**Design Document for:**

# puppy-g

**One puppy, One dream, Infinite Opportunities**

“Smell, Taste, or Eat!”™

All work Copyright ©2016 by Who Are We?

Written by All of us

Version # 1.0

Wednesday, November 16, 2016Table of Contents

Table of Contents

[Design History 4](#_Toc467094547)

[Version 1.0 4](#_Toc467094548)

[Game Overview 5](#_Toc467094549)

[Philosophy 5](#_Toc467094550)

[Something fresh 5](#_Toc467094551)

[Something cute 5](#_Toc467094552)

[Stay in the mobile world 5](#_Toc467094553)

[Common Questions 5](#_Toc467094554)

[What is the game? 5](#_Toc467094555)

[Why create this game? 5](#_Toc467094556)

[Where does the game take place? 5](#_Toc467094557)

[What do I control? 5](#_Toc467094558)

[How many characters do I control? 5](#_Toc467094559)

[What is the main focus? 5](#_Toc467094560)

[What’s different? 5](#_Toc467094561)

[Feature Set 6](#_Toc467094562)

[General Features 6](#_Toc467094563)

[Gameplay 6](#_Toc467094564)

[The Game World 7](#_Toc467094565)

[Overview 7](#_Toc467094566)

[Simple Environment 7](#_Toc467094567)

[Colorful 7](#_Toc467094568)

[The Physical World 7](#_Toc467094569)

[Key Locations 7](#_Toc467094570)

[Travel 7](#_Toc467094571)

[Scale 7](#_Toc467094572)

[Objects 7](#_Toc467094573)

[Weather 7](#_Toc467094574)

[Day and Night 8](#_Toc467094575)

[Time 8](#_Toc467094576)

[Rendering System 8](#_Toc467094577)

[Overview 8](#_Toc467094578)

[2D/3D Rendering 8](#_Toc467094579)

[Camera 8](#_Toc467094580)

[Game Engine 8](#_Toc467094581)

[Overview 8](#_Toc467094582)

[Tilemapping 8](#_Toc467094583)

[The World Layout 9](#_Toc467094584)

[Overview 9](#_Toc467094585)

[Game Characters 10](#_Toc467094586)

[Main Character 10](#_Toc467094587)

[Enemies and Monsters 10](#_Toc467094588)

[User Interface 11](#_Toc467094589)

[Overview 11](#_Toc467094590)

[Weapons 12](#_Toc467094591)

[Overview 12](#_Toc467094592)

[Musical Scores and Sound Effects 13](#_Toc467094593)

[Overview 13](#_Toc467094594)

[Single-Player Game 14](#_Toc467094595)

[Overview 14](#_Toc467094596)

[Story 14](#_Toc467094597)

[Victory Conditions 14](#_Toc467094598)

[Character Rendering 15](#_Toc467094599)

[Overview 15](#_Toc467094600)

[Extra Miscellaneous Stuff 16](#_Toc467094601)

[Overview 16](#_Toc467094602)

[Ideas 16](#_Toc467094603)

[“Objects Appendix” 17](#_Toc467094604)

[“Story Appendix” 18](#_Toc467094605)

# Design History

This is a brief explanation of the history of this document.

This document is meant to house the concepts and designs for “puppy-g” for all developers. It will be the go to location to answer questions and provide final design decisions made by the team.

## Version 1.0

Version 1.0 is the skeleton for the Game Design Document (GDD).

1. Initial layout of the GDD. It will grow over time.
2. Creating areas to put final design decisions.

# Game Overview

## Philosophy

### Something fresh

We are aiming for something new in the RPG world, while trying to relate a fantasy world to real life as much as possible. Not so much that it is boring, but from a different perspective of what we see every day.

### Something cute

Puppies running around in the world? How cute is that.

### Stay in the mobile world

Mobile gaming it still a huge market. Browsers are, for the most part, the same amongst all OS versions and phone types, so it is easier to reach a wider market.

## Common Questions

### What is the game?

The game is focused on a puppy exploring the world. The protagonist will join up with other puppy comrades and take on the world, as a puppy would. Eat random things, lick everything you see, start fights just because, you name it, you are a puppy!

