Game Design Document
(Temporary summary)

1. Title Page
   1.1. You shall save the world (temporary)
2. Game Overview
   2.1. Game Concept
   2.2. Genre
   2.3. Target Audience
   2.4. Game Flow Summary
   2.5. Look and Feel
3. Gameplay and Mechanics
   3.1. Gameplay
      3.1.1. Game Progression
      3.1.2. Mission/challenge Structure
      3.1.3. Puzzle Structure
      3.1.4. Objectives – What are the objectives of the game?
      3.1.5. Play Flow – How does the game flow for the game player
   3.2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
      3.2.1. Physics – How does the physical universe work?
      3.2.2. Movement in the game
      3.2.3. Objects – how to pick them up and move them
      3.2.4. Actions, including whatever swizardes and buttons are used, interacting with objects, and what means of communication are used
      3.2.5. Combat – If there is combat or even conflict, how is this specifically modeled?
      3.2.6. Economy – What is the economy of the game? How does it work?
      3.2.7. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.
   3.3. Game Options – What are the options and how do they affect game play and mechanics?
   3.4. Replaying and Saving
4. Story, Setting and Character
   4.1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.
   4.2. Game World
      4.2.1. General look and feel of world
      4.2.2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what

              levels use it, how it connects to other areas)

    4.3. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters

5. Levels
    5.1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.
    5.2. Training Level

6. Interface
    6.1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?
    6.2. Control System – How does the game player control the game?   What are the specific commands?
    6.3. Audio, music, sound effects
    6.4. Help System

7. Artificial Intelligence
    7.1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making
    7.2. Non-combat and Friendly Characters
    7.3. Support AI -- Player and Collision Detection, Pathfinding

8. Technical
    8.1. Target Hardware
    8.2. Development hardware and software, including Game Engine
    8.3. Network requirements

9. Game Art – Key assets, how they are being developed. Intended style.

Title page with image

Name suggestions:

(YEARS OF MAGICAL VENTURES)

(MAGICAL RESCUE)

(YARDS OF VIRTUE)

(MAGICAL VIRTUE)

2. Game Overview

2.1) Game concept
The basic concept of [game name] is for the [great wizard] to save [magic land] and its citizens from [evil wizard] who captured all citizens and enchanted [magic land] with dark magic and creatures.
One wizard [name] managed to hide from [evil wizard] and has now the task to save [magic land] and its citizens from [evil wizard]. However [great wizard] is still very inexperienced and has a long journey ahead of him to the dark castle of [evil wizard]. In order to save [magic land] he has to gain experience along the journey by collecting different kinds of useful resources while he has to hide from and fight [evil wizard's] dangerous creatures and curses on his way to the dark castle.

2.2) Genre
The game is 2D horizontal scrolling runner setting in a fantasy world including magic, wizards, wizardes and beasts where the player goes on a quest to save the world.

2.3) Target Audience
The target audience are casual players who love the idea of fantasy and magic and are of age twelve or older due to violence and scary figures.

2.4) Game Flow Summary
When opening [game name] the player arrives at a home screen with the ability to press a start button to start the adventure. After pressing start the player can either chose to continue its adventure where he/he finihed off last session, which means starting with the latest unlocked level, or the player can chose to replay a level he/he has already completed. The different levels are displayed on the screen as a map. By pressing the level frame on the map the player chooses the desired level.

When starting playing the player receives a written task, displayed as a letter popping up on the screen. The letter defines the amount and which resources he/he has to collect. To start playing the player presses the "ok" button in the center of the screen.

The player interacts with the game by pressing the screen to make the character

jump, by pressing the screen a longer time to make the character fly, by touching the evil wizard to throw spells at him.

When all resources are collected and a number of obstacles are avoided the player will have to fight a dangerous creature at the end of each level. The player will have one minute to defeat the creature by throwing three spells at it while the creature can avoid spells and throw counterspells at the player. Be aware that some spells are more powerful than others coming from the creature. The player has three lives which means the player is allowed to get hit twice by a "normal" spell but only once by a more powerfull spell thus those take to lives at once from the player. If the player loses all its three lives he/he dies and has to start from the level's beginning.

2.5) Look and Feel
The look of the game is inspired by magic and fantasy. Depending on level the setting changes, it can be in a forest, desert, underwater or in the mountains with different kind of fantasy inspired vegetation. The sky is unnatural with moons, suns and stars. The main elements are different kinds of obstacles, spells and resources that all share the magic and fantasy theme.

Thus an evil wizard is currently ruling the magical land there is a uneasy mysterious, dangerous and dark feeling about the place. The player feels like he/he is in danger and does not know when or where he/he can get attacked from. At the same time the player feels curious and want to discover the new mysterious world with its unusual setting he is evolving in.

