

# HOLES

## GAME DESIGN DOCUMENT

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# HOLES INC.



***'Get the Hole Job Done'*** - Holes Inc.

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## Game Development Team Member:

PRODUCER

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GAME DESIGNERS

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PROGRAMMERS

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TECHNICAL ARTISTS

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AUDIO ENGINEERS

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UX TESTERS

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# 1 Game Overview

Title: Holes

Platform: PC Standalone

Genre: Auto Runner

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: Dec 6, 2021

Publisher: Group 1

Description: Holes is a 3D third-person perspective auto-running game, where the player is the shape of a cube at first and must navigate past walls with holes in them to make it to the end of the level. As the player navigates through the holes they will accrue points totaling up at the end of the level. If the player hits a wall they will lose some points and life, and if the player loses all three lives then they will result in a game over. The player also has the option of collecting coins in order to gain additional points to their score.

## 2 High Concept / Genre

Holes has the player moving down what seems like an endless platform with walls that block the player's path. The game's genre is an Auto Runner with inspiration from hit show *Hole in the Wall*, as well as games such as *Temple Run*, or *Subway Surfers*. Although in Holes it is not endless and the player builds up a score by passing through the holes in the walls that block the player's path.

## 3 Unique Selling Points

- Unique Scoring System
- Difficulties for every player
- Unique player swapping mechanic
- Level Customization (Coming Soon)

## 4 Platform Minimum Requirements

PC and Mac Standalone

OS: Windows 11 21H2+, Mac OS 10.14+, SteamOS+

Graphics Card: Everything made since 2004 should work

## 5 Competitors / Similar Titles

- Temple Run
- Subway Surfers
- Geometry Dash

## 6 Synopsis

In this fast moving world you must dodge any obstacles that come your way. Without quick morphing skills and concentration, navigating the path in front of you is all but a simple task.

## 7 Game Objectives

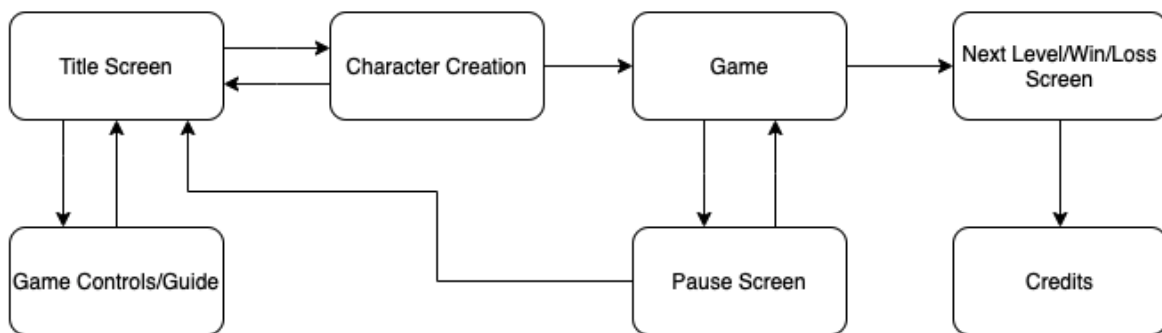
The objective of the game is to survive to the end of the level while collecting as many coins as possible for a higher score. In addition, by traversing walls with larger blocks more points will be rewarded.

## 8 Game Rules

The game level is a closed environment set on what looks like an endless plane. The player can move left and right as the walls come toward them. The player must traverse through each of those walls without making contact in order to win that level. In addition to coins on the ground, there are also powerups which

can both speed up and slow down the player. An important note is that the speed up can be a detriment at times, making it more difficult for the player to navigate through the walls.

## 9 Game Structure



## 10 Game Play

### 10.1 Game Controls

- WASD Movement to shift character left and right
- E to rotate the shapes
- Space to swap between shapes
- ESC to pause and resume gameplay

### 10.2 Game Camera

#### 10.2.1 HUD

- Score: Indicates the players current score



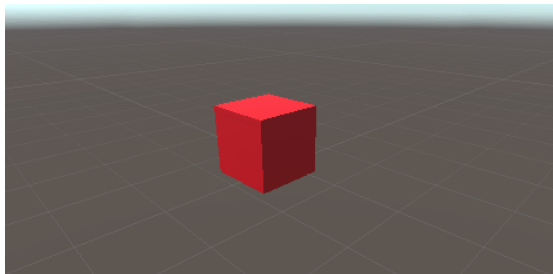
### 10.2.2 Maps

- The camera follows the player through each map giving an overhead view of whats to come towards the player

## 11 Players

### 11.1 Characters

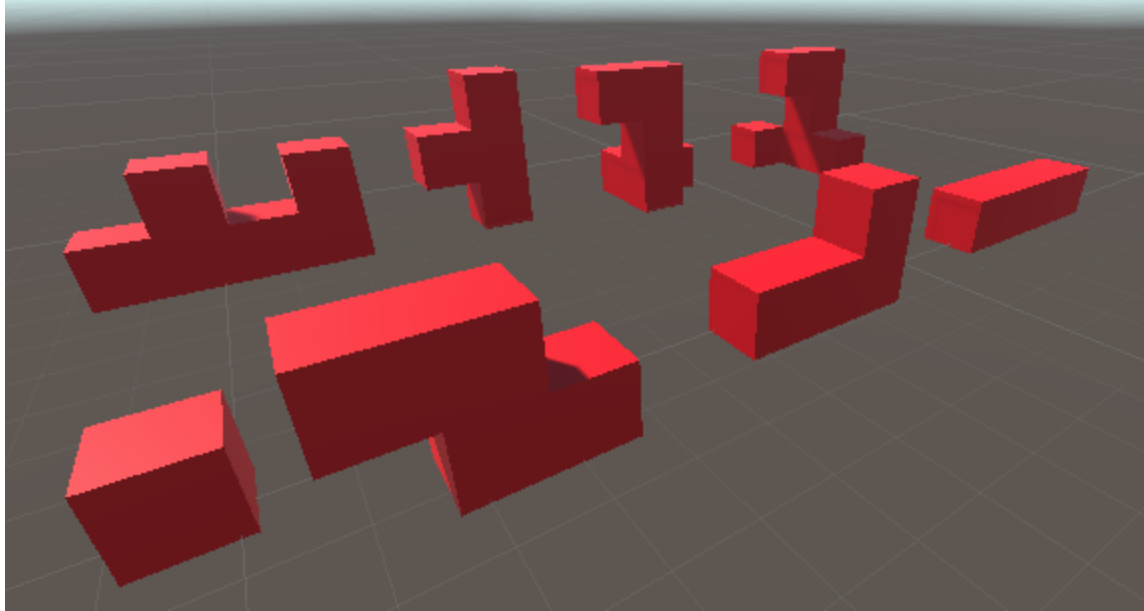
Simple 1 by 1 cubes, put together to create a multitude of shapes



### 11.2 Metrics

- Player Speed: 5
- Player Size: A single or multiple 1 by 1 cubes (depending on the shape)
- Score: +5 for each coin, +20 for each cube made it through the wall

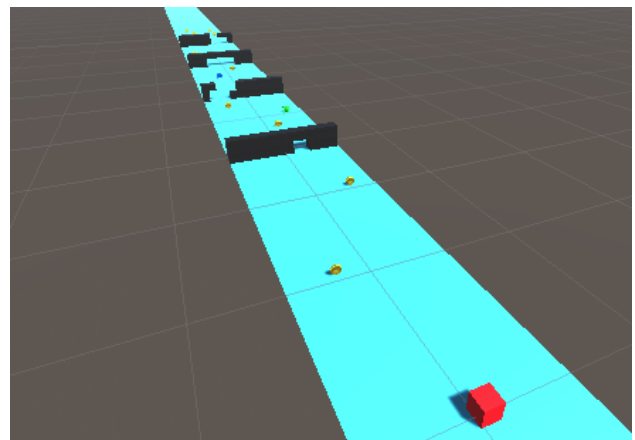
## 12 Player Line-up



## 14 Art

### 14.1 Setting

The game takes place on a long and what appears to be endless plane. On the plane you can find the character as well as sets of walls and objects for the player to collect along the way.





## 14.2 Level Design

The key components on each level are the somewhat evenly spaced walls, down the player path. Coins and game objects are placed in a way that can be reachable to the player, but sometimes can be an inconvenience to obtain for the player, steering them off the set path.

## 14.3 Audio

- CoinSound.mp3 (FX) - Plays a ring sound whenever a coin is collected
- SpeedUp.mp3 (FX) - Plays a boost sound whenever a speed boost is collected
- SpeedDown.mp3 (FX) - Plays a slow sound wherever a speed slow is collected
- HitWall\_DeathSound.mp3 (FX) - Plays a bang sound when the player dies
- Shuffle\_Sound.mp3 (FX) - Plays a shuffle sound when the player swaps rotates
- Pop-Like\_Sound.mp3 (FX) - Plays a pop sound when the player makes it through a wall

# 15 Minimum Viable Product (MVP)

- Five set Maps/Levels to play
- Simple Character design with 6 basic colors
- 8 Set characters and corresponding walls
- Simple power ups

## 16 Wish List

### ADD MORE LEVELS

In future DLC, we will have the opportunity to add and introduce more levels for the player to progress through. We also hope to provide a map customization tool to the user for them to edit and create their very own maps.

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- Cake.png - Created by Miguel Luis Aquino on 12/2 (Created on GIMP)
- CakelsALie.png - Created by Miguel Luis Aquino on 12/2 (Created on Inkscape)
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- Slimering\_mouth\_open.png - Created by Miguel Luis Aquino on 12/2 (Created on GIMP)

- Slimering\_blocked\_side.png - Created by Miguel Luis Aquino on 12/2 (Created on GIMP)
- Slimering\_peek.png - Created by Miguel Luis Aquino on 12/2 (Created on GIMP)
- SlowSign.png - Created by Miguel Luis Aquino on 12/5 (Created on GIMP)
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- WeNeed.png - Created by Miguel Luis Aquino on 12/5 (Created on Inkscape)
- Wicked.png - Created by Miguel Luis Aquino on 12/2 (Created on Inkscape)
- WinOrDie - Created by Miguel Luis Aquino on 12/5 (Created on Inkscape)
- Wizard.png - Created by Miguel Luis Aquino on 12/5 (Created on GIMP)

- **AUDIO**

- SpeedDown.mp3 - Created by Erik Torres on 12/4 (Created on Reason)
- SpeedUp.mp3 - Created by Erik Torres on 12/4 (Created on Reason)
- coinSound.mp3 - Created by Erik Torres on 12/4 (Created on Garageband)
- HitWall\_DeathSound.mp3 - Created by Erik Torres on 12/5 (Created on Reason)
- Shuffle\_Sound.mp3 - Created by Erik Torres on 12/5 (Created on Reason)
- Pop-Like\_Sound.mp3 - Created by Erik Torres on 12/5 (Created using cowbell)

- **ANIMATIONS**

- RollingCredits Animation - Created by Alexander Kuzdal on 11/12
- PauseMenu - Created by Alexander Kuzdal on 12/2
- ButtonAnimation - Created by Matthew Wantoch on 12/3