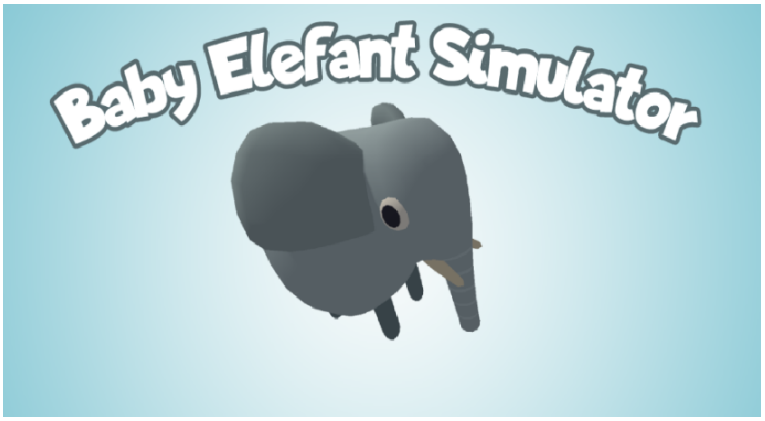

Baby Elephant Simulator

"Goat Simulator, but you are playing as an elephant who needs to prevent CoVid19 from spreading."

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March 5, 2021

Game Design Document Template
Version v1.1, Nov 2020
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You play a little baby elephant who's goal it is to prevent CoVid from spreading. Different types of of Task needs to be performed to keep the population safe. The elephant needs to enforce social distancing between people by ramming into them. Furthermore you have different power-ups to pick up. For example: The Super-Jump and Rage-Mode. There are also different types of NPCs. The Commoner-Bean needs to be protected from the Corona-Beans and social distancing needs to be enforced.

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1 Overview

1.1 Main Concept

"Baby Elephant Simulator" is targeted towards everyone who is into fun games with wacky rag-doll physics and wants to defend people from CoVid19. You need to defend your local businesses from the biggest danger of this pandemic: Stupid People! This is done by a 3D third person game, controlling a baby elephant which ensures for law and order.

1.2 Unique Selling Point

A game that does not take itself quite seriously and teaches the right CoVid behaviour in a fun and intuitive way. The character is very cute and a hero in fighting CoVid. The physics are a bit over the top (on purpose!).

2 References

2.1 Goat Simulator

Goat Simulator is the latest in goat simulation technology, bringing next-gen goat simulation to YOU. You no longer have to fantasize about being a goat, your dreams have finally come true! WASD to write history.

Gameplay-wise, Goat Simulator is all about causing as much destruction as you possibly can as a goat. It has been compared to an old-school skating game, except instead of being a skater, you're a goat, and instead of doing tricks, you wreck stuff. Destroy things with style, such as doing a backflip while headbutting a bucket through a window, and you'll earn even more points! Or you could just give Steam Workshop a spin and create your own goats, levels, missions, and more! When it comes to goats, not even the sky is the limit, as you can probably just bug through it and crash the game. (Goat Simulator Steam Page)

3 Specification

3.1 Player(s) / Target-group

The game is aimed at people of all ages who enjoy playing funny games. Everyone who needs a wacky little game to brighten their mood in this pandemic will find joy in this game. The game is also perfect for people who like physic based games.

Since the corona pandemic unfortunately affects everyone on earth, this game is not restricted in terms of geographical characteristics.

3.2 Genre

Our game is an Third Person Action Physics Game. A main part of the games identity are the physics. You also need to see you character flopping around, so we chose a third person approach.

3.3 Art Style

Cartoonish Low-Poly Graphics

Figure 3.1: Art example

3.4 Forms of Engagement

Thinking of Hunicke's 8 kinds of "fun" - what would you like to focus on?
1. Sensation - Game as sense-pleasure.

Our game should invoke a feeling of joy. Many times in production and tested we laughed for minutes, just because of our funny characters and over the top physics.

4 Gameplay and Game Setting

4.1 Mood and Emotions

In this game we try to deal with CoVid with a bit of humor. Everyone needs a bit of fun in those not so funny times we are in today. The game should start out calm. But as you progress it gets more stressing the more CoVid spreads.

4.2 Story

You are a Baby Elephant, raised by the Austrian government and your only purpose is to help the people in this world to understand the dangers of CoVid. So you beat the s*it out of those who don't follow the rules.

4.3 World/Environment

The game world is presented as a public place, where many people behave wrong. So naturally we have chosen a beautiful little city with a few interesting landmarks. Our little city Kurzweilen is famous for its green park, its financial district with the beautiful skyline and the old firehouse and hospital.

Figure 4.1: The city of "Kurzweilen"

4.4 Objects in the Game

In Kurzweilen you can find many interactive objects. The Beans who populate Kurzweilen, the Baby Elephant named Benjamin and many props which are scattered around the city like bushes, trees, fences, streetlights, traffic cones, trashcans etc.

Figure 4.2: jewels

Figure 4.3: stars

4.5 Characters in the Game

The Baby Elephant named Benjamin is the lone enforcer of law in the small city of Kurzweilen. He is a secret project of the city-council of Kurzweilen to stop CoVid from spreading, Benjamin doesn't know from where he came or where he will go, he only knows one thing and that is to enforce social distancing.

Figure 4.4: corona deniers

Figure 4.5: citizens of Kurzweilen

Figure 4.6: Baby elephant: Our cute hero

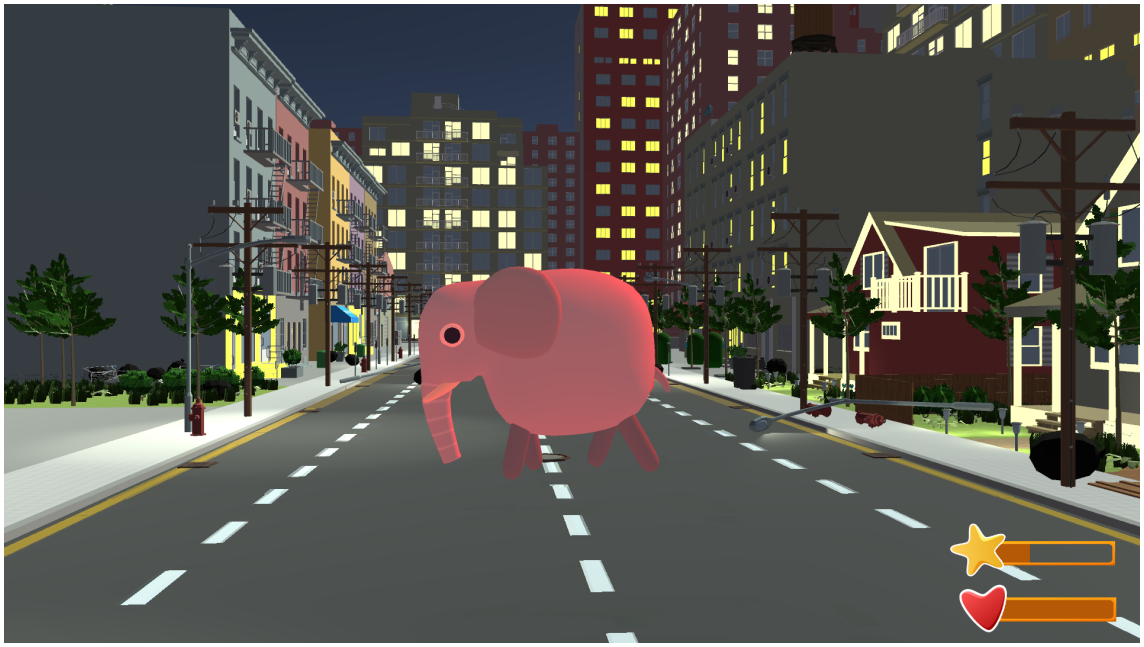


Figure 4.7: Baby elephant: rage mode

4.6 Main Objective

As our little protagonist Benjamin you run around the City of Kurzweilen. On your secret mission you need to take out the Corona-Beans before they infected to much Commoner-Beans with the deadly virus.

4.7 Core Mechanics

Benjamin has a set of skills to his name. He can ramp up his speed and ram objects (or Beans). Also his feared Round-House-Kick is a force to be reckoned with. It speeds him up and send objects (or again Beans) flying. There are also special Power-Ups spreaded in Kurzweilen. The mighty Super-Jump lets Benjamin jump of buildings (or beans, I guess?). With the Rage-Mode Pick-Up, Benjamin grows in size and becomes even faster and hungrier for Beans.

4.8 Controls

+ "W,A,S,D" for moving forward, left, back, right
+ "Esc" for pause menu
+ "e" for shooting
+ "q" for round-house-kicking
+ "Space bar" for jumping
+ "Shift" for sprinting

5 Front End

5.1 Welcome Screen

It is important that the player knows what to do in the game and which functionality the game offers. For that purpose we designed a welcome screen which consists of multiple parts to give the player some instructions and tips for the game. It should be a guide in a funny way. Just make sure that the audio is switched on ;-)

5.2 Main Menu

The start screen offers the possibility to start a new adventure, enter the options menu to adjust the wonderful music or quit the game.

