Mini-Game Design Doc (Getting Across)RM

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Forked and modified from: Game Dev Underground & Josehzz (under CC 4.0)
Additional game design resources here.

Mantra/Tagline
A single sentence description of the game that you will use to guide design decisions.
Example: an educational infinite running game that tests your mental reflexes.

A fun level based game that's all about speed and strategy.

Design Pillars
List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. *Example: Fast. Cerebral. Smart.*

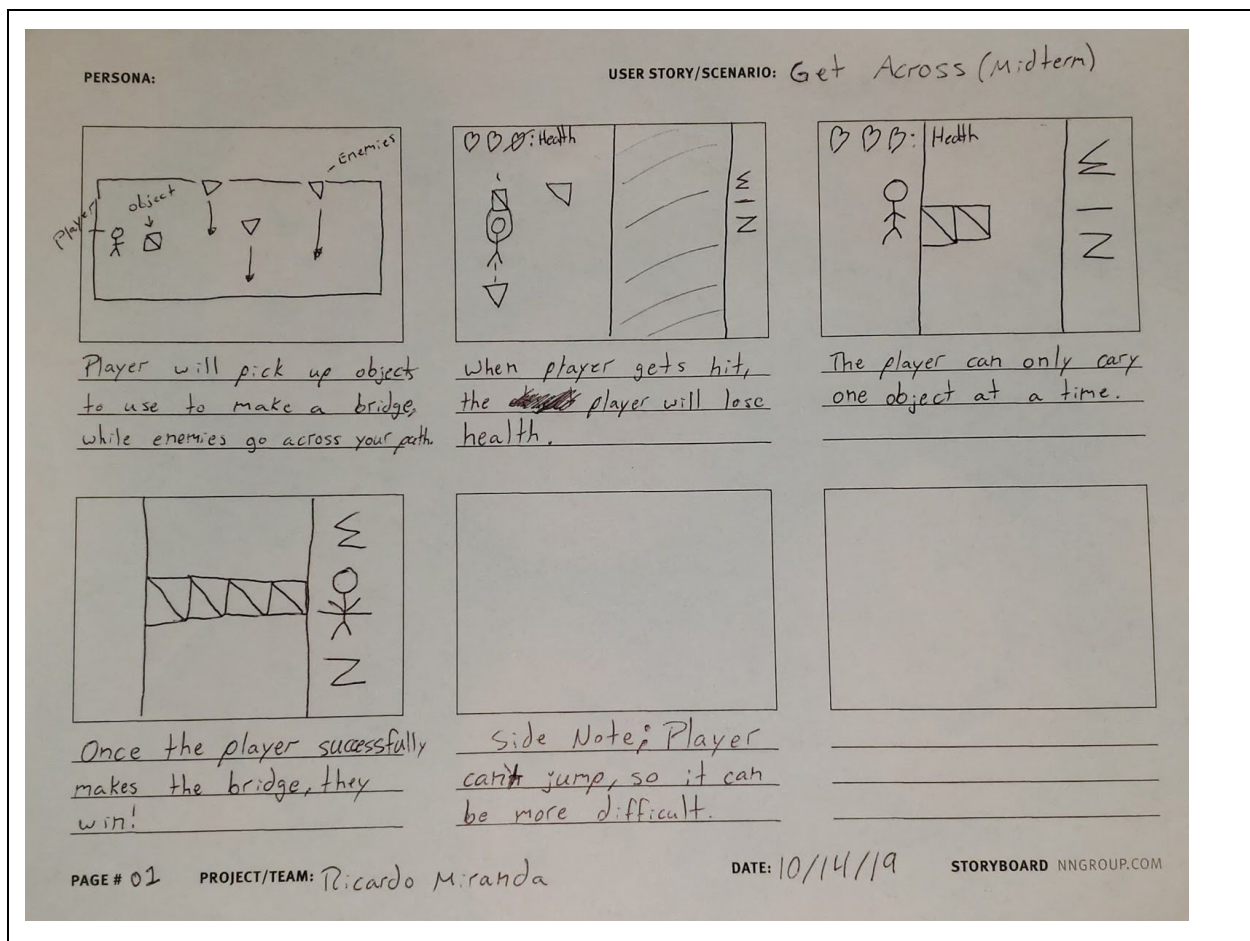| Fast	Precise	Concentration

Story/Gameplay Summary
List what the game is from gameplay and/or story perspective. *Example: This game places the player into an infinite runner where they have to answer progressively harder trivia questions about geography in order to get power-ups and stay alive.*

