# Game Design Document (GDD)**:** School Daydream

## Graphical user interface Description automatically generated

## *Courtesy of Myself (2020)*

## Game Identity / Mantra

## Play the daydream of a tired student who has dosed off in the middle of class, fighting off their worst nightmare: school! Run across sheets of homework and avoid school dangers and nightmares in this 2D Platformer world of a student’s imagination! Be careful, though – you would hate to get woken up by the teacher!

Single player, side scrolling, platformer, cute, imagination

## Design Pillars

## *Shape Description automatically generated*

Player Color Palette

## 

Game Color Palette

## Main character is a school student daydreaming during class

* 2D horizontal and vertical move set
* Two stages of gameplay – Main game daydream and boss level reality

A picture containing text

Description automatically generated

(Player) Sleeping Student in Dream Idle

A picture containing text, clipart

Description automatically generated

(Player) Sleeping Student in Dream Walking

A picture containing text, clipart

Description automatically generatedA picture containing text, clipart

Description automatically generated

(Player) Sleeping Student in Dream Parachuting/Jumping

## Genre/Story/Mechanics

## A picture containing text Description automatically generated

Game Title

A close up of a sign

Description automatically generated

Team Splash

## Genre/Story:

## Takes place in a modern-day school setting

* A student is daydreaming about school after they have fallen asleep in class. The student dreams about running across sheets of work paper with some added dream effects as well, such as cloud platforms. When the student completes the level, they are woken up by their teacher with a question, which enters the player into the Boss Level. If they lose the Boss Level, they are given a certain number of retries based on how many coins they collected in the main level.
* The premise of the game is to finish the level WITHOUT losing all your health in the main game AND failing the boss level after all retry attempts. There will be a checkpoint within the main level.

Mechanics:

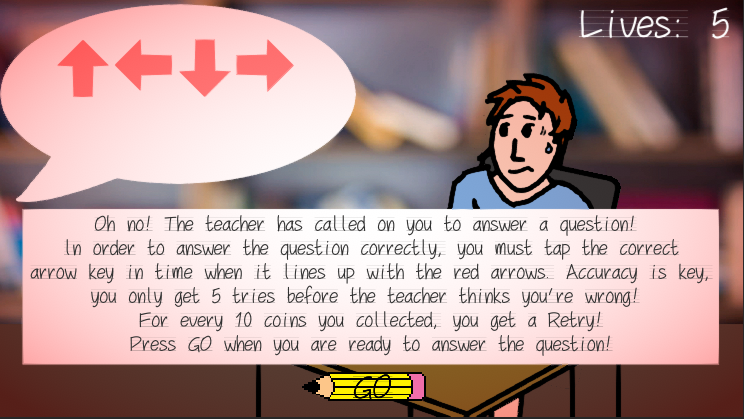
Camera stats – Size: 4.3

Main Game: 2D Side scroller, normal gravity, jumping, climbing, running, attacking, parachuting

Boss Level: Just arrow keys (DDR-style minigame)

## Features

## One level and boss encounter



Boss Encounter

Pencil hazards, Bad Grade hazards

A picture containing logo

Description automatically generatedLogo

Description automatically generated

Pencil Hazard, Bad Grade Hazard

Coins scattered throughout the level

A picture containing clock, game

Description automatically generated

Coin

Cloud Platforms, Elevators, and Conveyors

A close up of a mountain

Description automatically generated

Cloud Platform/Elevator/Conveyor

Bracket Teleporters

A picture containing shape

Description automatically generated

Bracket

Instructional data delivered via Post-It Notes

Logo

Description automatically generated

Post-It Note

One health pack on the level to heal the player

A picture containing logo

Description automatically generated

Lunch (Health Pickup)

One checkpoint

A close up of a sign

Description automatically generated

Checkpoint Flag

## Interface

## Graphical user interface, website Description automatically generated

## Three Cloud Health Icons in daydream main game

Three greyed-out Cloud Heath Icons behind the others

Five-strikes counter in Boss Encounter

Score Incrementor

Retry number based on coin collection number

Instructions delivered when relevant with Post-It Notes (moving, parachuting, dodging)

Escape Key Exit

## Art Style

## Most backgrounds will be designed to look like line paper/printer paper/book paper

Foreground would be detailed pixel art OR simplistic/cutesy poly-style art

Bad guys and enemies will have red eyes, coloration/look evil

Obstacles/platforms/interactable foreground will be darkened

## Audio

## Chill, cute music for main gameplay/menu

Intense, stressful music for the fast minigame

Specific audio sounds for relevant gameplay (Getting hit, checkpoint, collecting coins and health, etc.)

