**GAME DESIGN DOCUMENT**

A Cyberpunk/Noir Mystery

Project: Minimum



**Last Updated:**

18/09/2017

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# Game Analysis

Project: Minimum is an isometric RPG that allows the player to take control of a psychic noir investigator and investigating a world influenced by films such as The Maltese Falcon, Casablanca, Blade Runner and Dark City. You can customize your character with a mix of psychic powers and cybernetic implants in order to investigate a world-wide conspiracy that looks to topple the world’s political infrastructure.

# Mission Statement

Project: Minimum is an RPG with a setting that mixes elements of Cyberpunk and 20s Noir set on PC. You are an ex-government psychic investigator who has fallen from grace, but discovers a conspiracy to “cull” the upper echelons of government in preparation for a massive political restructure. You face an invisible secret society bent on changing the world through media, shaping popular opinion and mind control.

# Genre

Cyberpunk, Noir, Mystery

# Platforms

PC

# Target Audience

The default target audience are RPG gamers from 16 years and older who enjoy solving mysteries, finding easter eggs, exploration and overcoming difficult problems. The will enjoy odd characters, strange worlds and also enjoy a level of tactics and strategy to overcome challenging combat scenarios.

# Storyline & Characters

This is where you present a story synopsis, and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gameplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Eleanor Duke  Image result for film noir portrait woman | PC – Protagonist.  Eleanor is hired to investigate the disappearance of a “working” woman, which leads to the larger conspiracy. | She is a disillusioned ex-government psychic, angry, substance addicted, and a loner.  She does not believe in “love” after her wife left her several years ago after Eleanor used her psychic powers on her.  She is an excellent shot and a reasonable untrained brawler. | Eleanor begins play with psychic powers and a minor cybernetic implant that allows connection to the “matrix” equivalent. |
| Iris Cooper  Image result for film noir portrait woman | NPC – Ex-Wife.  Newspaper reporter and Eleanor’s Ex-wife. She is able to assist Eleanor in the investigation due to access to high-level informants. | Iris is trying to move on with her life after leaving Eleanor.  She only works with Eleanor if offered something or if forced to.  In addition to her investigative abilities, she can shoot a derringer and knows judo. | Iris provides a moral outlet that allows players to choose between treating her well or manipulating her.  This can be seen as a “moral test” for the player. |
| Fay RaineImage result for film noir portrait woman | NPC – Missing prostitute  Fay has disappeared from Hotel Utopia.  She is a high-profile, expensive prostitute. | Fay is seen as the pinnacle of beauty and sex appeal. She used to be an actress until she went solo, making more money attending to the needs of millionaires.  She is an excellent actress (and liar) and has high business acumen. | It is not known, but Fay is in a long-term relationship with Senator Scott.  She still works, and when Eleanor is hired by Hotel Utopia to investigate, it is at the behest of the Senator. |
| Senator ScottImage result for film noir portrait woman | NPC – The Client  The Senator is the secret client, hiring Eleanor. She is a high profile elected official. | The Senator is wealthy and powerful, but has a weakness for Fay.  She is extremely well-connected, and once headed the department that Eleanor worked for. | Senator Scott sits on the board directing Project: Minimum, though she is unaware of its true purpose. |
| Character Name | Describe the character. It is a playable character or NPC. How does this character fit into the story, etc. | Describe the character’s abilities, personality and so forth. | Present any other notes about the character. |

# Gameplay

## Overview of Gameplay

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Player Experience

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | Caine Chandler | 18/09/17 |  |  |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |