

Game Design Document

Game Name : Get all the diamonds

Platform : Pc and Laptop

Target Audience : children over 6 years old

Expected Date :16 May 2024

Miriana Nicole Gixti

IDM 5.2

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Story and Gameplay

Get all diamonds is a platformer game where this character is a thief by magic found himself in a fantasy mystery world where he lost all the diamonds that he stole, he needs to try to collect all the diamonds back and try to avoid the obstacles found in the world but in order to get out of this world the thief needs to all the sack of the diamonds.

The set will be of a fantasy world and the character will be the thief which is the player.

Game Play

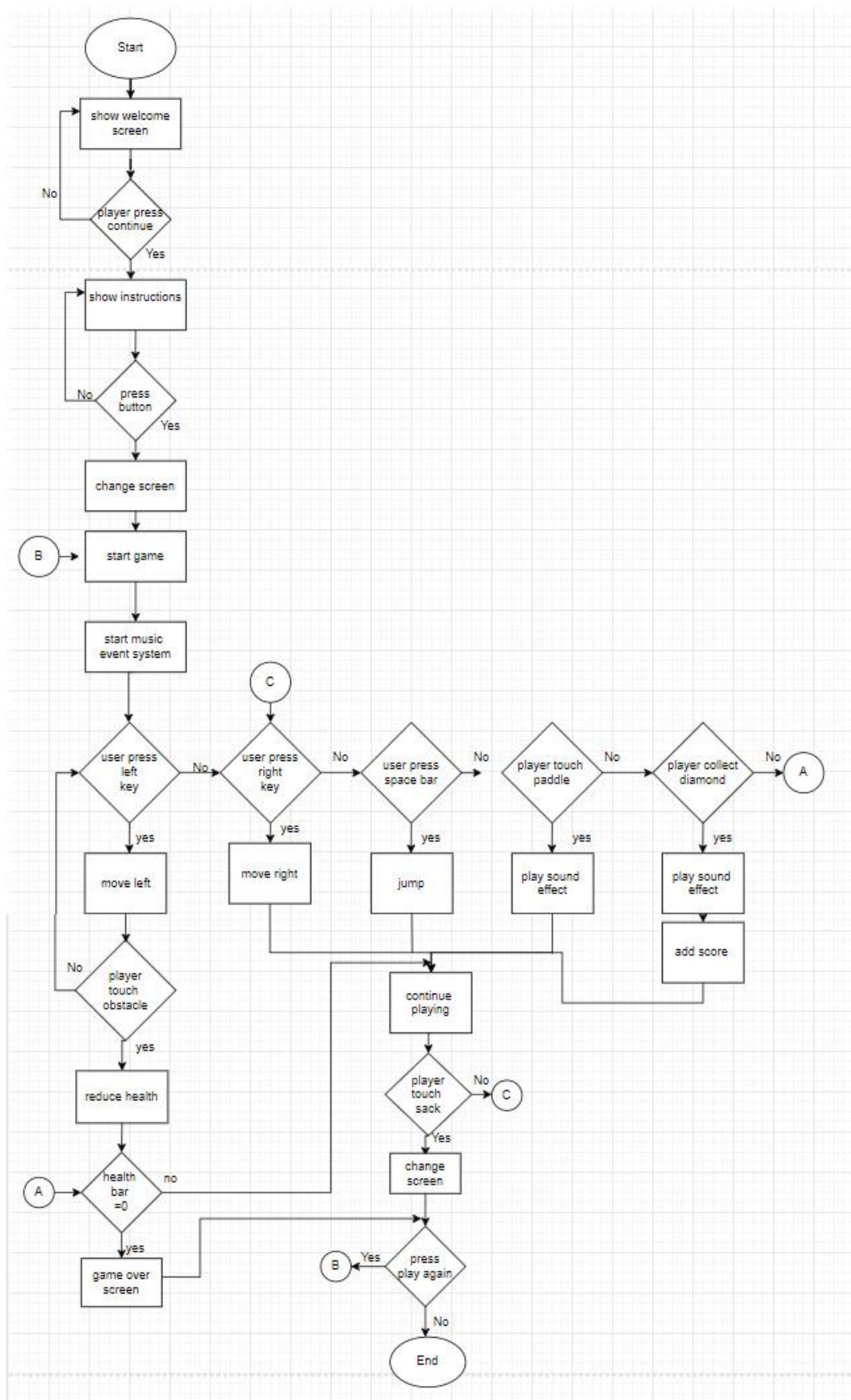
- Click Start on Welcome Screen
- Instruction screen click continue
- Game Screen
- Press Left or right to move on the screen
- Space Button to Jump
- On touch to collect the diamond.
- Touch by obstacle reduce health bar



Game Flow

So the player can add to the score always by collecting all the diamonds, these fit for the fact that the story is about a thief which needs to take back his lost diamonds.

