Figure 6) are.

12 Player Line-up

Original artwork:

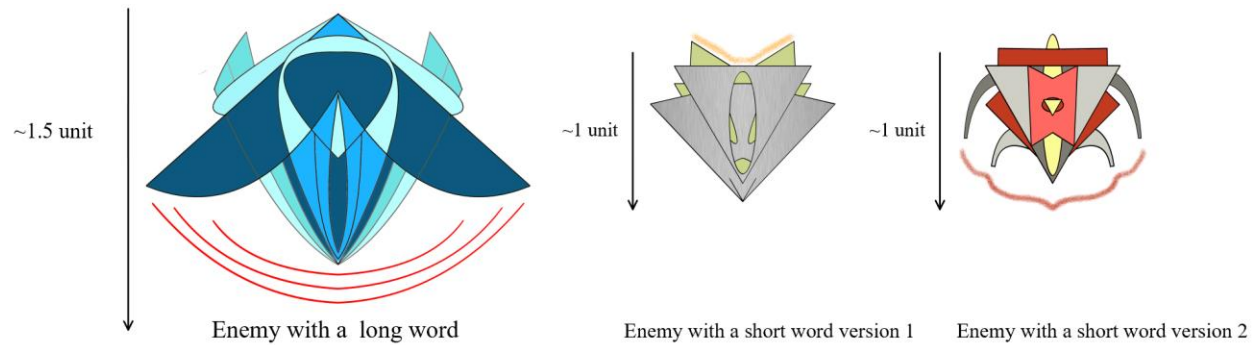


Figure 6 - Player Line-up in Unity Units

13 NPC

13.1 Enemies

Enemies are 3 different types of human spacecrafts displayed in Figure 6. The biggest one has a long word associated with it therefore, it is harder to blow it up. 2nd and 3rd spacecrafts have short words associated with them. All of the enemy spaceships are approaching Earth (bottom center of the screen) and try to land on it. Enemies are blown up by typing the word associated with them as displayed in Figures 1 through 3.

14 Art

14.1 Setting

The game takes place in the outer space, a galaxy full of stars.



Figure 7 - Game World

14.2 Level Design

Levels don't change visually, however, the complexity of the game increases. The environment stays unchanged.

Earth is positioned at the bottom center of the screen. The enemies (human spacecrafts) appear randomly at the top of the screen and travel towards Earth. Game takes place in the world of outer space full of stars.

14.3 Audio

Name	Category	Description	Source
boom1.wav	FX	Plays when explosion happens	https://opengameart.org/
MyVeryOwnDeadShip.ogg	Background	Plays in the background of the gameplay	https://opengameart.org/
ObservingTheStar.ogg	Background	Plays in the background of the start screen	https://opengameart.org/
sadorchestralbgm(syncopika).wav	Background	Plays in the background when a player loses	https://opengameart.org/

15 Procedurally Generated Content

15.1 Minimum Viable Product (MPV)

- Words move and get deleted upon keyboard input.

16 Wish List

- Add a special explosion for a player – a special explosion that would destroy enemies within certain distance but deduct points.
- Add lives for a player – maybe Earth can handle up to 3 human spacecrafts until it is destroyed.

17 Bibliography of Non-original Assets

Non-original resources utilized in this project:

Name	Description	Source
exp2_0.png	Explosion animation .png file. Displays when spacecraft is blown up.	https://opengameart.org/
polluted earth.png	.png file of the polluted Earth. Displays when the game is over.	https://pngtree.com/
earth_PNG36.png	.png file of the Earth. Used throughout the game and displayed on the start screen.	https://pngtree.com/

bck.jpg, jeremy-perkins-3kTaHlfkIIA-unsplash.jpg	Background image of stars. Used as the game world background.	https://unsplash.com/
johnny-goerend-Oz2ZQ2j8We8-unsplash.jpg	An image used for the splash screen.	https://unsplash.com/
boom1.wav	Audio that when explosion happens	https://opengameart.org/
MyVeryOwnDeadShip.ogg	Audio that plays in the background of the gameplay	https://opengameart.org/
ObservingTheStar.ogg	Audio that plays in the background of the start screen	https://opengameart.org/
sadorchestralbgm(syncopika).wav	Audio that plays in the background when a player loses	https://opengameart.org/

17.1 Credit Screen

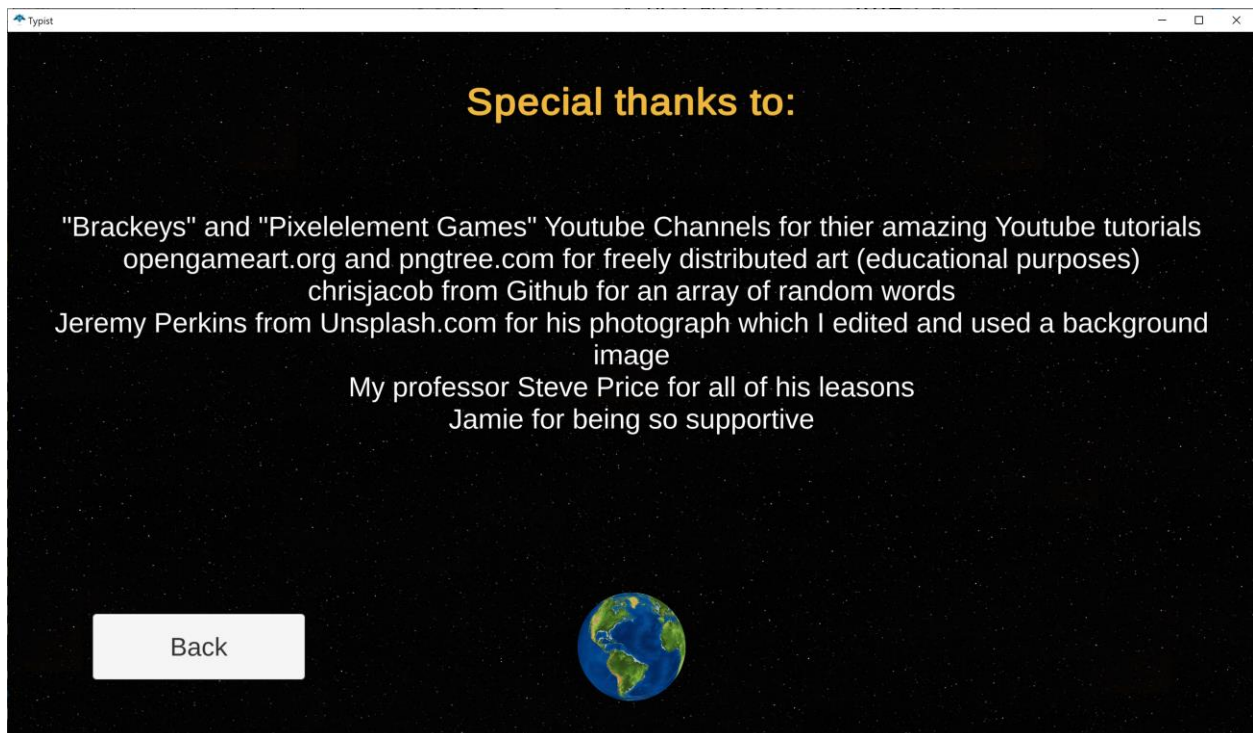


Figure 8 - Credit Screen