

# Courier of Commands

Game Design Document

# Game Details

## Game Name:

Courier of Commands

## Game Genre:

- 2D Adventure Game

## Game Type:

- 2D adventure Educational Pc game
- point and click mechanics

## Game Rating:

- E Rated game (Ages 11+)

## Target Audience

- Ages 11+
- Courier of commands has been designed to cater to kids of ages 11 and above
- It is built for kids who have little to no experience with pc gaming and to help them in the process

## High Concept

### Overview

Courier of commands is a 2D adventure point and click game that has the primary aim of having a messenger going between 2 kingdoms to deliver messages and showing literally and metaphorically the basics of the syntax of c programming with its different objectives/missions for kids of ages 11 and above

## Core Idea

- To develop a game with a very simple and easy to understand mechanics
- Kids of ages 11 and above with minimum computer experience should easily grasp the gameplay
- slow paced game with the core idea of showing the syntax structure of a c program through a fun, creative and simple manner

## Gameplay

- Courier of commands primarily uses point and click mechanics to play the game
- on clicking the player transitions instead of a run animation being played
- The game will have a set of arrows pointing towards the entry of every building/area of interest(mission/objective area)
- with the primary interest of the game to show how the syntax works including
  - Headers
  - Functions
  - Expressions
  - Printf
  - Scanf
  - { }



*Reference image for gameplay*



*Reference image for point and click mechanism*

## Game Characters

- Kings - The kings of the 2 kingdoms where all 2 may look the same but look different in terms of color , kingdom 1 - Blue,kingdom 2 - red
- Boss - He will be your boss who sends you on your way to perform the objectives to serve your kingdoms by sending important mails
- Stable master
- King Pandiyan
- King Manu

### Before the video –

- Header - the king tells the messenger to go to the other kingdom
- Scanf - The First objective would be to go to the Palace to collect the letter (input) which is to be sent to kingdom 2 , the king pandiyan tests the user by jumbling the words of the already written letter in a fashion that has to be rearranged by the user
- The words will be provided as jumbled form exactly as given in the picture below and has
- each word will be a button and can be dragged and dropped to the right location
- a green light/color will be displayed when the words are placed in the correct location
- The background will be that of the scroll and some good sound effects of “writing on a paper” can enhance the gameplay experience

Dear Thalaivaraam King , I hope letter this you finds in time , Spy caught we from your not kingdom , let us stop war this

Scroll Game letter -

First Line - Dear Pandiyan King ,

Second Line - I hope letter this you finds in time

Third Line - We caught spy the

Fourth Line - I mistake made a

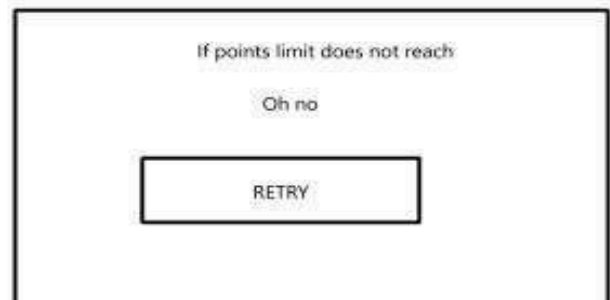
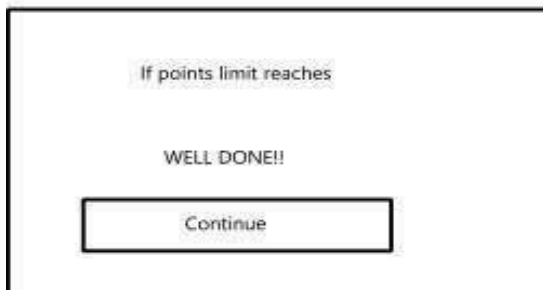
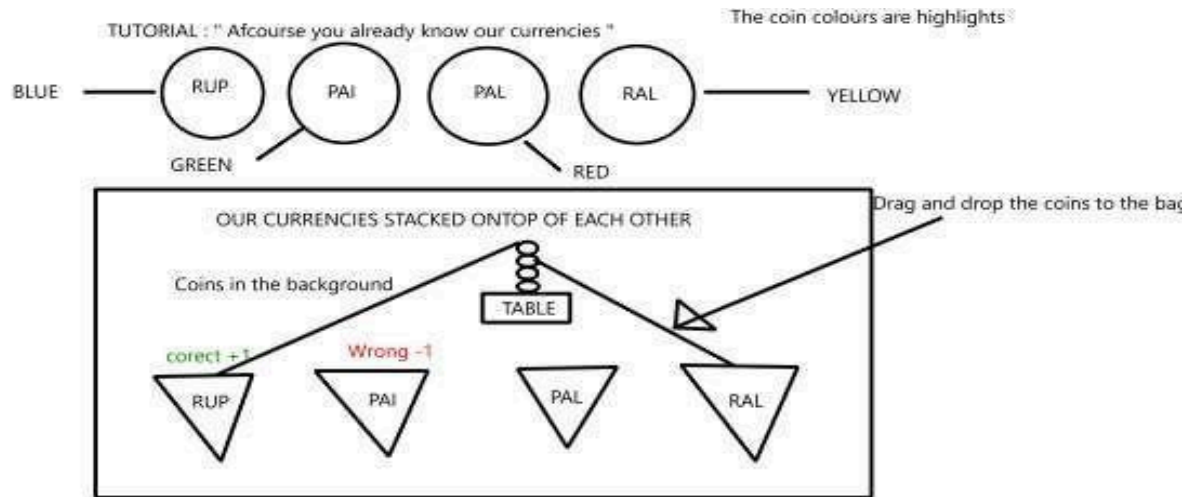
Fifth Line - Let us stop war this