As the player catches diamonds the score will accumulate and they can add and try to beat the high score.



Characters and Controls

The player control is done by the user, the player story is that he is a thief who stole diamonds, something that is special about this game is that i am going to create a Music and sound effects trigger event system.

The player can jump and move left and right and the character will not change in the game.

Characters/Assets

Player

Obstacles

Diamonds

Sack

Background

Icons

Scenes

Main Gameplay Concepts and Platform Specific Features

The player is engaged in a challenging platform game, the genres is platformer game and mystery game and the player need to get out of the world after finding all the diamonds.

So the game will have 1 level that the player needs to complete.

The scenarios of this game i would like to create them of a fantasy theme .

The unique selling point if this game will be the graphics as i would like to do the graphics of the game and another feature is to add cool sound effects with the movements of the game.

The game features s platform on the hardware will be the rending of the background ,sprite and images.

Game World

The game world takes place in a lost and mysterious fantasy world, in the scene there will be some fantasy obstacles that the player need to avoid.

They tie in the story for the fact that the world in which the thief finds him self is a mysterious fantasy world.

The mood that i would like to create is competitive as I would like t the player to be engaged even with the music and sound effect triggers in the game and try to win the level.

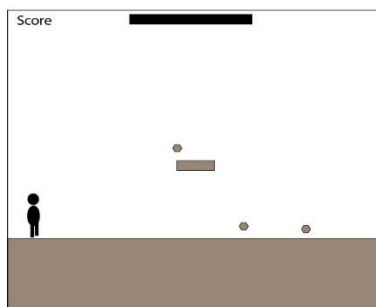
The game will be linear as each action will be 1 after another and the player cannot change the game play.

Interface :

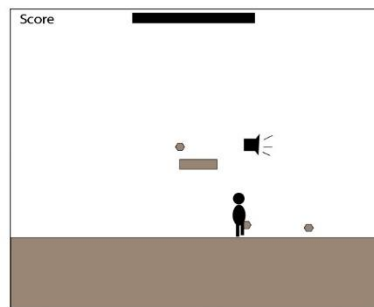
The design will be of a fantasy theme as i would like to create the assets my self.

The music is an integral part in this game, the music i would like to use is of challenging engaging music which will make the player more connected to the game and i will try to create all the sound effects.

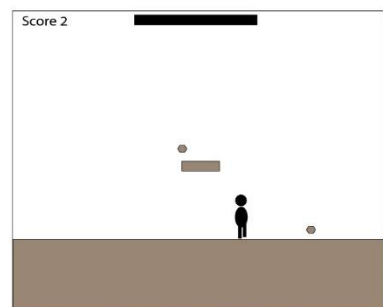
Story Board:



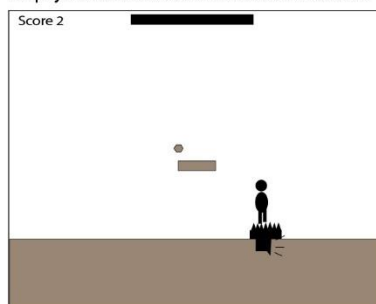
This is the screen as the game loads to the user, there is the player and the diamonds the health bar and the score



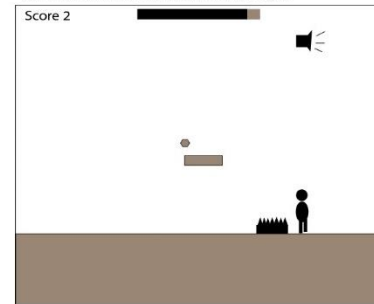
In this scene we can see the player move and collect the diamond sound effect plays accordingly.



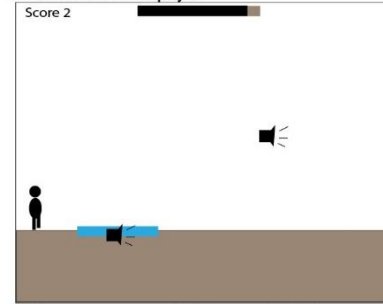
As the player touches the diamond it will get destroyed and the score will add up by 1.



in this scene we can see the player touches obstacle



the health bar reduces



In this scene we can see the if the player falls in the water sound will play.

Mechanics and Power-ups

So in order to play the game the player needs to use the keyboard keys.

I would like also to implement a score a health bar for the health of the player and a high score function

To play the game the player needs to move left or right using the arrow keys touch the diamond to collect them and add the score try to avoid the enemies and find all diamonds.

Game Play Mechanics

- Left to move player left
- Right to move player right
- Space to jump

Enemies and Bosses

In this game there will be obstacle not enemies, these obstacles when the player touches with them will reduce health bar.

