5/7/2015

PROPRIETARY INFORMATION

Raven Games

Animal Tales

Game Design Document

Version 1.0

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# Team Personnel

Director and Programming Lead: Alexander Sanchez

Programmer: Tyler Drury  
Visual Artist: Alexander Sanchez   
Programming Interns: ???

# Game Overview

## Game Description

Animal Tales is an educational game for children to help them learn to read. Drag the

## Genre

Educational, Puzzle

## Audience

* General Audience
* Video Game Fanatics
* Ages 3 and up

## Platform/Hardware

The game will be developed using Unity’s free license. This means that there will be no costs for software used in developing the game. Since we are using Unity, we can target many platforms. However, to begin with, we will be submitting the game to Android’s Google Play Store and the Apple iTunes Store.

## Requirements

An internet connection is required to purchase/download the game, upon initial release at least.

# Plot and Setting Information

## Story

Learn to read with the help of cute animal friends such as Leo the Lion, Sparkles the Squirrel, and many more.

## Characters

* Leo the Lion
* Sparkles the Squirrel

# Core Gameplay

## Walkthrough

Upon loading, you will see a splash screen for 3 seconds followed by the main menu. You see regular menu options and upon selecting start, you are transitioned to the game screen. There you can see

## Scoring and Leveling-Up

This section will contain scoring & leveling-up details

## Controls

The controls for the game utilize touch controls. Players will click or tap and hold the

# Interfaces and HUD

## Main Menu Interface

The main menu will contain normal, key elements that your average Main Menu has. It will contain a Start and Options button.

## Game Menu Interface

The game menu is the menu that appears when the player pauses the game. This menu should have Resume, Restart, Options, and Quit buttons

## HUD

The Head’s Up Display should contain the score and level the player is on clearly displayed in the top right-hand corner, on top of everything.

# Menu and General Game Usage

## Game Flow Diagram



# Audio

This section will contain all audio information, in the following format:  
Song/Clip Name: 🡨 This will contain only the name of the song or the clip  
Artist (if applicable): 🡨 This will contain only the name of the artist, if not found, use **N/A**  
In Game Use: 🡨 This will contain where it is used in the game  
Credit: Yes/No 🡨 This is whether or not the artist wishes to be credited for their work, if Artist is **N/A** use **No**  
  
**Example:**  
Name: Animal Noise  
Artist: N/A  
In Game Use: On Clicking/Tapping an Animal  
Credit: No

# Notes

This section will contain any important notes, such as copyright information for any art or audio that is not suited for other places in the document.

Artwork will be all original, audio may not be.

# Wish list

Here will be the list of features we would like to have in the game, but may not be able to fit into the timeline.

* Achievements
* Customization

# Development Technical Milestones

The following describes the technical goals that are required to be met during the development phases of the creation of the game along with their respective deadlines.

## Alpha Version

**Game Flow**

* Main Menu and Game State Machine, this includes the User Interface that runs the game from Main Menu to the start of the game and any other states that the game requires for user experience
* Basic drag-and-drop controls / tap & hold functionality implemented
* Game Aspect Ratio all screens need to be scalable to all device width and heights

## Beta Version

**Character Development**

* All described in the Alpha Phase needs to be properly implemented including tidying code structures, scripts, organization and fixing any issues or bugs that may be occurring in games current state
* HUD implemented – Score, Level, etc.
* Game Sounds: Arcade style audio tracks as ambient and in-game sound effects.

## Silver Version

**Tech-Demo**

* Performance enhancements
* Leveling-up implemented
* Story Mode: cut scenes/screens with congratulatory narration (possibly voice-overs which will need to be done) upon leveling-up. Artwork will also need to be done
* Load and Save Game Data implemented

## Gold Version

**Polish and Completion**

* Menus fully implemented
* Optimization
* Bugs fixed
* Polish lighting effects, particle effects
* Fancy fonts for Level Intros
* Transition effects between screens & menus