This game involves a player that has to build a bridge out of boxes to get across to the other platform. There will be obstacles trying to get in the way that can cause you to lose if hit 3 times. The game changed from a side view of the game into a third-person perspective that the camera will be behind the player.

Storyboard
What's the arc of the gameplay? See this introduction to storyboards for user experience design. You can use their template. See some examples of space games, educational games. Your storyboard should have three-six frames. Think about the progression of difficulty/mechanics or the progression of the story.

Storyboard

PERSONA:

USER STORY/SCENARIO: Get Across (Midterm)

Panel 1: Enemies / Player / object
Player will pick up objects to use to make a bridge, while enemies go across your path.

Panel 2: ♡ ♡ ♡: Health / WIN
When player gets hit, the player will lose health.

Panel 3: ♡ ♡ ♡: Health / WIN
The player can only carry one object at a time.

Panel 4: WIN
Once the player successfully makes the bridge, they win!

Panel 5:
Side Note: Player can't jump, so it can be more difficult.

PAGE # 01   PROJECT/TEAM: Ricardo Miranda   DATE: 10/14/19   STORYBOARD NNGROUP.COM

Feature List

List all the features that you want to include in your game. Don't worry about implementation - it's okay to list a feature you don't know how to make. Everything is a feature - from collectibles to player controls to showing visual feedback when a character is hit, to story voice-overs triggered when you enter a room, to a HUD, to the player's footstep sounds, etc. If you've got less than six features, you may have skipped a few things.

● Obstacles	● Power-ups
● Camera/Player movement	● Mapping of Level
● Pickup Mechanic	● Win-State
● Dying(Lose-State)	● Restart

References

Link to at least three links to other pieces of media - books, designs, other games, etc. - that have something similar to what you are trying to accomplish and explain which element you are interested in. It could have similar gameplay elements, a related story motif or anesthetic you want to remix.

https://www.youtube.com/watch?v=BvDWQ6IkrS4
Minigame from "Mario Party 3" from a specific minigame called "Frigid Bridges".

https://www.youtube.com/watch?v=okm0VtF2gH8
The game "Frogger" is similar to what I am doing as well because you have to avoid the cars or else you lose.

https://www.youtube.com/watch?v=Pp2aMs38ERY
The game "Donkey Kong" is somewhat similar to what I would want the level based game to be. So the levels somewhat change but it's the same objective every level.

Target Audience & Platform

Who is the target audience for the game (e.g. age, interests, type of games they play, when they play)? How does that experience it (e.g. mobile, browser, AR/VR, desktop with keyboard, console with controller site-specific, etc.)? *For example, for an educational game to teach geography, the target audience might be high schoolers who like to play quick and rewarding casual games, and it will be played in classrooms on PCs with a mouse and keyboard.*

This game would be good in the browser, but will also work on mobile. So the game would be for people who like level-based games, but they can play whenever they have time. It's not a game that you "have" to put so much time in, it's just a game that you would play for a quick level or two.

Asset Research

This is primarily a scripting class, so the focus is not on creating your own assets. Look through the free resources to find assets that you are considering for your project. Link them below. At a minimum, you should have some 3D assets and some sound assets linked below.

The assets that I will use so far are the assets from Unity "Create with Code" unit 2. And I think I will be using some assets from unit 1 as well so I can use the obstacles like the boxes from there. The sounds would be from unit 3 would be good to use, but I will be using music from https://www.bensound.com/royalty-free-music.

Builds

My first build, it has many bugs and it isn't a good prototype. This build was built on 10/20/2019

https://github.com/rmiranda6/Midterm-GetAcross-/commit/2416592e7c68248cf00ff57f4109de6eac0a2c90