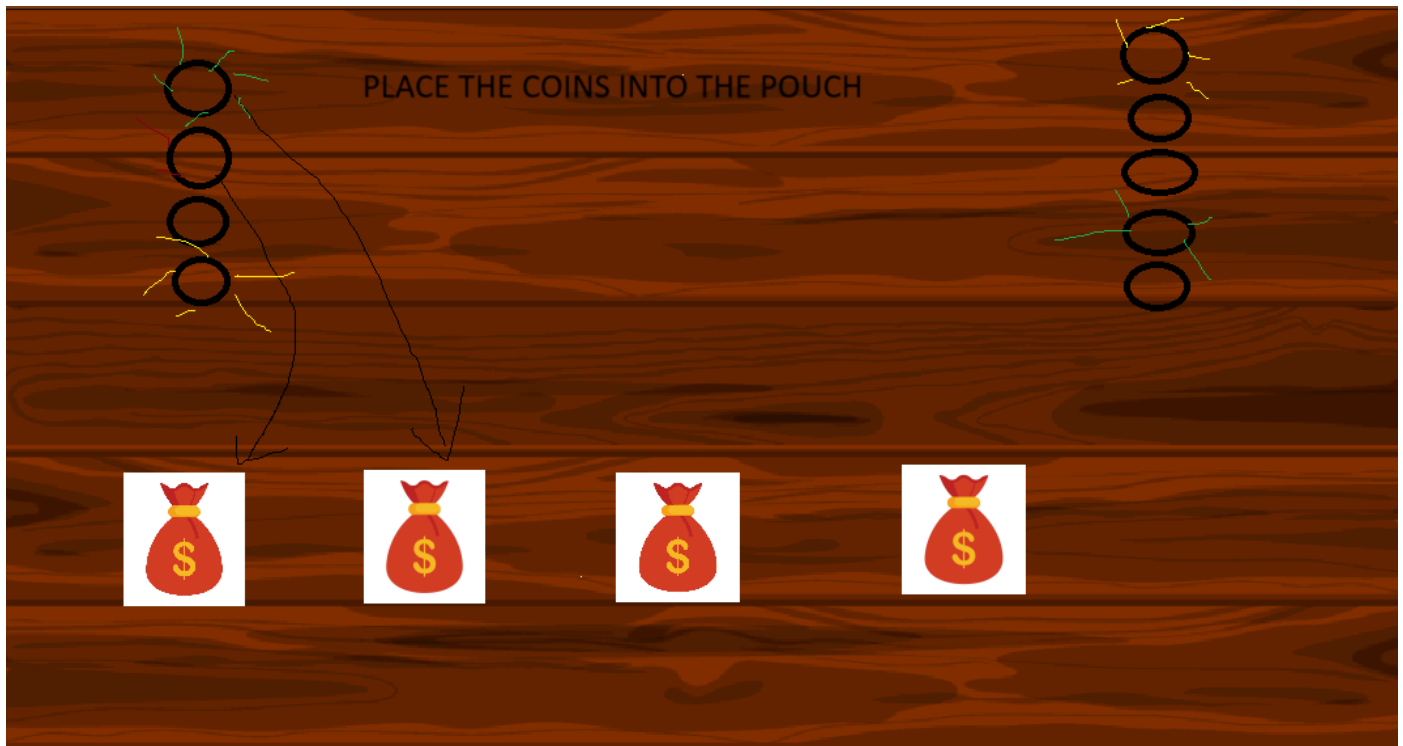


*Reference Image for scroll*

- after collecting the letter the second objective is going to the treasury to collect money to prepare you on the way, the money is to be stored in pouches. There will be 4 different currencies (Rup, Pai, Pal and Rai) present which has to be stored in 4 different pouches of different colors and compulsorily have to be name







*Reference Image for gameplay*

- Function - The third objective would be to ready the user by preparing the horse at the stable (first tool), a selection of saddle type and color, horse color, and make it ready at the exit



- After the third objective the user has to reach the exit where the horse will be ready for the user and when the character presses a whistle button the horse comes to him and he sets out on the journey
- The fourth objective is to move to the second kingdom and click the arrow along the path shown in the bottom left of the screen and if strayed away then a message pops up saying wrong path

## Game Mechanics

### User:

- Considering the player being a kid having lesser experience with using a computer, the game will only take use of the mouse.
- Using point and click for movement allows the user to move towards the



respective directions/objective locations

- Any specific objective requiring user interaction also requires the user to only take use of the mouse and left click
- The primary objective of the game is to educate more than provide a rich gaming experience

## Narrator:

- There will be 2 iterations for the narrator(the game itself) one before the video is played and one after the video is played :
  - Before the video - Basic narration of what the objective of the mission is and no reference to that of the syntax structure of C
  - After the video - Different narration style where the user plays the game again and now the narration style directly references how the objective/mission taking place directly references how the specific c syntax structure works

## DIALOGUES



- Before the video - Just have a general rundown of the objectives and display general dialogues with no coding terms at all

