

## To The Clouds! Game Design Document



*'I've fallen and I MUST get up!'* – Mason Leonard

## ***'The sky's the limit!' -- Thomas Bellegarde***

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### Game Development Team Members

Mason Leonard

Thomas Bellegarde

Brian Huang

Grant Walters

# 1 Game Overview

Title: To The Clouds!

Platform: PC Standalone

Genre: 3D Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12-30)

Release date: December, 2021

Publisher: Team Three Productions

To The Clouds! is a first-person platformer game where the Player has fallen from their home in the sky. Now the Player must jump back to their cloud home one platform at a time.

## 2 High Concept / Genre

The sky's the limit for players of To the Clouds! as they reach the sky one step at a time in this 3D Platformer game. As the player jumps from platform to platform, he or she will encounter obstacles along the way that can cause the player to fall to the ground below. Reach your goal in the clouds by maintaining focus, and skillfully maneuvering from each platform until you get to the top.

### 3 Unique Selling Points

- Fun, casual game for all ages
- Beautiful graphics and design
- Several difficulty levels allow for fun for any skill level

## 4 Platform Minimum Requirements

PC

OS: Windows 10/11

Graphics card: DX10 (shader model 2 .0) capabilities; generally everything made since 2010 should work

## 5 Competitors / Similar Titles

Numerous 3D, physics-based platformer games like Portal and Fall Guys, particularly Getting Over It and Jump King.

## 6 Synopsis

Your character is a sky person who lives in the clouds. One day, he falls to the earth below. Help him return to his home by climbing the staircase platforms that take him back to the clouds. This is easier said than done, as many obstacles and perils stand in his way!



## 7 Game Objectives

The game's objective is for the player to reach the top platform that contains the sky person's house. The player must get through various checkpoints and avoid various obstacles along the way. If the player falls from a platform, they must either start from the bottom or the most recently visited checkpoint.

## 8 Game Rules

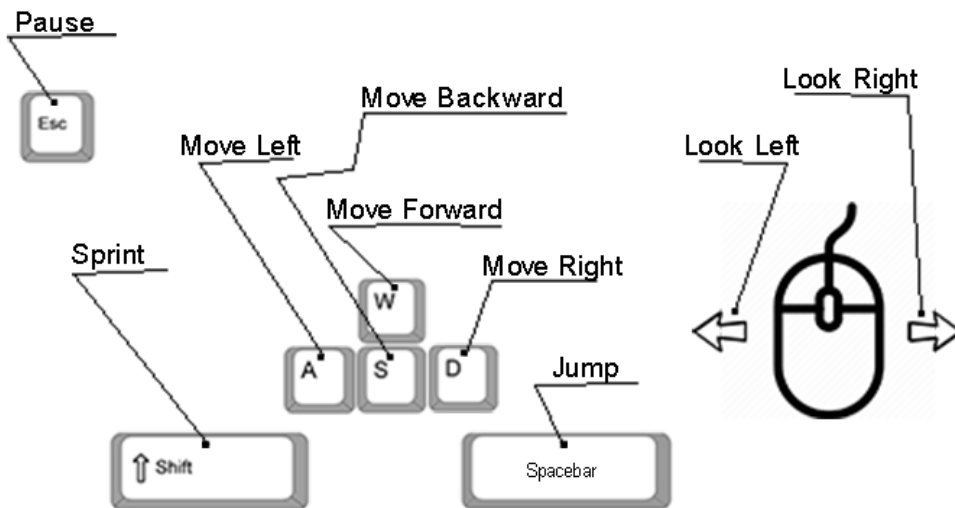
The game level is set in a valley surrounded by mountains that contain floating platforms. The player must move upwards by walking, running and jumping on the platforms until they finally reach their home in the clouds. The platforms vary in size and distance, and contain obstacles that make the player prone to falling to the ground. Additionally, checkpoints are located along the way to track the player's progress, enabling them to start from that checkpoint in the event that they fall. Once the player reaches their home in the clouds at the very top, they have achieved their goal and won the game.

