

<Game Studio name and logo here>

Design Document for:

Name of Game

One Liner, i.e. “The Ultimate Racing Game”

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Version # 1.10

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Game Overview

The Main Premise of the game is for the Player to overcome all obstacles the wilds of Laos can throw at you. The main Character is a young boy looking for his friend in the forest after being abandoned and getting lost following a bear attack. The format of the game is a 3D side scroller with some platforming and will involve linear puzzles. Along the way the young boy must make his way through several distinct zones of play including forest, swamp, and mountainous terrain. The game will be single player, Man vs Nature. The ultimate goal is to return to civilization.

Story *(if there is one)*

Two boys, One Older and one younger are exploring the forrest near their village. Although they are both brave and adventurous they are not equal. As they are traveling this jungle they move further and further from the safety of their homes. They come across a ferocious bear that terrifies both boys into running blindly further into the forrest. Separated from his friend the younger boy finds himself lost and alone in a remote unfamiliar section of the forest and must find his friend and make his way back to his village.

Feature Set

The game features describe the game play in detailed terms, starting with the vision of the core game play, followed by the game flow, which traces the player activity in a typical game. The rest is all the infinite details.

Core Game Play

- Main Menu
- Possible Opening Cinematic
- Basic Button Controls left and right arrows to move forward and backwards, down arrow to crouch, up arrow to climb certain obstacles, space to jump/double jump, and two more as yet unspecified buttons to control running and grabbing items to pull instead of push.
- there will be objects that will be acted upon such as logs, boulders, fallen trees, triggers that create or remove portions of the way ahead (movable door like puzzles), etc.
- the main obstacle will be the reappearance of the bear in the path on the way back to the young boys village.
- although the bear is the main obstacle I would like there to be a final boss, Im thinking of a giant spider

Game Flow

The game will start out with the minimum teaching of the user interface. A few basic challenges will help the Player learn most of the controls in the first minute or two of gameplay. These tests will include pushing and pulling an object into place to climb over an obstruction. From here there will be instructions on pick ups health and if time permits, powers ups. The progression of difficulty in the challenges will increase with the progression of the themes zones of the game. The challenges of the meadow area will be incorporated and increased in the jungle and then the swamp, on top of the mountain, and finally a darker area, the "Heart of the Jungle".

I would like there to be an enemy system of smaller creatures to fight if I can learn how to create those. This would involve advanced controls for fighting but could be as little as adding one button press for attack and then adding a provision for hand to hand combat or throwing rocks, or a makeshift spear.

Characters

The only two characters I have in the game so far would be the playable Young Boy and the Bear that stands in the way. I would like the older boy to make an appearance once or twice but only in the capacity of showing that the player is making progress. this would involve the older boy dangling from a tree or streaking through a parallel but inaccessible path.

The young boy should be perceived as weak in the beginning of the game but shown to have strengths that progress as the game does. He cant jump very high, can only climb simple things but the message that I hope to convey by the end is that even though a person is physically limited, they can still accomplish big things through perseverance. I want ingenuity to be the main focus of the game over prowess.

The Bear will be a stopping presence in the game. It will be aggressive towards the player unless presented with food tributes that pacify in allowing the character to pass by. It will be capable of killing the player if they are not careful but will mainly serve to push the player to explore the areas fully in order to gain the pick ups necessary to pass through. Im thinking of repeating this cycle 3 times, once for each area of the game that isn't demo or the last part in the village.

Game Play Elements

This is a functional description of all elements that the player (or characters/units) can engage, acquire or otherwise interactive with. These are such things as weapons, buildings, switches, elevators, traps, items, spells, power-ups, and special talents. Write a paragraph at the start of each category describing how these elements are introduced and interacted with.

- Push/Pull objects to climb on top of and over obstacles (logs and boulders)

- Push/Pull objects onto trigger areas to change an aspect of the game such as to open a door.
- tipping objects such as falling trees that will span gaps to create bridges
- unstable ledges or tree branches that only hold for a certain amount of time before giving way under the player
- Collectables to feed the bear (fish, honey, berries) with graphic representations on the heads up display
- some rocks that can be thrown as weapons
- a stick that can be used as a club but upgraded into a makeshift spear
- a crouch function that will lead the player into out of the way and hard to reach areas.
- a health bar what signifies how many times the player can mess up or be attacked before the game is over.