Game Design Document (v1.0)

Mana Oasis

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CONTRIBUTORS

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someoneelse (sound, music composer)

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SPECIFICATIONS

Number of Players: 1 to 2 (Live Chat)

Hardware: Modern CPU + 4G Graphics

Builds: Windows 10, Ubuntu 16.04

Release Date: September 1, 2021 v1.0

Test Version: Unity 2019.4.11f on Win10

DISCLAIMER

This software is licensed under GNU General Public License v3.0. It is only partially open-source (mostly scripts and documents) because some assets are purchased from the Unity Asset Store where permission of usage is granted by different licenses. This game is published on Steam and is completely free to play, but not for any commercial use. I am open to gameplay feedback so please feel free to let me know if you have any suggestions, ideas or bug reports. Currently it is still being actively developed to introduce more features, if you are interested in contributing to the project, don't hesitate to contact me.

TABLE OF CONTENTS

1   Game Overview

1.1   What is the game? (philosophy)

Describe the game is a paragraph. This is the answer to the most common question that you will be asked. What are you working on? discovery + fantasy + challenge(how?) adventure game that is narratively driven by various ACG artworks? virtual tourism, virtual construction, 3D Chat World, explore secrets?

set up goals and challenges for the player. ŁŁŁ

1.2   Why create this game?

Why are you creating this game? Do you love 3D shooters? Do you think there is a hole in the market for Jell-O tossing midgets? incorporate what you wrote as your dream list on Zhihu.com

1.3   Where does the game take place?

Describe the world that your game takes place in. Simple as that. Help frame it in the readers mind by spending a few sentences on it here. You can go into lengthy detail later in a section solely dedicated to describing the world. Remember that we want to keep this part of the design light and readable.

1.4   What do I control?

Describe what the player will control. You will be in charge of a band of rabid mutant fiddle players. If you want you can switch on the AI and turn it into a fish bowl simulation.

1.5   What is the main focus?

Now that we know where the game takes place and what the player controls. What are they supposed to achieve in this world? Angry fiddle players take over the U.N. building. Be careful not to add a bunch of salesmanship here. Your design wants to stay light and informative.

1.6   Whats different?

Tell them what is different from the games that are attempting this in the market right now. This question comes up a lot. How is this game unique? What differentiates it from other games?

2   Feature Set

2.1   General Features

- Huge world

- Mutant fiddle players

- 3D graphics

- 32-bit color

2.2   Multiplayer Features

- Up to 10 million players

- Easy to find a game

- Easy to find your pal in huge world

- Can chat over voice link

2.3   Editor

- Comes with world editor

- Get levels from internet

2.4   Gameplay

- List stuff here that is key to the gameplay experience

- How to save and load, is replay possible?

- Hey, if you got nothing here, is this game worth doing?

3   The Game World

3.1   World Feature 1

This section is not supposed to be called world feature 1 but is supposed to be titled with some major thing about the world. This is where you break down what is so great about the game world into component pieces and describe each one.

3.2   World Feature 2

Same thing here. Dont sell too hard. These features should be awesome and be selling the game on its own.

3.3 Key Locations

Some things go here.

- Some things go here.
- Some things go here.

3.4 Travel

Describe how the player moves characters around in the world.

- vehicle? a car? a dragon? a brook? a magic portal?
- Some things go here.

3.5 Scale

Describe the scale that you will use to represent the world. Scale is important!

- Some things go here.
- Some things go here.

3.6 Objects

Describe the different objects that can be found in the world. See the Objects Appendix for a list of all the objects found in the world.

- Some things go here.
- Some things go here.

3.7 Weather & Climate

Describe what sort of weather will be found in the world, if any. Otherwise omit this section. Add sections that apply to your game design.

- Some things go here.
- Some things go here.

3.8 Day and Night, time

Does your game have a day and night mode? If so, describe it here. Describe the way time will work in your game or whatever will be used.

- Some things go here.
- Some things go here.

4   Rendering System

Give an overview of how your game will be rendered and then go into detail in the following paragraphs. Describe what sort of 2D/3D rendering engine will be used.

5   Camera

Describe the way the camera will work and then go into details if the camera is very complicated in sub sections.

6   Lighting Models

Give an overview of how your game will be rendered and then go into detail in the following paragraphs. Describe what sort of 2D/3D rendering engine will be used.

7   Shaders

Give an overview of how your game will be rendered and then go into detail in the following paragraphs. Describe what sort of 2D/3D rendering engine will be used.

8   World Map

A world map that can be opened by a hotkey. If play hits xxx, she can discover the name or tag of an item or building.
The world map is divided into many small sub continents/islands, each may have one or more scenes/levels. ARIA, RO, MapleStory, FO, FO II, each level/scene has a minimap.

9   Game Characters

Introduce your character, what she can do and the story. Describe enemies or monsters in the world or whomever the player is trying to defeat. Naturally this depends heavily on your game idea but generally games are about trying to kill something. Where are the monsters?

10   User Interface

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

11   Weapons

Overview of weapons used in game. a magic stick

12   Player level System

player level system, what does level up lead to?

13   Skill-tree System

skill tree system, what kind of skill or superpower you wish you could have? fly? magic? how to learn magic? using alchemy and raw materials?

14   Resources & Items

balance the game world economy, how much to be earned, how things are priced. collect items? what items may be interesting? points earned (money & tokens), badges and rewards, tokens to visit other's worlds

15   Music & Sound Effects

Talk about what sort of sound APIs you are going to use or not use as the case may be.

16   Multiplayer Chatting System

Is your game client-server or peer-to-peer or whatever. Describe what gaming sites you want to support and what technology you intend to use to achieve this. Perhaps Dplay or TCP/IP or whatever. It is probably a good idea to break the tech stuff out into a separate area, you decide. Describe if your world is persistent or not.

17   Quest System

create stories. a separate GUI for quests. use progression bar and hints, guides, feedbacks.

18   Construction System

The player can create their homes or mana oasis by themselves, but they need mana to do so. This system is very hard but may be rewarding.

Appendices

A   User Interface

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B   Multiplayer Network

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C   List of Items

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D   List of Weapons

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E   Level System

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F   Skill-tree System

...

G   Monsters

rank from level 0

H   Quest System

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I   World Map Collection

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