# GAM 207 Module Eight Activity Template

**Prompt:** In Module Eight, you will read about game design documentation. Throughout the course, you will add functionality to your final project game prototype, and then you will consider the game design document. This type of design document would be submitted along with the game prototype to potential publishers. Therefore, it should reflect the prototype you submitted in Module Seven. Fill out the table below and submit it as your game development document to receive credit for this activity. The goal of this activity is to be concise: You should be able to answer each of the last four components in a paragraph (two to five sentences).

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| Student Name | Mark B. Saku |
| Date | April 26, 2020 |
| Working Title | Chronicles of the Wheel – The Dark One Returns |
| Description of Play Experience | “The Wheel weaves as the Wheel wills.” The game is a first-person game, with mutli-player potential. It takes place in a medieval time period when Light and Dark are in constant struggle. The player tortured by dreams of a dark lord is forced on a quest to save his village, his friends and himself. Along the journey, they discover sacred items and visit different realms with the hope of defeating the Dark Lord and his recruits. |
| Goal | To journey through a scripted tale, advancing the character to increase skill and weaponry. The goal is to form alliances with leaders of the Light, building a force that can ultimately defeat the Dark Lord who is trying to build a dark army strong enough to defeat the Light. |
| Basic elements/ design values: | Basic story involves one player (young farmer boy), timid and awed by stories of kings and epic battles. He is loyal to his village, his love-interest, and his father. Cut-scenes and 1st person narration will help tell the story from the player perspective as he progresses through the story.  The story involves additional characters (6) which join on the quest. The goals are to travel to selected areas throughout the game (to collect a dagger, to meet another character, etc.), all the while being chased by demons. The player initially has little fighting power and a sword. Eventually, skills and weapons will increase which will allow the player to fight off enemies or defeat them.  Player can use hand weapons, (sword, dagger, axe, bow/arrow), but will be limited in skill. The player should be able to ride a horse, fight (weakly at first) with a sword, shoot bow and arrow (with natural skill) and ultimately, generate Light. The story will unfold, and skill and confidence increase, as player advances through game and finds key-characters in game.  Enemies will spawn if player is not progressing, to give constant feeling of “being chased”. As confidence increases, skill and attack damage also increase. The play space will be in an open sand-box world.  Certain players also have a magical ability to touch the Light and use it against their enemies. Player character will only use this rarely in game.  The game should be playable in PC and console format. With ability to play through with male and female characters.  The feeling throughout the game should be *constant urgency*.  Points/Scoring: no points will be tabulated, but game will measure health, confidence and “the void”. The void is a place where the player has heightened concentration and can aim and attack with more accuracy. |
| Interface and Controls | Player can use keyboard or keypad to control movements (forward, back, left, right, jump, kneel). |
| Game Flow | The first level opens with a young boy in his village doing chores and interacting with his father. In the night there is an attack on the village, which leads to the title screen and beginning of the first quest. Home village – to – Larger village – to – Haunted Lost Castle – to – Stowaway on trading ship – to – Larger village – to trading route on way to City – to – Main Kingdom – to – Underground Time Tunnels – to – northern warrior village – to land of Dark Lord minions (the Oracle) – to – the Final Boss battle. |
| Level Design | Level Design will be like Book chapters. The first level will open with a journey from village to the haunted castle. Second Chapter will be escape from the castle to the ship. Third chapter will be journey from port village to Main Kingdom, 4th Chapter will be underground tunnels, Fifth the Warrior village and the journey to the Oracle, 6th is the Boss Battle. |
| Art Direction | Old growth Forest, rustic medieval villages, open epic sandbox feel. |