## Asset Database

**Audio**

Name File Type

|  |  |
| --- | --- |
| ArrowHit | .wav |
| Boss\_Music | .mp3 |
| Coin\_Collect | .mp3 |
| Game\_Over | .mp3 |
| Health\_Collect | .wav |
| Hurt | .wav |
| Tada | .mp3 |
| Main\_Theme | .mp3 |

**Animations**

Name File Type

|  |  |
| --- | --- |
| Boss\_Anim | .anim |
| Boss\_Anim\_Game\_Over | .anim |
| Boss\_Anim\_Missed | .anim |
| Boss\_Anim\_Sweat | .anim |
| Boss\_Anim\_Still | .anim |
| Boss\_Screen | .anim |
| Boss\_Won\_Anim | .anim |
| Boss\_Won\_Sleep | .anim |
| Player\_IDLE\_Anim | .anim |
| Player\_WALK\_Anim | .anim |
| Player\_JUMPING\_Anim | .anim |
| Player\_PARACHUTE\_Anim | .anim |
| Title\_Screen | .anim |

## Materials

Name File Type

|  |  |
| --- | --- |
| Lights\_OFF | .mat |
| Lights\_ON | .mat |
| Cloud\_Particle | .mat |

**Prefabs**

Name File Type

|  |  |
| --- | --- |
| Coin | .prefab |
| Death | .prefab |
| Elevator\_Vertical | .prefab |
| UpDownHazard | .prefab |

**Scenes**

Name File Type

|  |  |
| --- | --- |
| Game\_Start | .unity |
| Level\_One | .unity |
| Level\_One\_BETA | .unity |
| Level\_One\_MIDTERM | .unity |
| Level\_One\_PROTOTYPE | .unity |
| Level\_Boss | .unity |
| Level\_Boss\_Lost | .unity |
| Level\_Boss\_Won | .unity |

## Scripts

Name File Type

|  |  |
| --- | --- |
| ActivationTrigger | .cs |
| Anim | .cs |
| ArrowButton | .cs |
| ArrrowMove | .cs |
| ArrowTouched | .cs |
| BossTransition | .cs |
| Camera\_Update | .cs |
| CheckPoint | .cs |
| Floater | .cs |
| GameController | .cs |
| Go | .cs |
| GravityActivationTrigger | .cs |
| Hazard | .cs |
| Ladder | .cs |
| LoadSceneOnClick | .cs |
| Level\_Change | .cs |
| OnTriggerStay | .cs |
| Patrol | .cs |
| Patrol\_Plus | .cs |
| Player\_Health | .cs |
| Player\_Move\_Update | .cs |
| Retry\_Boss | .cs |
| Started | .cs |
| PlaySound2D | .cs |
| Poof | .cs |
| Teleport | .cs |

**Sprites**

Name File Type

|  |  |
| --- | --- |
| Arrow | .png |
| Black\_Arrow | .png |
| Border\_01 | .png |
| Books\_br | .png |
| Boss\_Screen | .png |
| Boss\_Screen\_Lost | .png |
| Boss\_Screen\_Missed | .png |
| Boss\_Screen\_Sweat\_1 | .png |
| Boss\_Screen\_Sweat\_2 | .png |
| Boss\_Screen\_Won | .png |
| Brackets | .png |
| Cheat\_Text | .png |
| Checkpoint\_Flag | .png |
| Cloud\_Particle | .png |
| Cloud\_Platform | .png |
| Cloud\_Text | .png |
| Coin | .png |
| Coin\_Text | .png |
| Conveyor\_Text | .png |
| Exam\_Tmrw | .png |
| Exit\_Door | .png |
| F\_Paper | .png |
| Player\_IDLE\_64 | .png |
| Player\_WALK\_64 | .png |
| Player\_JUMPING\_64 | .png |
| Player\_PARACHUTE\_64 | .png |
| Grade\_Text | .png |
| Health\_Clouds | .png |
| Health\_Segment | .png |
| Instructional\_Text | .png |
| Ladder | .png |
| Level\_Background | .png |
| Lunch | .png |
| Mushroom\_Cloud | .png |
| Paper\_S | .png |
| Parachute | .png |
| Parachute\_Text | .png |
| Pencil | .png |
| Prototype\_Level\_Reduced | .png |
| Rotating\_Plus | .png |
| RP\_Background\_512 | .png |
| RP\_Block\_256 | .png |
| RP\_Ramp\_256 | .png |
| Sticky\_Note | .png |
| Study\_Sets\_Note | .png |
| Talk\_Bubble | .png |
| Talk\_Bubble\_Missed | .png |
| Team\_Splash | .png |
| Teleport\_Text | .png |
| Title\_Screen\_1 | .png |
| Title\_Screen\_2 | .png |
| White\_Arrow | .png |

## Fonts

## Puffy Dreamland Font: Puffy Dreamland font

PW School Script Font: PW School Script Font

Arial Font

## Development Roadmap

**Platform:** Unity Editor, Windows PC **Audience:** Everyone

**~~Milestone 1:~~** ~~09/09/20 GDD 1.0~~

**~~Milestone 2:~~** ~~9/30/20 PROTOTYPE~~

**~~Milestone 3:~~**  ~~10/14/20 MIDTERM~~

**~~Milestone 4:~~** ~~11/18/20 BETA~~

**~~Milestone 5:~~** ~~12/09/20 GDD FINAL~~

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**Launch Day:** 12/09/20 GOLD MASTER

[1]

# References

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| --- | --- |
| [1] | U. Health, "Student Isolation and Self-Quarantine," *COVID-19 Updates,* 2020. |