



## Game Design Document (GDD)

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***'Quite the Conundrum'***

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		Peter Hong
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		Michael Zimmerman
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		Justin Olaso
		Michael Zimmerman
		TECHNICAL ARTISTS
		Danise Edra
		Peter Hong
		Justin Olaso
		Michael Zimmerman
		AUDIO ENGINEERS
		Justin Olaso
		UX TESTERS
		Danise Edra
		Peter Hong
		Justin Olaso
		Michael Zimmerman

# Game Overview

Title: Conundrums

Platform: PC Standalone

Genre: RPG Adventure, Party, Board game

Rating: (10+) ESRB

Target: Casual gamer (aging from 10 - 30)

Release date: May 11, 2017

Publisher: DJ PM

Description: It's a race to the top! In a world full of wanna-be heroes only one person can be the true champion! Explore the towers floors and climb to the top and claim ~~fame and fortune~~ bragging rights! Win mini-games to make the trial easier to overcome. Work together with fellow heroes to climb the tower or back-stab them to ensure certain victory.

## High Concept

*Conundrums* is a RPG Adventure Party Board game that uses procedurally generated boards so that no two games will ever be the same! We view the board in a 3D third-person perspective, and as players progress up the tower, they create more floors which in essence is another board above the previous one. What further separates conundrums from normal board games is that it incorporates fun and fast-paced Mini-game events which occur randomly as players explore the tower. Players start out with zero Hero points and by winning minigames their points increase!

## Synopsis

A mysterious tower was discovered! Legend has it that whomever reaches the top of the tower of will become a hero of legend. Our pack of heroes seek to conquer this feat. Everyone can work together to survive this adventure but only one will be known as the true hero who lead this party! Will it be you, or will you let someone else take all the credit?

## Game Objectives

The objective of the game is to have the most hero points by the time the top of the tower is reached. Defeating the overlord is no easy feat however, power up your hero by exploring, defeating enemies, and winning mini-games.

## Game Rules

1. Begin by choosing in the main menu how many players are playing and how many floors you would like to run through
2. Once on the first floor of the dungeon, each player takes turns hitting the dice above

their head and moving the corresponding number of spaces

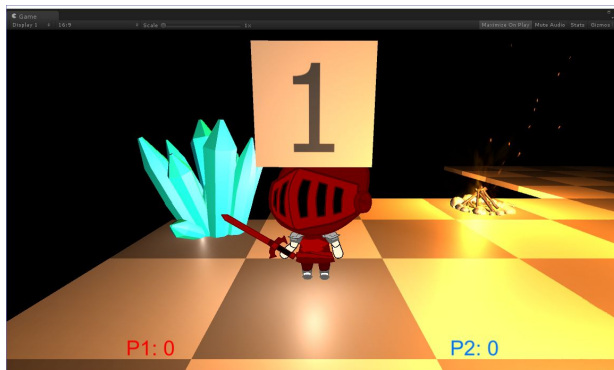
3. Winning mini-games increases your score
4. The game ends when the first person touches the final ladder, but the winner is whoever has the highest score at that point

## 6 Game Play

### Board Game Aspects

The Board is grid based containing tiles (rooms), however most of the board is “blank” from the beginning. Only spaces which were discovered or that were in the player’s Field Of View will be shown. A player's FOV consists of their current tile plus all of its adjacent ones.

- Mini games - 25%
- Stairs - 10% that the discovered tile will be stairs
  - Brings player to next floor
  - A staircase is guaranteed to be found after x rooms discovered given on floor n

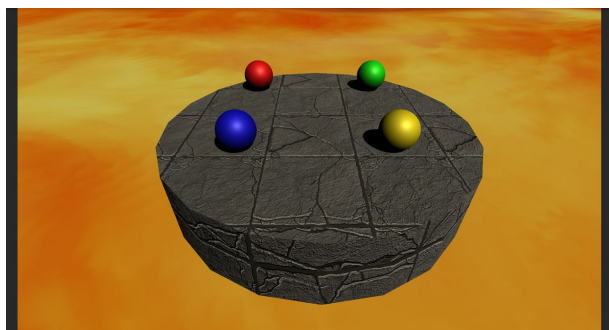


### Mini-Game Aspects

All mini-games will be fun, fast, and action packed free for all. Rules will vary depending on the type of mini-game played but there will always only be one winner.