5.3 Options Menu

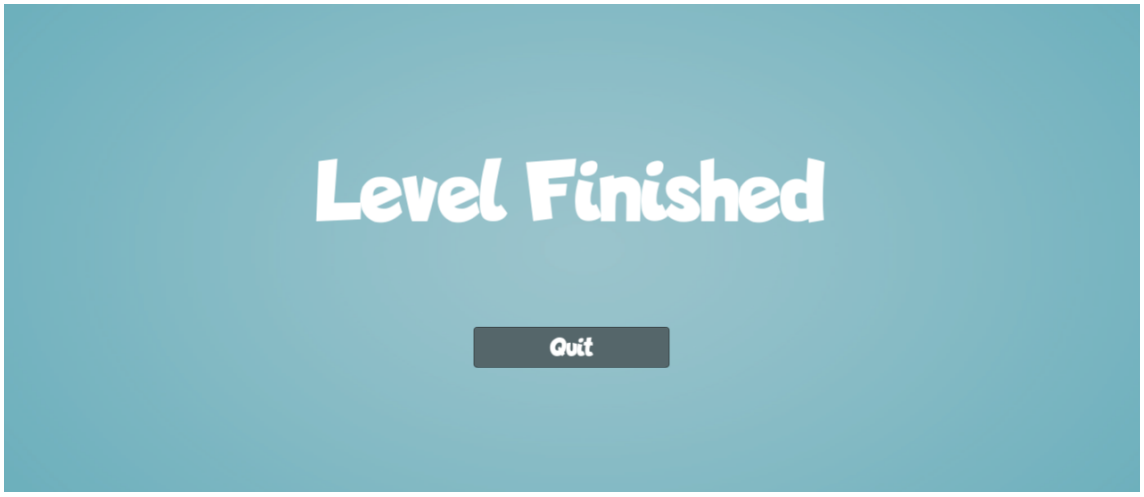
Here, the player is able to adjust the volume of the music in the game with a slider. When the player has found an appropriate volume he can press the back button to get back to the main menu.

5.4 Pause Menu

If you want to quit the game while playing (I don't know why anybody should want to do that...) there is a convenient pause menu if you press Esc. Here, the player is able either to go back to the main menu or to resume the game.

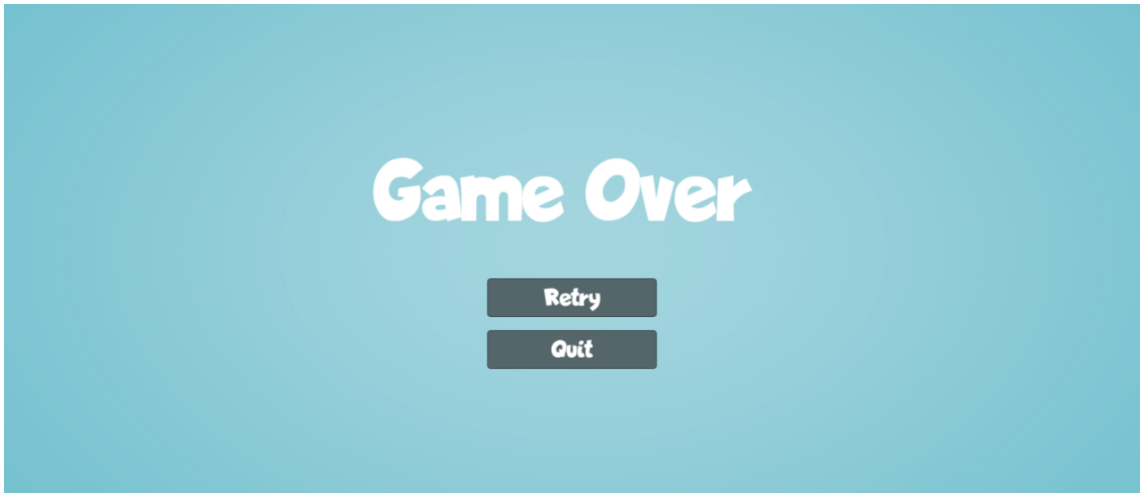
5.5 Level Finished Screen

Level Finished Screen with the option to quit the game.