3. Gameplay and Mechanics
3.1 Gameplay
3.1.1 Game Progression
The game will progress in:
- **difficulty**: The game will get harder with each level progression.
    - increasing obstacle frequency, its size and shape and appearance. Obstacles can in later levels be creatures chasing the player, or coming from above and beneath.
    - Collecting resources will get more difficult such that the levels might increase in length and therefore more opportunities to get hit by obstacles and spells.
    - Special resources are offered but will have the player taking more risks to collect them.

- **Environmental progression:** different levels are set in different environments, for example in a forest, desert, underwater or in the mountains, such that visual effects are created accordingly location and level difficulty. This implies that new obstacles and creatures can occur in different levels such that the player might not know how to fight them or

from where they are attacked such that the player has to be alert constantly during the game.

- **Practical rewards**:
  - The player will evolve visually over time while completing levels. For instance will the player grow, gain strength, knowledge, special resources and wisdom (but completing one level doesn't mean there will always be a visual och physical reward).
  - The player will be given the opportunity to collect certain rare resources that can give the player more power or new abilities; for instance new tools (broom, wand, invisible coat…) fly, gain knowledge (in terms of spells or about the enemy), ability to avoid obstacles by not only jumping, for example by destroying them or turning them against other enemies.
  - The game will include new game modes, upgrades and unlockable levels and tools throughout the whole game. This can be gained by completing certain levels, collect special resources or defeat certain powerful evil creatures.

3.1.2 Mission/challenge Structure
The player will collect different resources, avoid obstacles and gain knowledge and skills by fighting evil creatures in each level. This is done by going through the different levels that are set in different types of environments.
The resources can appear anywhere in the environment and can be visualized as a letter containing a new spell, a useful tool (e.g. broom, invisible coat) or a potion (for either the wizard himself or for defeating the evil creatures).
At the end of each level the great wizard has to fight an evil creature. The great wizard is coming closer the evil wizard's castle by each completed level.

3.1.3 Puzzle Structure
[Game name] doesn't include a quiz or puzzle but in order to complete each level the wizard has to kill an evil creature within 60 seconds otherwise the player has to replay the whole level. The creature is defeated by hitting it with three spells while the creature can protect itself and cast spells at the wizard.

3.1.4 Objectives – What are the objectives of the game?
In order to beat the game the great wizard has to outsmart the creatures, and at the end the evil wizard in order to save [magic land] from his dark curse.
To do so the wizard will have to use the game control to collect the items that can be use to defeat the wizard.
Those items are:
- **Potions:** These can be used to reinforce the strength of the wizard. For each potion collected the player gets an upgrade on the existing potions. The great wizard can reach different strengths or options. These options are self protective, such as invisible mode, fly mode, quick mode and

unstoppable mode.
- **Spells:** These can be combined to strengthen the wizard spells to destroy the danger. The more spells the wizard collect the stronger his attacks will become, and also the variety increases. The spells options are rather simple they all aim at destroying the obstacles and enemies. The player will have an option of using different spells depending on the obstacles. Depending on the obstacle's level the player can chose an appropriate spell, either quick and easily accessible low energy spells or high energy spells which are more complicated and time consumed to collect. This option will require the player to think about how to economize the resources they have, using different tactics.
- **Coins**: These can be used to buy different items that can improve the state of the wizard. These involves the potions the revive and spells to use as weapon.

3.1.5. Play Flow – How does the game flow for the game player

From the beginning the player will be subjected to a clear variety of information and choices that represent the purpose of the game, in order to capture the interest of the player, and keep him/her in the game flow. This will be displayed by clear graphics and with the purpose of giving the player a sense of control. Choices in the game flow:
- **Navigation alternatives**: The player can choose alternative paths depending on the location of different resources.
- **Resources**: The player can collect different resources and sometimes has to prioritize which ones to collect at the time. Depending on the collected resources the player can in later levels chose different defense mechanisms depending on already collected resources.

Rewards will be used to guide the player through the game flow. From the beginning on the player will easily be rewarded and be given positive feedbacks. This is to capture the player's interest. Thereafter the choices that will be presented to the player will determine the continuation of the game.

The player will also be subjected to a feeling of advancement in the game. In a future version, the player will be able to choose which mission they want to accomplish (which kind of resource they want to collect first). If the player fails he/she will be redirected to the previous easy level. The player will have an option of choosing the difficulty or the fighting mode. This has the goal of trying to achieve a balance between the game difficulty and the players skills.

3.2 Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

3.2.1 Physics – *How does the physical universe work?*
?
3.2.2 Movement in the game
The character moves in terms of running, jumping or flying forward. The character will start running by itself when the game starts. The player controls the character's movements by clicking the screen hence there will be no explicit buttons. There will be two operations:
- pressing the screen: The player makes the wizard jump
- press the screen often under a short time period: The player makes the wizard fly.
- maybe third option x: The player makes the wizard duck?

Maybe:
The wizard will have the ability to increase in running speed by it self to add a difficulty to the level or maybe like in Jetpack Joyride there will be a boosted jump or similar features?.