Cutscene,Bonus Material and Comps

As the game loads will be the first scene which will be the welcome screen where the user needs to click to continuities the screen will change with the instruction screen and then the user can start the game, then when the player health and reached 0 the game over screen will be shown.

The player will play again the game for the fact that there will be a high score and the player can keep play it to beat it.

There are many games which are in competitor since the genre is chosen is a platformer game and the theme is fantasy but one game is Hallow knight, celeste.

Event system : 5. Music and sound effected trigger Editor

An editor for integrating and triggering sound based on game events or player actions.

Minor Requirements

- Event manager for assigning sound effect and music to game events and actions.
- Trigger zone designer for areas that activate specific sounds or music on entry.

The idea is to make sound effects and music triggers in the level. I would like to create all the sound effects in the game..

I would like to implement sound as the player collects a diamond.

Do sound when the player jumps.

I would like to make sound when the player moves through different paths of the games so that the music can change in the level of sound.

As for the background music i would like to merge 2 different background music and music changes in some parts.

I would like to trigger sound when the player touches water.

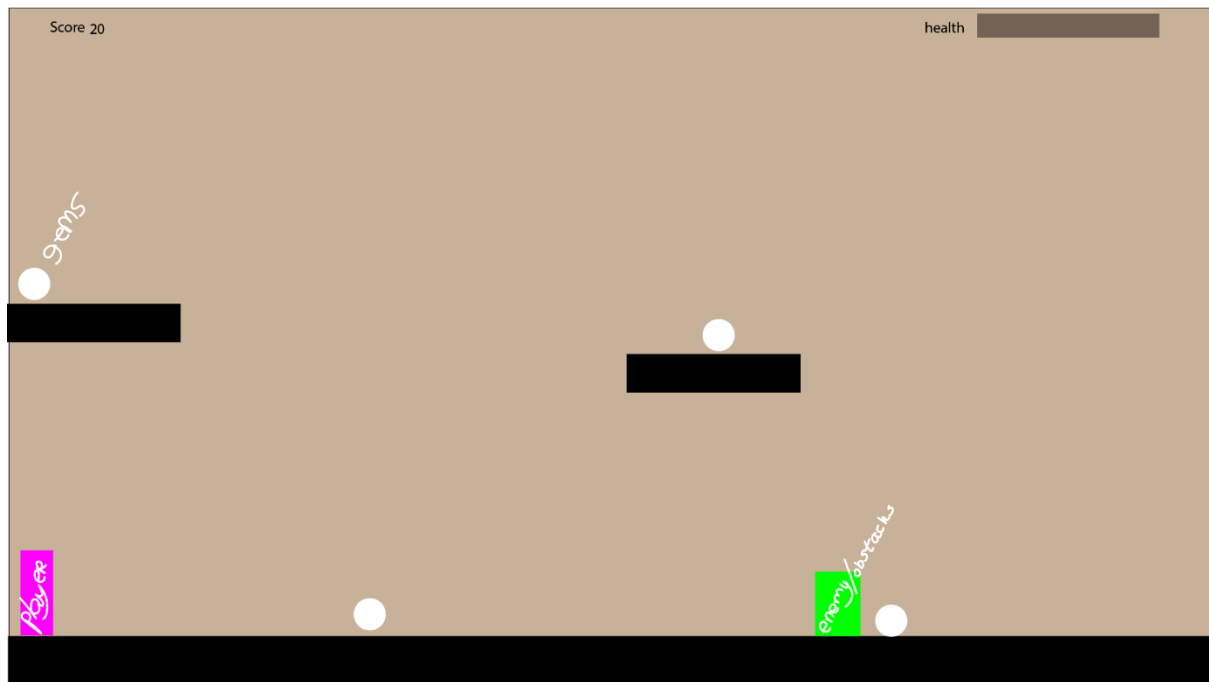
Add a sound when the player touches with an obstacle.

Make an sound effect when the health bar is reduced.

I would like to do an audio mixer, to merge the 2 sound tracks and try to arrange the pitch and other settings this was found by the research carried out on the music and sound event trigger system.

After the research done on an event system i saw more in detail how are the design of the windows and what can be done by such system.

Initial Sketches:



Inspiration Images

So these are some inspirational images that i had for the creation of the background of the game.

I took inspiration by doing research in unity assets store and saw what some designs of the design needed for a platformer and these are some references images found online.



References

Unity documentation

<https://docs.unity3d.com/Manual/AudioMixer.html>

Bayat Games 2d Platformer Game Asset Pack

<https://assetstore.unity.com/packages/2d/environments/free-platform-game-assets-85838>

Modo Tool, Dolt retro Music and SFX,

[https://assetstore.unity.com/?q=music%20and%20sound%20effect%20editor%20tool&order
By=1](https://assetstore.unity.com/?q=music%20and%20sound%20effect%20editor%20tool&orderBy=1)