- Boss - (At the beginning of the game after user presses play) Luke! the king needs you to deliver a message to “ Pandiyan ” the king of “ Polavaram ” , it is of utmost urgency , please rush to the palace at once !

Location - 5 seconds after the game starts when the town is displayed this dialogue box pops up

- Location - Inside the castle when player selects castle

- King Ashok -- (to the player after player presses on the arrow leading to the palace) ”Ah, you’ve arrived! , of course i’ve heard about your quest , here is the letter which has to be delivered , Oh! what’s that? yes of course it’s jumbled I must first test if you’re capable of delivering the message

(After game is completed) Good Work you have proven me wrong here is the letter/scroll

- Location - Inside the treasury

- **Banker** - (to the player after player presses on the arrow leading to the Treasury) “Hello there ! Ah yes, I have heard about your quest, however a sharp mind is needed to handle the kingdom’s wealth. Let’s see how smart you truly are,”

(After the game is completed) “Looks like you might be smarter than me! , here is your money and please don’t mention this to the king i just got my job”

- Location - Inside the stables

- Stable master - (to the player after player presses on the arrow leading to the stables) ”I have heard about the journey you have to make, and I have received orders from the king himself to help you on your way. Here are some of the best horses. Please feel free to prepare them as you please!”

(After game is completed) “Wow what a beautiful mane excellent choice sir!, i will have her ready at the exit for you when you are ready”

Location - inside second kingdom

- King Pandiyan - (After delivering the scroll) What brings you here messenger? i am ready to go to war with the neighboring kingdom....
  - (Reads the message) Oh it takes great courage for a king to admit that , well in that case you may go back and inform your king that his kingdom is safe and i will not be a threat to his throne

- After the video - now we can scrap/play the general dialogue along with a narrator now explaining the references to the code”

