# CE318 Game Design Document

Module Name: High-level Games Development

Module Code: CE318

Student ID: 2002306

Game Title: Miniature Island

https://github.com/lyndonpanton/ce318-high-level-games-development/tree/main/ce318-assignment-1

## Objectives

## Overview

The player begins in their own small island. The player will be able to craft and build equipment to assist them in managing their island. There will be animals and pets the player can befriend and care for on the island, as well as dangerous creatures for the player to deal with. Tasks will depend on what the in-game current season is as well as specific “events” that take place.

## Gameplay

The primary gameplay features will be crafting, farming, and fighting. The game should have a day/night cycle and players will have a different experience depending on the current time. Gameplay will be generally simplistic from a user’s point of view, with it not intended to be very difficult in the sense of reaction time, but rather resource management and thinking ahead of what will be needed for future scenarios. Interactions such as crafting, mining, chopping wood, etc. will be done via short, repeated animations with a visible timer to enhance the player experience and fit in with the simpler aesthetic of the game. Additionally, players can choose to have enemies turned on or off, and can battle them if they choose, there will also be friendly creatures (and possibly NPCs) a player can choose to befriend and interact with. Other features including fishing, forging, etc.

## Interface

The player should use a mouse to move to the position they clicked on and certain keys to perform actions (craft, attack, eat, sleep, etc.).

Heart icons should be displayed in the top left corner to denote how much health the player has remaining.

Some type of icon (undecided) should be displayed in the top right corner to denote the player’s current hunger state, and another icon (undecided) should be displayed directly below that icon to denote the player's current thirst state.

In the centre top position of the GUI, there should be some text denoting the current in-game time.

Players will be able to select what difficulty they want to play at, as well as if they want certain features on or off, such as enemies.

## Objectives

The player will start in a relatively easy and non-dangerous area, with resources close by. They will be expected to find food and build a basic shelter early on before other tasks. After the first objectives have been completed, the player can then work numerous activities of their choosing, including, but not limited to upgrading their shelter, creating their own farm with replenishable crops, and befriending friendly animals. After a short amount of time, non-friendly enemies will begin to spawn, moreso at nighttime, and the player will need to deal with them in a timely manner, otherwise they will have a negative impact on their animals and resources. The difficult will increase as each day passes.

## Look & Feel

The player will have a single level, they will be able to play on. The area they start on will be small to begin with, but after reaching a certain stage in the game, they will be able to expand it themselves using specific abilities granted to them. Levels will primarily be on flat planes with very small number of variations in height.

The camera will be set to an isometric view by default. The player will have the option of switching to an unlocked camera mode, where they can move the camera across the area, whilst their character is left out of view.

The game should include minimal amounts of blood, when enemies after defeat, they do so in a “soft” way, such as fall on their side and going up in a puff of smoke.

The game’s art style should have a cozy and peaceful feel to it and the graphics should use low poly or geometric art

The game should have small amounts of loud noises, and the background music generally be the loudest piece of audio present, compared to the sound effects.

For the MVP (Minimum Viable Product), only one stage is required. This stage will have a fantasy feel, set in a forest area and the weapons and tools required for the MVP will be tied to medieval European culture (landscapes like those seen in the Shire, from Lord of the Rings [1]). Additional stages (settings), weapons, etc. may potentially be added from other cultures.

## Story

The game will have a minimal backstory and plot and will rely on a strong core gameplay loop to grasp its audience. The main character the player will that the role of, will be unnamed and this may be chosen by the player. Past the MVP, certain NPCs (Non-playable characters) can be added, to assist the player throughout the game, but none have been considered core to the gameplay. The player wakes up on a small area (i.e., island) and is tasked with expanding the area and building a liveable place for themselves (and the possible NPCs) with adequate shelter, food, water, etc. The game is designed to have multiple playthroughs with different settings/difficulties, instead of having a longer, single campaign.

## References

[1] The Shire. [Online]. Available: <https://lotr.fandom.com/wiki/The_Shire>