

**SVKM’S NMIMS**

**Mukesh Patel School of Technology Management and Engineering**

**Game Design Project Report**

# for Course

**Game Design (Open Elective-3)**

# by

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1. **Maze of Fate**

**Level Design**

**Game Board Layout:**

**Environment**:

Set in a dystopian future, the game takes place within a technologically advanced facility where the player must traverse a series of increasingly perilous zones. The path leads straight to the final boss, with no branching or backtracking. Each section of the facility presents unique hazards, such as electrified walls, rogue AI drones, and malfunctioning machinery.

**Linear Path**: The game is designed as a linear journey where the player progresses through distinct zones. The path is direct, with the player moving forward through each section, facing escalating challenges until they reach the final boss.

## Thematic Zones:

The environment and challenges evolve every 4 to 5 levels, with the player encountering new themes that alter the atmosphere and types of questions posed by the AI. These thematic shifts keep the gameplay fresh and test the player’s adaptability:

1. Bio-Dome: A once-thriving ecological research area, now overgrown and hazardous. The player must navigate through toxic plants, overactive growth chambers, and wild robotic creatures. AI challenges focus on survival, biology, and environmental puzzles.
2. Industrial Sector: A derelict manufacturing zone filled with abandoned machinery, conveyor belts, and malfunctioning robots. The player faces engineering and mechanical dilemmas, needing to avoid hazards like molten metal spills and collapsing structures.
3. Cyber Nexus: The heart of the AI network, filled with digital constructs, energy fields, and data streams. In this high-tech zone, the player encounters logic, coding, and cyber warfare challenges while dodging virtual traps and firewalls.

## Player Start Position:

Controlled Start: The player begins at the entrance of the first zone, with the path ahead leading them through each progressively difficult section of the facility.

Hazard Distribution:

AI-Controlled Threats: The path is lined with dangers, including AI drones, laser grids, and electrified floors that hinder or harm the player. These threats are strategically placed to

challenge the player’s decision-making and survival skills.

Strategic Placement: Hazards are carefully positioned to create tension, compelling the player to think critically about their next move while navigating the path to the final boss.

## Game Progression:

Increasing Complexity: As the player advances, the path’s challenges grow more intricate. The AI controlling the facility adapts to the player’s behavior, introducing new threats and obstacles that require quick thinking and adaptation.

Escalating Difficulty: The AI systems become increasingly aggressive over time, raising the stakes and forcing the player to employ all available resources and strategies to survive.

## User Interface:

Minimalistic Design: The UI is streamlined to maintain immersion, offering essential information such as health, items, and AI threat levels without overwhelming the player.

Visual Cues: Visual and auditory cues, such as flickering lights, AI warnings, and system alerts, enhance the atmosphere and guide the player's actions.

**a)Rule Design**

## Game Initiation:

Path Entry: The player enters the facility at the first zone, with the AI setting initial objectives and challenges that escalate as the player progresses.

AI-Driven Challenges: Upon entry, the player is immediately confronted with AI-generated survival scenarios that set the tone for the game.

## Turn Structure:

Action Points: The player is allocated a set number of action points per turn, which can be used to move forward, interact with the environment, or use items.

AI Reactions: The AI dynamically responds to the player’s actions, altering the path or introducing new threats based on decisions made.

Decision-Making: The player must judiciously choose their actions, balancing exploration, item collection, and survival strategies.

## Escape and Survival:

Objective: The player must navigate the path, overcome AI-generated challenges, and reach the final boss before being overwhelmed by the escalating threats.

Survival Tactics: The player can set traps, use collected items, or manipulate the facility’s AI systems to survive. Critical thinking and resource management are key to overcoming the challenges ahead.

AI Adaptation: The AI continuously learns from player behavior, making each encounter unpredictable and requiring the player to remain vigilant.