Is throwing spells are movement?
The player makes the wizard throw spells by clicking the scrren at the position of the wizard and then sliding the finger in the target direction.

3.2.3 Objects – *how to pick them up and move them*
Objects in terms of resources will be collected by jumping and running through them like in Super Mario. No objects will be moved.

3.2.4 Actions,
When opening the game the player interacts with **buttons on map.** The player has the ability to chose at which unlocked level he/she wants to start playing. These buttons will be displayed on a map picturing the journey the wizard has taken so far and what is still ahead of him until he reaches the dark castle. The buttons will be displayed as numbers representing the different levels. Looked levels will be visible in the map but faded to indicate that they are not accessible yet. By clicking the desired **level button** the game will start.
When playing the game there will be no specific buttons to push to control the wizard; simply press the screen for jumping, press often for flying. When the wizard is throwing spells it is done by pressing on the enemy.

3.2.5 Combat – how is this specifically modeled?
At the end of each level the will be a combat between the wizard and a dangerous creature, at the final level the will be a final fight between the wizard and the evil wizard.
Visually the combat will be modeled as a duel between the two characters, similarly to the concept the Pokemon games. Both characters can throw and avoid spells. The goal is for the wizard to hit her opponent three times within a minute.

3.2.6 Economy – What is the economy of the game? How does it work?

The economy of this game consists of levels you gain, creatures you kill, resources you collect and coins you collect.

Inputs the player gives which allows them to use the economy:
- **collecting resources:** By collecting resources the player gains a greater arsenal.
- **winning fights**: By winning the fight at the end of each level the player unlocks the next level hence moves on the o more advanced level.
- **collecting coins**: When collected enough coins these can be used to buy more advanced resources.

Relationships:
Player interaction with economy:
- we want players to get resources fairly often
- we want players to buy better resources
- high level items shall cost more, hence more coins are needed.
- we want players to be scrounging for resources until the end of the game when we will let them have an easier time getting what they want

The system's interaction with player's output:
The system shows the reaction of the players choices and will result in either the system losing or winning. The system loses when the player gains access to the next level. The system wins if the player has to replay the stated level.

Probably will be deleted:
The economy of the game is expressed in resources, health, skills and experience. You can gain extra resources by collecting more riskier resources throughout the game. These are visualized as [magic symbol] and can appear anywhere or anytime during the game except for during the combat.
[magic symbol] can be:
- *one health potion* to gain an extra life when you got hit during a combat
- *one powerfull spell* counting as two normal spells which the player can use during the combat
- additional resources that can be used once: shield, strength (destroy obstacles), invidibility cloak

3.2.7 Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.
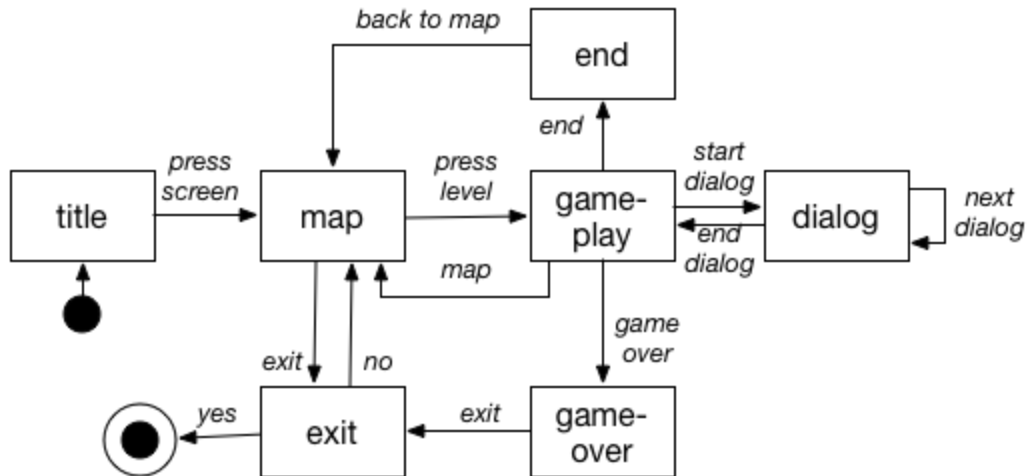
Each square represents a screen and the arrows represent actions taken by player.

Rules so far:
You have one life: if you get hit by a spell or an obstacle you lose, if you lose you have to start from the level's beginning.
Dicenumber:
1-2: Obstacle in the wizard's way which he has to avoid by jumping or flying.
3-4: Spell which the wizard has to avoid by jumping or flying.
5-6: Resource will turn up which the wizard has to collect in order to defeat the badass at the final fight of the level.

Final Fight Rules:
You have three lives and 60 seconds to defeat the badass by aiming spells at it. You have to hit it with your spell three times while it can avoid your spells and send spells back at you.
Dicenumber:
1-5: regular spells from badass, if you get hit you lose one life.
6: more powerfull spell from badass which means you lose two lives if you get hit.