# IN613 2013 Assignment 3: Game Design Document

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# Detailed TOC

Use outline numbering to make it easy for the reader to find a section of interest

# Overview

Should include:

## Genre

Turn based strategy.

## General Gameplay Description

The player will take turns against an enemy until a winner is found.

## Theme

The theme of the game will be set in a cartoon fantasy world with lush outdoor environments and dungeons for the player to battle. The main character is a young wizard that wields a staff of magic to battle the fantasy creatures before him.

## Story

You are young apprentice wizard has been set a trail to prove that he is of age to become a wizard. His journey is long and must face a creature the evil Makhana, a squid like creature that is half machine and half brain. Makhana has plagued the people of your home village for many years. In order for you the apprentice to defeat him, you must first battle four of his minions, Cocoon, Peruna, Floppit and Fluppit. These minions are no small task, Makhana’s most loyal and powerful minion Cocoon, a creature that can harness the dead and has powerful magic, that vanquishes even the strongest of foes. Peruna is a evil plant that Makana has created to protect his gold if you can defeat him you will gain all the spoils Makhana has plundered from your village. Finally you must battle Floppit and Fluppit stupid but not to be underestimated, flying devil creatures that have a giant horne to punish anyone that gets in their path. After you have defeated Makhana finally your village will be safe you can return its fortune and finally come of age and be the wizard that you rightfully deserve.

# Game Mechanics

Detailed description of the game play including:

* Core Game Play
* Controls
* Scoring

# Game Progression

Time course of player experience. If you have designed multiple levels, describe them here(only one level is required in the actual game)

# AI Features

Describe AI behavior of enemies and other NPCs

# Game Physics

Describe how the physics techniques taught in class are going to be used in your game.

# Characters and Objects

Descriptions and concept sketches of main character, items, objects and NPCs. At this stage, these can be quite rough.

# Media

* Background art
* Interface elements(input and feedback controls)
* Sound
* Music(if any)