- King Ashok - Hey Kids! did you notice c programming here? Yes! Even King Ashok has made a reference to C programming (I know, you probably weren't expecting a king Ashok to teach you C today). The king Ashok gave you a scroll, right? That's an input. In C, you can also take inputs using a "scanf" statement. It can scan whatever a user wants to input and allows you to work with that, letting you modify it to your needs!
- Stable Master - Congratulations! You just made your first horse, what if I told you there was a connection between how you made the horse and c programming!? , well, C programming has the concept of "FUNCTIONS" which are blocks of code you can write and use anywhere . Just as you created a horse and used it later on your journey, we can create functions to use later for our coding journey and pass some " PARAMETERS" to these functions just like how you gave it colors and made your horse look amazing! But remember you have to "CALL" a function to use it or it may never be used ever again !
- Banker - Well of course if you were to put all your different currency money in a single pouch without naming this pouch you could confuse it for the pouch that has king Manu's famous golden chilies and burn your eyes ,Yikes!!!! , well seeing this as an important obstacle to tackle , c also tackles it by giving you variables which are named containers/pouches that can store your values/money for you. If you have different value types/currencies C offers a wide range of data types to help you in the process.
- King Ashok - The way you read that scroll to king Pandiyan is exactly how you would display a message to a user using the "Printf" statement used to display your code to the screen!



*How the scroll should be re*

## Game Camera

- The game employs a 2D Fixed Camera Angle
- The angle must follow an over the shoulder type shot



*Reference Image for camera angle during dialogues*

## Game Systems:

### Game Flow

- The player begins the game by pressing play on the home screen
- After the game loads in the player will be shown a dialogue box where the Boss's dialogue pops up and starts playing with the background of the kingdom shown and then the arrows come up and the player is allowed to play

## Level Design

- The game is set in a ancient kingdom era with a palace a stable and a treasure
- The area should be shown with lush green grass and trees
- The objectives should not be complicated and easy to grab with education kept as the primary objective in mind

## Art Style

- very similar to dragon city
- Cartoon style to help the kids have fun and pay attention
- should feel like they are playing a game straight out of their tv channels

# Game User Interface

UI Flow:

<https://miro.com/app/board/uXjVKieTDTE=/>



*Reference image for Main Menu Layout*



*Reference image for Game HUD*

# Audio Design

- Background music (copyright free) - [https://www.youtube.com/watch?v=7\\_cwKd81z7Q&list=PLktdtTNubKSoTdbtCTv3VQb7sSsJ7Inny](https://www.youtube.com/watch?v=7_cwKd81z7Q&list=PLktdtTNubKSoTdbtCTv3VQb7sSsJ7Inny)
- stable music - <https://www.youtube.com/watch?v=D7jzJPrSszc&list=PLktdtTNubKSoTdbtCTv3VQb7sSsJ7Inny&index=6>
- treasury - <https://www.youtube.com/watch?v=fm0TJRxhuPM&list=PLktdtTNubKSoTdbtCTv3VQb7sSsJ7Inny&index=5>
- scroll - [https://www.youtube.com/watch?v=i\\_00MnZ-pVv&list=PLktdtTNubKSoTdbtCTv3VQb7sSsJ7Inny&index=35](https://www.youtube.com/watch?v=i_00MnZ-pVv&list=PLktdtTNubKSoTdbtCTv3VQb7sSsJ7Inny&index=35)

## Assets

- Kingdom

Grass - green luscious, that glistens against the sun, covering the whole area of the kingdom in terms of ground



homes - small village like homes surrounding the kingdom to show a township (randomly placed with a minimum of 5)







Mountains - simple green/black mountains to show a boundary surrounding the village to give a perspective of containment within the mountains



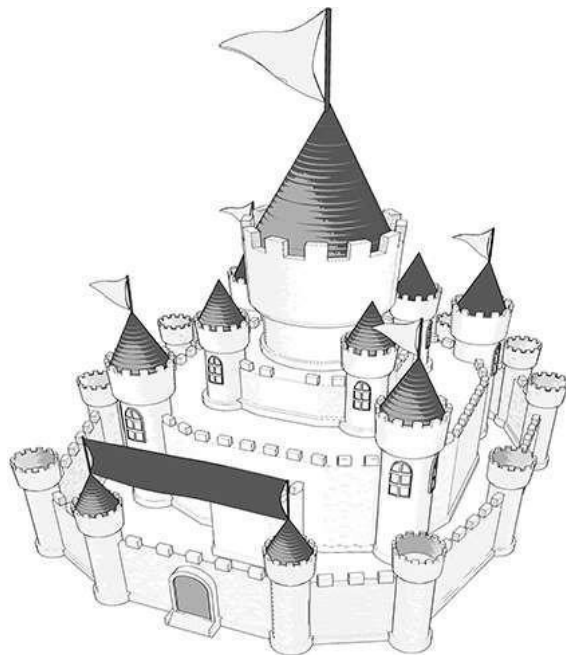
Waterfall - A small waterfall preferably next to the castle with a small stream originating from it and dividing the kingdom into 2 halves , turquoise blue