## 9 Game Structure

Main Menu -> Gameplay -> Winning Screen

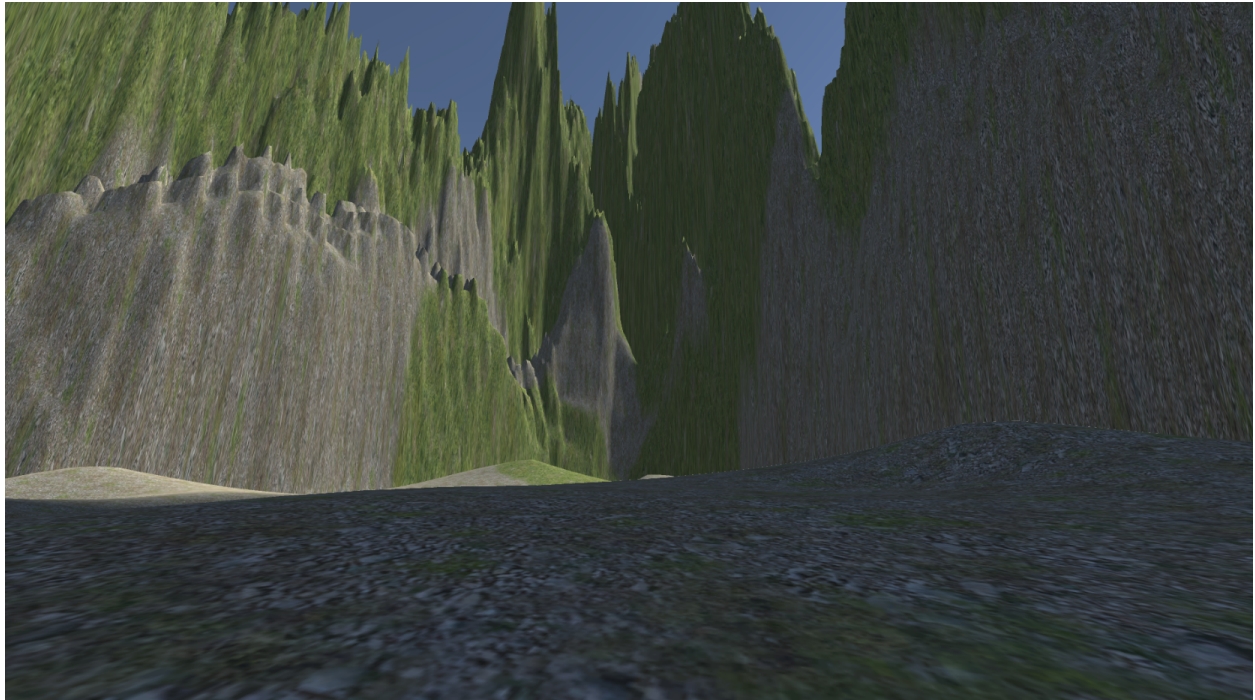
# 10 Game Play

## 10.1 Game Controls



## 10.2 Game Camera

When the game starts, the camera will be locked to a first-person point-of-view to form the Player's perspective. This will be the only camera view available.



### 10.2.1 HUD

#### SECTION

Indicates which section of the level the Player has reached.

#### CHECKPOINT

Displays how many checkpoints have been reached out of the total number of checkpoints.

# 11 Player

## 11.1 Characters

The sky person enjoys a peaceful existence above the clouds. Problem is, they've made the mistake of stepping away and falling off their cloud platform!

## 11.2 Metrics

Speed: 12

Sprint speed: 18

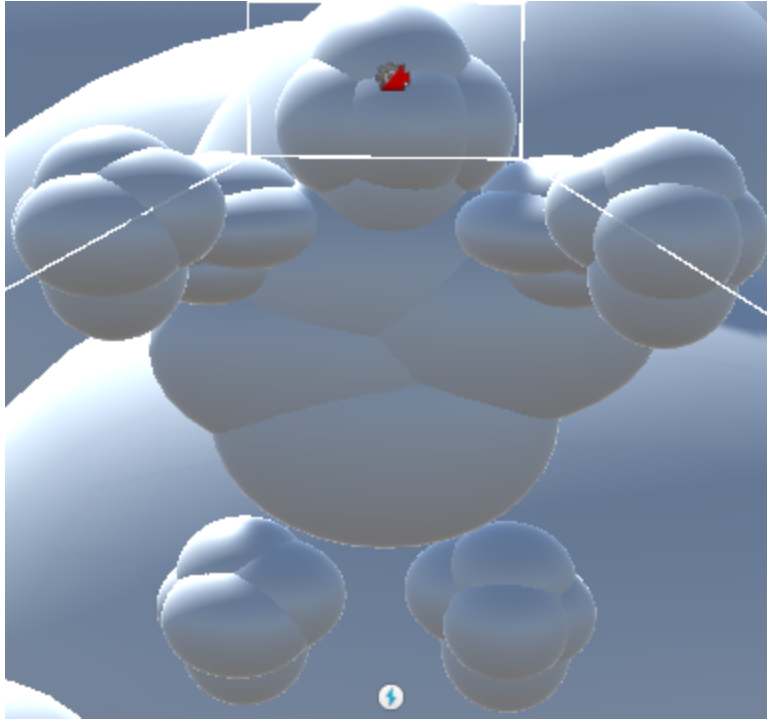
Jump height: 4

## 11.3 States

Idle: The idle state is a cycled animation where the Player is shifting from one foot to the other. It plays back when the Player remains still.

Move: The movement animation will cause the character to swing their arms and legs forward and backward. It will be triggered when the Player moves the character.

## 12 Player Line-up



## 13 NPC

To The Clouds! is free of spawned entities that act as an Enemy to the Player.



# 14 Art

## 14.1 Setting

The game takes place in a large section of wilderness. Tall hills and mountains shoot up into the sky where a plethora of fluffy white clouds can be found.

## 14.2 Level Design

The level consists of numerous narrow and wide, short and tall, small and big, surfaces that serve as platforms for the Player to jump from one to the other.

## 14.3 Audio

Name	Category	Description
calm_track-loop.ogg	Background Music	Plays in the main menu
Outdoor_Ambience.mp3	Background Music	Plays during Section 1
384. Steppin Up.mp3	Background Music	Plays during Section 2
Medium Alert.mp3	Background Music	Plays during Section 3
Invasion.mp3	Background Music	Plays during Section 4
calm fields.mp3	Background Music	Plays during Section 5
Mixkit-achievement-bell-600.wav	FX	Plays when a checkpoint flag is reached.
Mixkit-falling-male-scream-391.wav	FX	Plays when player falls to ground from platform

# 15 Procedurally Generated Content

## 15.6 Minimum Viable Product (MPV)

- One Player character to play as
- Built for the PC platform

# 16 Wish List

## MULTIPLAYER/TIME TRIALS

In future DLC, add the ability for multiple Players to attempt to reach their home in the clouds first! This would work in tandem with a timed mode where a Player can run through a particular section or the whole game with a timer running in the background to see how quickly they can make it through!

## ADDITIONAL GAMEPLAY WORLDS

In a future DLC, add additional gameplay worlds located in different settings such as jungles, icy mountains and outer space. Each world would have its own unique quality, such as unstable bridges in the jungle scene, slippery platforms in the icy scene, and less gravity in the outer space scene.

## 17 Bibliography

### Scripts

1. AudioManager.cs and Sound.cs
  - a. Sourced from: "Introduction to AUDIO in Unity" by the Brackeys Youtube channel  
<https://www.youtube.com/watch?v=6OT43pvUyFY>
2. PauseMenu.cs
  - a. Sourced from: "PAUSE MENU in Unity" by the Brackeys Youtube channel  
<https://www.youtube.com/watch?v=JivuXdrIHK0>
3. FirstPersonController.cs
  - a. Starter Assets - First Person Character Controller  
<https://assetstore.unity.com/packages/essentials/starter-assets-first-person-character-controller-196525>
4. PlatformManager.cs
  - a. Sourced from: Unity Moving Platform Tutorial [Unity 2019] by the Dekoba Youtube channel  
[https://www.youtube.com/watch?v=9KdY4mafG\\_E&t=517s](https://www.youtube.com/watch?v=9KdY4mafG_E&t=517s)

### Art

1. Sourced from OpenGameArt.org
  - a. Outdoor\_Ambience.mp3 is attributed to vi1e8  
<https://opengameart.org/content/outdoor-ambience>
  - b. 384. Steppin Up.mp3 is attributed Dan Knoflicek  
<https://opengameart.org/content/steppin-up>
  - c. calm\_track-loop.ogg is attributed to Phillip Miller  
<https://opengameart.org/content/calm-track>
  - d. calm fields.mp3 is attributed to davidkvis99  
<https://opengameart.org/content/calm-field>
  - e. Medium Alert.mp3 is attributed to Sudocolon  
<https://opengameart.org/content/medium-alert>
  - f. Invasion.mp3 is attributed to Eliot Corley from ChaosIsHarmony  
<https://opengameart.org/content/invasion>
2. Sourced directly from Mixkit.co
  - a. Mixkit-achievement-bell-600.wav  
<https://mixkit.co/free-sound-effects/bell/>
  - b. Mixkit-falling-male-scream-391.wav  
<https://mixkit.co/free-sound-effects/falling/>

### 3. Standard Assets (for Unity 2018.4).

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351>

- a. Grass, dirt, and cliff terrain textures

### 4. Probuilder - custom 3D geometry

<https://docs.unity3d.com/Packages/com.unity.probuilder@4.5/manual/index.html>

- a. A majority of the platforms were made with this utility. Including the cloud house.

### Fonts

- 1. "Righteous" Designed by Astigmatic a Google Font
  - a. Used for all button text
- 2. "Super Mario World" by David Fens from FontMeme.com
  - b. Used for our splash screen image