## Item Acquisition:

Resource Management: Items like energy cells, hacking tools, and shield generators are scattered along the path. These items are vital for survival and can be used to overcome specific challenges.

Strategic Use: The player must carefully decide when and how to use items, as resources are limited and essential for reaching the final boss.

Ghost (AI) Encounters:

Dynamic Threats: AI-controlled threats become more aggressive as the game progresses. If the player is caught by an AI drone or trap, penalties such as health loss, temporary incapacitation, or restricted movement are imposed.

Evolving Challenges: The AI learns from player actions, making each encounter more challenging and requiring the player to adapt their strategies.

## Game End Conditions:

Victory Conditions: The game culminates in a final showdown with the boss. Success is determined by the player’s ability to defeat the boss and escape the facility.

Dynamic Endgame: In the final stages, the AI intensifies its aggression, introducing new challenges and forcing the player to make quick, high-stakes decisions.

Final Outcome: The player’s victory is achieved by defeating the final boss and surviving the escalating AI threats.

## User Interface:

Interactive HUD: The player manages their inventory, checks status, and receives real-time updates on AI threats and path changes through an interactive HUD.

Dynamic Alerts: The UI provides alerts on AI proximity, available actions, and critical changes in the game environment, keeping the player informed and engaged.

**b.How to change it from Puzzle to Game?**

Competitive Element:

* Add leaderboards or time challenges so players can compete against each other’s completion times or scores.
* Players can race to the final boss or aim for the highest score by finishing levels quickly and with the most health remaining.

Replayability:

* Include different difficulty levels, with higher settings introducing tougher AI challenges and more complex paths.
* Unlock new themes or visual styles for the game as players advance, adding variety and motivation to replay.

Dynamic Challenges:

* Make the AI-driven scenarios more challenging and varied as the player progresses, requiring better strategies.
* Introduce random elements in each playthrough to keep the experience fresh, ensuring that no two games are the same.

1. **Game Description**

In Maze of Fate, players embark on a thrilling single-player adventure through a dystopian facility. The game features a linear path with distinct thematic zones, including the overgrown Bio-Dome, the industrial Manufacturing Sector, and the high-tech Cyber Nexus.

Players face escalating challenges and AI-driven threats as they progress. Competitive elements like leaderboards and time challenges add excitement, while different difficulty settings ensure a suitable challenge for all skill levels. As players advance, they unlock new visual themes and encounter increasingly complex AI scenarios.

Replayability is ensured through randomized elements and an adaptive AI that keeps the game dynamic. Each playthrough is unique, as players navigate hazards and outsmart the AI to reach the final showdown with the ultimate boss. Maze of Fate offers a blend of strategy, action, and continuous surprises, making every journey engaging and unique.

1. **Ideate on your Game. Write a description of your Game specifying:**
   1. **Source of your idea**
   2. **Genre (Specify the Genre and the reason for choosing it)**
   3. **Challenges**
   4. **Players**
   5. **Goal**
   6. **Rules**
2. **Visualization: Use tools for flowcharting or Mindmap or Concept Art or Tables or Comic Strip sketches to communicate your Game Idea.**
3. **Game Design Document: Use the Game Design Document Template and answer all the questions with respect to your game.**
   1. **Overall Vision**
   2. **Mechanics**
   3. **Dynamics**
   4. **Aesthetics**
   5. **Development**
4. **Prototyping: Either create a paper prototype or Digital Prototype of your Game, add screen shots/drawing of each scene with a brief description explaining the screen shot.**
5. **Play Testing: Create a feedback form for your game adding the points which you want to focus and will lead to the following**

**questions answered when you play test your game with some people (teammember, other groupmember, family/friend outside course).**

* 1. **Is your Game Functional?**
  2. **Is your Game Internally Complete?**
  3. **Is your Game Balanced?**
  4. **Is your Game Fun?**
  5. **Is your Game Accessible?**

1. **References: Add Offline and Online assistance you got during the entire Project cycle.**