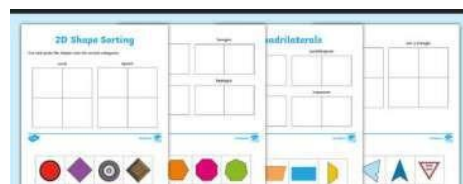
Rocks - medium boulders of rocks randomly placed filling the village up



- Castle -
  - Outside the castle - the castle should be the main attraction of the village and the tallest building with a single red flag on top



- Inside the castle - Royal and grand look with a chandelier on top, tall pillars with royal designs and restricted colors to lighter shades of white and lighter colors
  - Minigame - The minigame will include a full frontal view of parts of the scroll with the parts being jumbled and have to be rearranged, hence it will be displayed as a single scroll dissected and arranged onto a middle section. To give a scroll feeling the top and bottom of the scroll should be visible, the text should be written in ancient kingdom text style with a golden text color







*Main Look Reference*



*Palace inside*

- Stable
  - Outside the stable - A small brown horse stable with hay surrounding the stable to signify the same and 3 horses displayed outside (of the colors we give as options)

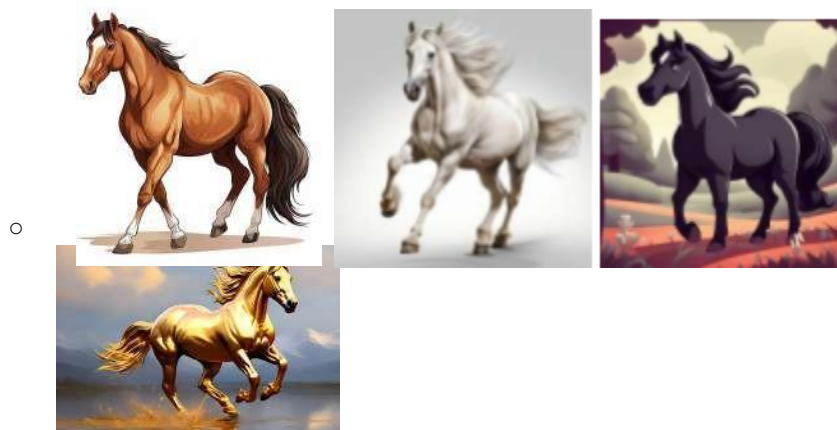


- Inside the stable - small mounts of hay surrounding the background with hay-scraper hanging from the wall while talking to the stable master , and going inside the stable for the mini game showing a hay on the floor with a door to the right and a wall behind the horse





- Minigame - A color palette having 5 different colors being brown, blue, white, black and golden color should be allowed along with 5 different saddle types being close contact, dressage, all purpose and exercise saddles and finally 4 color options for the saddle being dark brown, black, white and blue



## DIFFERENT TYPES OF SADDLES



**CLOSE CONTACT SADDLE**



**DRESSAGE SADDLE**



**ALL PURPOSE SADDLE**



**EXERCISE SADDLE**

- Treasury
  - Outside the treasury - A golden colored building with small bags of money bags with Rupees symbol outside them surrounding the building





- Inside the treasury - The treasury will have mounds of gold and jewelry in the background and a golden wall to show the boundary . The treasury will also have the same background for the banker talking and for the mini-game with the banker moving out of focus and the mini game then starting