### Why create this game?

We all keep coming up with great ideas so it’s about time we actually go through with one of them. Let’s face it, who wouldn’t want to run around as a puppy?

### Where does the game take place?

In a fantasy world is much like our own.

### What do I control?

A puppy!

### How many characters do I control?

Just one, while in the world navigation. During battle sequences, you will control the actions of your comrades.

### What is the main focus?

Discover the world the way a puppy would.

### What’s different?

You are a puppy. Nuff said.

# Feature Set

## General Features

Puppies

Continuous world

2D overhead graphics

Browser support

Tilemapped gameplay

## Gameplay

Solving puzzles with basic skills (smell, lick, chew, etc.)

Building relationships with other puppies

Fighting through bad guys to keep crew safe (cats, squirrels, socks)

Doghouse customization – make the biggest, best doghouse in the world

# The Game World

## Overview

There are towns, caves, doghouses, forests, grasslands, etc. It is to be a simple environment, pleasant to walk around in and not very intimidating. The colors will be bright and vivid, but not too overwhelming. Think early Zelda games, fresh greens and deep blues.

## Simple Environment

The environment will contain just the basic elements needed to create a world:

Towns: Sidewalks, roads, and small, simplistic buildings.

Outdoors: Grass, trees, stones, and some water.

Caves: Rocks, rocks, and rocks.

Anything more and it gets too busy. The point of the game is to investigate, and the player should not waste time trying to investigate the static background elements.

## Colorful

Fun, vivid coloring.

## The Physical World

The following describes the key components of the physical world.

### Key Locations

* **Doghouse** The protagonist’s house. This house will be customizable and upgradeable.
* **Towns** Places of business and meeting new comrades.
* **Grasslands** The adventurous part of the world. Many puzzles and treasures can be discovered.
* **Caves** The “dangerous” part of the world. The most dangerous enemies will be found here.

### Travel

Travel on foot throughout the world. Fast travel between towns.

### Scale

Overhead view, the puppies are roughly the same size as house entrances and the houses themselves are a few cells large on the outside, but much bigger on the inside.

### Objects

Soooooo many objects. What is trash to us is treasure to a puppy.

See the “Objects Appendix” for a list of all the objects found in the world.

### Weather

TBD. Puppies hate rain…

### Day and Night

TBD.

### Time

TBD.

## Rendering System

### Overview

The world gameplay is overhead, 2d graphics. The battle sequences are TBD.

### 2D/3D Rendering

Browser (Canvas, WebGL).

## Camera

Camera will be fixed on the player in the world and fixed in one location during battle sequences.

## Game Engine

### 

### Overview

Made with the Phaser game engine for modern web browsers.

### Tilemapping

The world gameplay is tilemapped. Each location will have its own tilemap and fade out transitions:

* World to house
* House to world
* World to cave
* Cave to world
* World to world
* House to house
* Cave to cave

# The World Layout

## Overview

TBD with screenshots.

# Game Characters

## Main Character

Choose from a selection of breeds and genders. Customize color and leash type/color.

## Enemies and Monsters

* **Cats** The generic enemy of puppies.
* **Squirrels** They don’t attack, but really anger you.
* **Socks** These can incapacitate you, and you have no idea why.
* **Animal control** The bosses, avoid these at any cost.
* **etc…**

# User Interface

## Overview

TBD with screenshots.

# Weapons

## Overview

TBD…

# Musical Scores and Sound Effects

## Overview

TBD…

# Single-Player Game

## Overview

Single player throughout. AI will assist for NPCs and enemies.

## Story

Brief story summary here.

See “Story Appendix” for more details.

## Victory Conditions

TBD…

# Character Rendering

## Overview

Because the puppies can be customized, we need to come up with a design strategy to enable quick attaching/detaching of elements.

# Extra Miscellaneous Stuff

## Overview

Drop anything you are working on and don’t have a good home for here.

## Ideas

Ideas!

# “Objects Appendix”

All the objects…

# “Story Appendix”

Write the story here!