

Game Concept

What the game is about?

- Survival
- Exploring
- Fighting the corruption
- Expanding the world

Genre

What other games is it like?

- The forest
- Minecraft
- No man's sky
- Insomnia
- The serpent rogue

Target Audience

Who will play it?

- People who like sandbox and horror games
- People who like exploration and survival
- People who like single-player games
- People who look to play laid-back games
 - It's not very competitive or hard

Game Flow Summary

How does the player move through the game?

- By exploring
 - Trying to find dungeons
 - Find magic stuff to enhance your magic stuff skills
 - Not get eaten by the corruption
 - Improving armour/magic/other stuff
 - Defeat the boss

Look and Feel

What is the basic look and feel of the game? What is the visual style?

- Put in pictures

Gameplay and Mechanics

What does the player do?

- Roams around, kills things, magic stuff, gather things, explore dungeons, expand world, fight stuff at night, fight the corruption, kill the boss, solve puzzles(?)

Gameplay

What is the core of the players interaction with the game?

?

Game progression

How does the player progress through the experience and how do they know they are making progress?

- Upgrading armour
- Solving puzzles
- Unlock areas
- Get new magic formulas/casts
- Building and improving your base

Mission/challenge Structure

Is there a hierarchy to the challenges in the game?

Dunno

Puzzle Structure

Are there puzzles, ie challenges that have a correct answer?

Maybe

Objectives

What is the player trying to achieve?

Kill the boss who is the cause of the corruption or something

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?

Physics

How does the physical universe work?

Movement

How the player interacts with the game?

Objects

What are the objects in the game?

- The ground/the mesh

How does the player interact with them?

- Most of the blocks in the game is interactive

Actions

What are the other interactions the player has with the game world?

Combat

If there is combat or conflict, how is this specifically modeled?

Economy

What is the economy of the game? How does it work?

Scree Flow

A graphical description of how each screne is related to every other and a description of the purpose of each screen.

Game Options

What are the options and how do they affect gameplay and mechanics?

Replay and Saving

Cheats and Easter Eggs

The Story, Setting, and Character

Story and Narrative

If there is a story component includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.

Game World

The setting of the game

General look and feel of the World

Aesthetics

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).

Characters

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

Levels

Playing 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.

Training level

How is onboarding managed?

Interface

Visual System

If you have a HUD, what is on it?

- Health bar
- Magic bar
- Compass
- The small inventory at the bottom
- Minimap maybe

What menus are you displaying?

- Inventory
- Main menu
- Settings

What is the camera model?

- First person for now

Control System

How does the game player control the game?

- WASD movement
- Jump with SPACE
- Look around with the mouse
- Destroy and attack with left click
- Interact with stuff with right click
- Mouse wheel to change equipment

What are the specific commands?

Audio, Music, Sound Effects

- All will be self-made

Help System

Artificial Intelligence

Opponent and Enemy AI

The active opponent that plays against the player and therefore requires strategic decision making.

Non-combat and Friendly Characters

Support AI

FSM?

Player and Collision Detection, Path-finding.

Standard Unity collision detection.

Technical

Target Hardware

Development Hardware and Software (including game engine)

Network requirements

Game Art

Key assets

How are they being developed. Intended style.