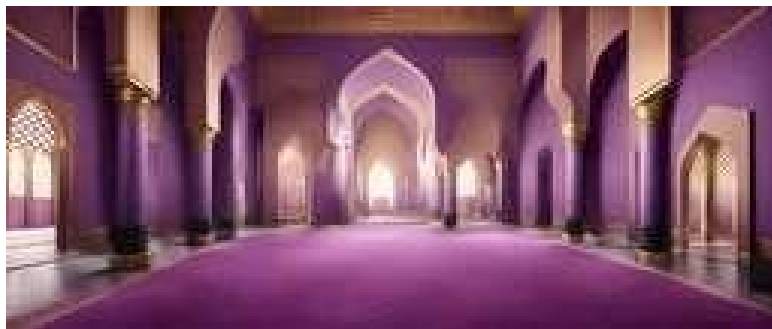
- Minigame - The minigame will cover the whole screen like the stable game where 4 pouches have to be displayed with the pouches looking like ancient

money bags/loot bags with the currencies on them displayed in a golden color and emitting a sense of a shiny flash , the coins are golden,silver,copper brown and white and can look like a modified version of indian coins with the highlights (colors already mentioned before)



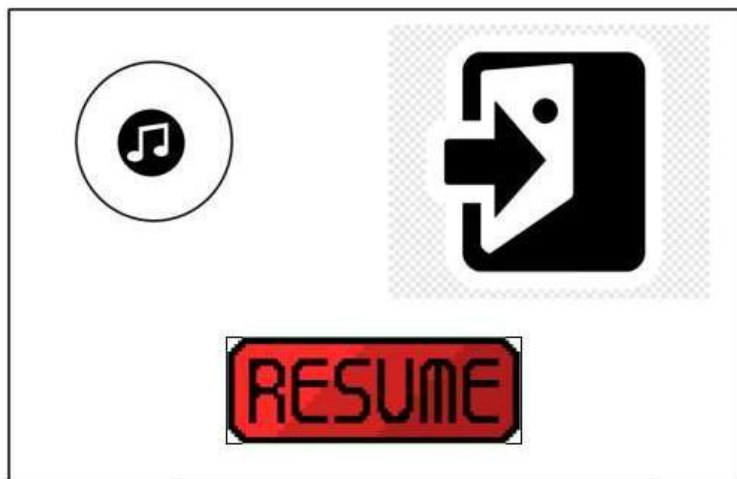
*Replace Rupee with color and appropriate currency*

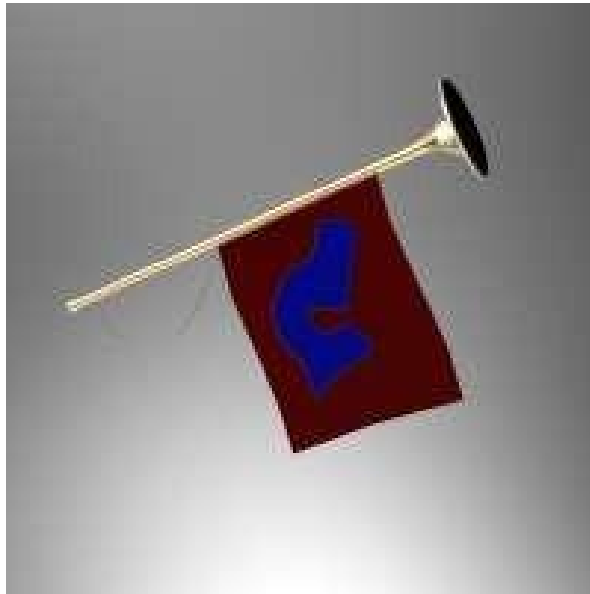
- Second Kingdom
  - The second kingdom will only feature inside of the palace and hence we can contrast this palace to be filled with more darker colors with a similar almost exact design of the first castle



- Minigame - here we will simply feature a dialogue box reading the scroll with the king displayed in front of the screen with the same palace background
- Pause Menu -
  - A single brown button on the top right of the screen with 3 lines and bulletin points at the start which when pressed shows 3 buttons shown side by side with a wooden background , the three buttons include
    - Music - A classic Palace horn note option with which when pressed gives option to turn off music or turn on music
    - Exit - which when pressed asks a confirmatory are you sure message and goes to the opening screen
    - Resume - A button saying resume which when pressed lets you to continue to play the game







FONTS -

Dialogue Box - <https://www.1001fonts.com/ancient-fonts.html>

Cinzel +5



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# CINZEL REGULAR

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TITLE - <https://www.fontspace.com/kings-and-pirates-font-f93224>