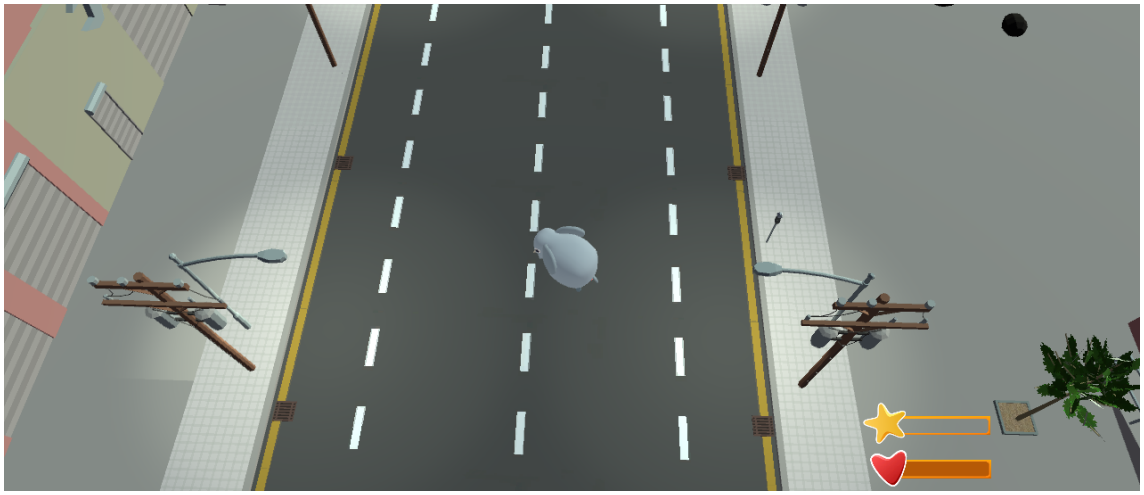
5.6 Game Over Screen

Game Over Screen with the options either to try it again or quit the game.



5.7 HUD

Here, the lower right display consists of two parts. The first part (star) is the display of the points. For each point received, the display increases successively until the game is finally won. The second part (heart) is the display of health. If the elephant receives damage, the health is gradually reduced until the health is zero and the game is over.



6 Technology

6.1 Target Systems

The game is designed for Windows 10.

6.2 Hardware

The game should run on a fairly low end system.

6.3 Development Systems/Tools

Unity3D, Blender, Adobe Photoshop, Audacity

7 Topic and Inclusion

7.1 Main Theme

We have chosen CoVid-19 as our main theme. It is a topic which affects us all and we hope that with a lighthearted and silly approach to this very serious subject, we can bring a little bit of joy in those hard times we live in. Our secondary theme was Nature/Animals. The Baby Elephant Benjamin, is of course a parody of the CoVid Baby Elephant, some governments used to illustrate social distancing.

7.1.1 Diversity

Our main character is an Elephant and the people of Kurzweilen are genderless red and green beans. They could represent all types of ethnic groups and Genders.

7.1.2 Accessibility

Our Game is easy to use. There a not many buttons one needs to play the game, which is an advantage for people with physical disabilities. The game isn't that hard either, so many people of all age groups an mental states can enjoy it.

8 Marketing and Publishing Strategy

In thistime and age streamer youtuber and influencer are very popular. So we thought the best Strategie would be to give those people free copies. Also with CoVid and the overall look of our game, it could easily go viral on social media platforms like Reddit, 9GAG or YouTube. One of the more difficult marketing stunts would be to get a deal with a company that sells monthly bundles like HumbleBundle.

9 Timeline and Cost Estimation

9.1 Time Estimation

Milestone	Description	Date
	Official Start Date	15.11.2020
1	First Prototype	18.12.2020
2	QA Feedback	15.01.2021
3	Final Game	05.03.2021
	End of Project	05.03.2021

Table 9.1: Time Schedule.

9.2 Cost Estimation

Here we will estimate the cost of the project. The time of the Project will be about 5 1/2 month. We use this estimation to calculate the cost for the project. We took the average salary of an Austrian programmer to estimate the work cost.

Position	Cost
Programmer (4)	71500 €
Designer (1)	15950 €
Software Licenses	3000 €
Hardware	5000 €
Rent for Office	6000 €
Additional Costs (Power etc.)	2000 €
Total	103450 €

Table 9.2: Estimated Cost.

10 Team and Credits

Project Management: Jakob Rupitz
Programming: Michael Weiß, Lukas Holder, Lukas Pucher, Markus Buchsteiner, Jakob Rupitz
Art: Lukas Holder, Markus Buchsteiner, Philipp Schuck
Design: Markus Buchsteiner, Jakob Rupitz
Additional Credits: Phillip Schuck for some assets, Unity Store