THE AWESOME GAME[1]

Game Design Document
Version 1.1[2]

a *SEABLAZE Studio at Newtown* production
instagram @seablaze_studio

by Eric Guo

CONFIDENTIAL[3]

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[1] Working title
[2] Version 1.0: started: Sep 24, 2019; finished: Oct 4, 2019
Revision 1.1: started: Oct 6, 2019; finished: Oct 7, 2019
[3] Confidentiality: studio members exclusively, on paper sharing exclusively (unless authorized by author)

Preface

This document is the official "Game Design Document" for *The Awesome Game*, a SEABLAZE Studio production (instagram @seablaze_studio). It include the abstract of the four major component of this game: Game Mechanism; Plot; Art; and our mission. It serves as the fundamental of this game, allowing all members and sponsors to have a more vivid and detailed picture of the construction of this game.

Version Specific: version 1.0 is the original version of the Design Document. It is only available for studio members and can only be spread in the form of printed paper. This version is composed by Eric Guo, studio president, and is incomplete in *Art* section and part of *Plot* section, which need to be specified by Jady Huang, musical art director & studio VP, and Jasmine Zhang, visual art director, in version 2.0. Part of *Game Mechanism* is also subject to future design, development, and specify.

Revision 1.1 updates:
- Dialogue design elaborated(not finished) with more complete version of our story/dialogue proceeding structure.
- Change of Team structure
- Change of Description
- Change of Top down 2d shooting

Menu

1 Overview

The overview of perspective aspects of the game, including general informations not going too deep into the detailed design.

1.1 Introduction in one sentence

A role-playing and top-down 2d shooting game with the purpose depicting a vivid story about societal prejudice in the middle age, which serve as a reflection to the contemporary world.

1.2 Description

This game merges plenty different forms of games and storytelling methods, including fighting; role-playing; shooting; comics; films; and puzzle solving. Nevertheless, all these components together not only varies the game experience but also serves a greater purpose: progress the plot.

In this game, the player acts as a female bodyguard/ maid/ secretary in a wealthy family. The background is set in the middle age era, approximately during 1460 - 1480. During the game, the player is sent out for various missions: 1. fighting and mafia missions(achieved by 2d shooting); 2. dealing with daily trivial inside the family(presented by puzzle solving); 3. traveling(by runner component).

As a very skilled 习武之人(hard to find an english equivalent, generally means a fighter/martial artist with the martial art/combat sport spirit in ancient chinese Kung Fu or Wuxia world), the player has a hard time applying her talent due to societal prejudice. She faces a hard time trying to be promoted to a higher position that is compatible to her actual ability since her strength is intentionally overlooked by others due to her specific sex. We demonstrate this situation in the working space in general by showing the difficulties and incorporation she faces during missions.

Apart from the female side, we also draw attention to the pressure on the male side. We demonstrate how males, in that specific time period or societies similar to this(for example the contemporary japanese society), are carrying too much pressure with the obligation to support the entire family and decide everything.

We recreate the realistic of pressure to both sexes due to social expectations and prejudice and the player experiences these difficulties and be emotionally connected to the main character through doing missions and progressing the plot. Also, the

player will observe the stories inside the family, as a speculator, experiencing the struggles and pressure on people of both sexes inside that family.

1.3 Goal and message

We try to use the special and powerful immersion brought by games to recreate a world when seemingly the society was completely different than that of the 21st centuries but in it's root it reflects everything in the contemporary world. With the purpose of illustrating the social expectation and prejudice against people of both sexes at that time, including the lack of power and freedom of women; the neglection of women in the military field, or in working space in general; and the obligation and pressure of supporting a family on his own for the men. We echo the human right movements by allowing the player to relive the experience of being the victim of prejudice, as well as being a spectator of prejudice events, helping them better understand the significance of human equality movements from both a victim's side and a speculator's side.