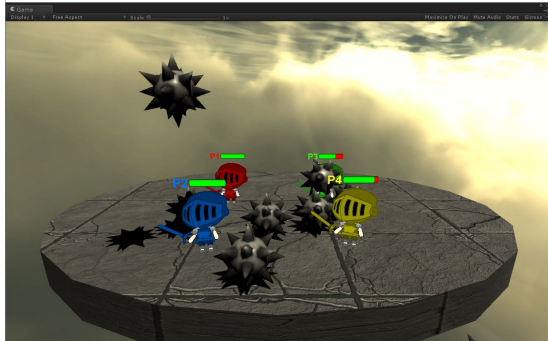
#### *Roll Ball*

You have all been trapped in magic crystal balls! There’s only escape for one of you! Do your best to stay on the platform and try not to get knocked off by anyone else!



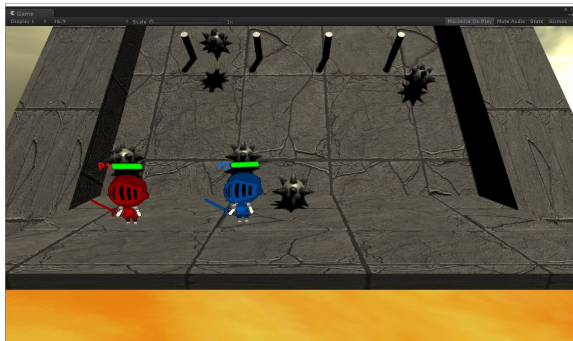
## *Falling Sky*

The sky is angry, it wants you dead! Dodge the sky's wrath, getting hit or touching a ball will result in HP loss. Careful not to fall off the ledge - you don't have wings! Players can push and shove each other to their demise.



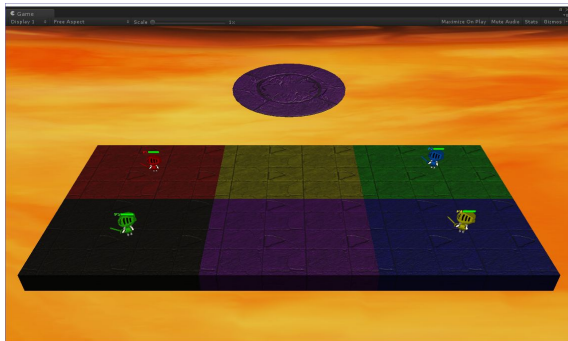
## *Pachinko Chasers*

It's time to play Pachinko but there's a twist! Instead of credits, you'll be wagering your lives. The lava is hot! Do your best to stay on the platform and survive! Don't forget to watch out for other heroes as well, they may try to knock you in the way of oncoming traps!



## *Don't Step on the Lava!*

There are 6 platforms that disappear unpredictably! Use the color target tile at the top to run to the next safe platform, but hurry! You never know when they're going to vanish, and if you don't make it, you fall into the lava!



## Game Controls

Conundrums will implement various controller input play.

- Standard QWERTY keyboard
- Game controller

## Maps

Each dungeon floor is generated uniquely with each game start. The floors tiles are procedurally generated as the player explores more of the dungeon floor. Various objects appear on random tiles as “impassable wall” tiles. Players explore each floor in search of a dungeon ladder that will take them to the next floor and eventually reach the top.

## 7 Players

### Characters

All player character sprites and animations were made using Spriter and the Spriter2Unity plugin.



## 9 Art

Various artistic works in this game were borrowed or created using already existing artworks.

### Setting

Our theme of “dungeons” must of course have a medieval setting.

### Level Design

Each of the four group members designed their own mini-game for *Conundrums*.

- Roll Ball was designed by Peter Hong
- Falling Sky was designed by Michael Zimmerman
- Pachinko Chasers was designed by Justin Olaso
- Don't Step on the Lava! was designed by Danise Edra

## Audio

All of our audio were imported assets from Unity's Asset Store.

- Action RPG music pack
- Warped Fantasy
- Fantasy Sfx

## What you Developed

All player character sprites and animations were made by Justin with Spriter and the Spriter2Unity plugin.

## Credits

### Audio

- Action RPG music pack - VGcomposer
- Warped Fantasy - Andrew Isaias
- Fantasy Sfx - Little Robot Sound Factory

### Font

- Full Blast - David Kerkhoff

### Model

- Ball Pack - YounGen Tech
- Free Steel Ladder Pack - Surpent

### Shader

- Lava Flowing Shader - Moonflower Carnivore

### Skybox

- Palace of Orinthalian - [geartechgames@me.com](mailto:geartechgames@me.com)

### UI

- Unity Samples: UI - Unity Technologies