1.4 Major game mechanisms

Major game mechanisms includes the following: 1. top-down 2D shooting; 2. puzzle solving; 3. runner game. Each mechanisms has huge variations among levels and are each applied in different scenes. 2D shooting will be used during player's fighting missions; puzzle solving will be applied in player's daily trival jobs and would serve a major purpose of progressing the plot; runner game will be introduced when the player is traveling between locations. Underlying all these mechanisms, we utilize "subconscious decision makings" from the player to create a action-reaction based personalized story line. We would barely give the player straightforward choices, instead, we let the player make choices without realizing making them, letting us to interact with the subconscious of the player. (Subject to elaboration in the "Game Mechanism" section)

Besides the detailed gameplays, we have two major scenes-types during the game: 1. top-down shooting 2. Horizontal 2D. While top-down 2D gives the player a free moving battlefield, allowing them to express more creativity in fighting, we use horizontal 2d to achieve storytelling and puzzle solving. This would limit the player's choices and allow them to be better immersed in the story instead of being distracted by questions like "where is the next destination", "what should I do". These questions which players communicate with him/herself would separate them from the game, breaking the immersion. Also, player is much easier and likely to focus when finding clues and getting themes/hits from those clues during puzzle solving.

1.5 The Team

The development and design crew of *SEABLAZE Studio @Newtown (instagram @seablaze_studio)* will be dedicated to the design and development of this game. Which is an extremely talented team of 9 people(4 directors and 5 seniors developers). The construction of the team is specified in the following. Directors(Associates) are considered "full-time" commitments in the development while Seniors are considered "part-time". The publication team will contribute in aspects including: website development, merchandise design, advertisement.

- Art
  - Visual Art
    - Director: **Jasmine Zhang**
    - Senior Visual Artists: Cecilia Wang; Layla Afzal
  - Musical Art
    - Director: **Jady Huang**
    - Senior Musical Artists: William Tao; Winnie Ding
- Design
  - Plot Design
    - Director: **Jady Huang**
    - Associate Director: **Jasmine Zhang**; **Eric Guo**
    - Senior Plot Designer: Wade Wang
  - Level Design
    - Director: **Eric Guo**
    - Senior Plot Designer: Wade Wang
- Development
  - Director: **Eric Guo**
  - Associate Director: **Michael Luo**
  - Senior Developers: William Tao; Wade Wang

1.6 Production & publication

We will dominently use *Godot Engine* as our developmental tool. The game will be initially released in Windows and MacOS platforms on *Steam* with potentials (and capability) to be convert into Android and IOS platforms in the future. The estimated releasing time of this game is early December. Total package sold on *Steam* is consisting of 3 parts: the game; sound track; and a *Steam* medal. The later two parts are sold as supports and patrons from our players of a fair price while the game itself is free to download. Email seablazestudio@gmail.com is used as official email for customer support, communication, and publication. Instagram account @seablaze_studio will be used for advertising and communication with customers, also. Our upcoming website, built by Michael, will serve advertising and downloading purposes.

2 Game Mechanism

2.1 Top down 2d shooting

A pixel styled 2d shooting game, without too much fancy skills but mainly focused on the attack prediction and attack strategies. This game mode will plays the role of all fighting and mafia mission the player is assigned to. All the description below are focused on the player's view.

This specific mechanism and control is still subject to changes after beta testing. We design this with the purpose of adding more strategy component in the game, instead of making it similar to traditional shooting games which focuses mainly on reaction time and instantaneous precision.

2.1.1 Basic Control
Player use *W*, *A*, *S*, *D* to move, *left mouse* to shoot, *right mouse* to aim.The shooting is consisting of 3 parts: 1. aim 2. decide power 3. shoot
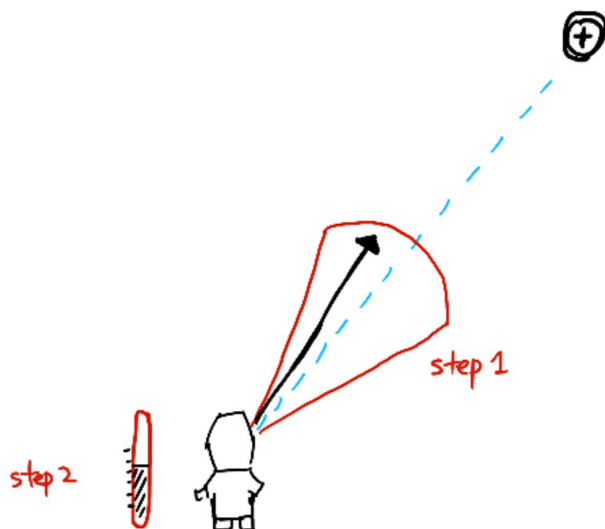
Aim: When *right mouse* is clicked and hold, a sector shape panel with a needle swinging between two edges appears.(indicated as step 1 in the picture above) This sector indicates the direction which the player shoots. The mouse indicates the rough direction.

Decide power: When *left mouse* is click, the needle stops moving and indicate the shooting direction. While *left mouse* is being held, a horizontal tube is shown with a level going up and down. This indicates the power which the player will shoot at.

Shoot: When *left mouse* released or time runs out, the shot will be taken with the power of the floating indication of the level.

2.1.2 Statistics
Two parameters will be used during the shooting process: *Accuracy*, *Power*. Other parameters used in the dealing damage process: *Strength*, *Defense*

Accuracy: indicate the angle of the sector shape in "Aim". As accuracy increase, the angle decrease.

Power: A variable ranging from 0.5 to 1 that will be multiplied to the player's strength to weight the final damage dealt to the enemy.

Defense: from the enemies side, will be multiplied to the player's strength to weight the final damage dealt to the enemy.

Equation for damager: damager = strength * power * 10 Log(defense)

2.1.3 Skills
Still brainstorming, not in a hurry

2.2 Puzzle Solving
Need to be completed by Eric Guo

2.3 Runners

It will be used when player travels from one location to another. Specific level, scene, difficulty, and length design would alter for different route and destination. (unfinished)

2.4 Instinctive & subconcious decision making
Need to be completed by Eric Guo
After further studies and design

VERY IMPORTANT PART, ONE OF THE KEY FEATURE OF THE GAME

3 Plot

3.1 Proceeding Design

We use bubble style dialogues. We use different design(shape and color) of bubble to make the difference of player's "dialogue" and "thoughts". During conversations, we use the ancient style english, prevailed in that contemporary time period, to demonstrate the history and provide contrast to the modern english used in the player's inner thoughts, allowing the player to better take the role of the main character, thinking(an internal activity) using the real life method and communicating with the game world using the method in the game.

Without a doubt, dialogues and conversations would compose a significant part in this game in general, thus, in order to prevent the audience from "being bored" and lose focus on the dialogues, we use techniques inspired from films to improve this situation.

For example, we include more camera movements and animations of avatars (characters), to better concentrate the players, instead of presenting the plot sitting still like books, because (non-repetitive but creative) fast moving objects (especially on screens) are proven to be successful in attracting the audiences. Examples are plenty, including the fighting/ racing scenes in movies as well as the fast-paced editings accompanying sharp changes in lightning and sound.

Also comics component mayber?

Also, we will TRY to combine dialogue into gaming to make it more appealing to the players. (unfinished)

VERY IMPORTANT PART, ONE OF THE KEY FEATURE OF THE GAME

3.2 Character Design

Also, we gives every single character a distinctive speaking style, making them more distinctive and allowing them to be symbolic of a certain phenomenon that reflect the modern world. For example, in the family, the son always wear "stylish" clothes and talks in rhythms, helping him become a better symbolism of the modern hip-hop/ rap culture. (unfinished)

3.3 Historical Background
Need to be completed by Jady Huang

3.4 Characters specific
Need to be completed by Plot Design Director(and ADs)

3.5 Themes, motifs, and symbolisms
Need to be completed by Plot Design Director(and ADs)

3.6 Plot summary
Need to be completed by Jady Huang

4 Art

4.1 Pixel Visual Art style overview
Need to be completed by Jasmine Zhang

4.2 Vivid Visual Art style overview
Need more visual artist in the studio lmaooo

4.2 Musical Art style overview
Need to be completed by Jady Huang

5 Ending Notes