

Game design document for
The Scattered Lands

Tinus
©2006 LazyBumWare

August 10, 2006

Contents

1	Design History	4
2	Game Overview	5
2.1	Philosophy	5
2.1.1	Philosophical point	5
2.1.2	Philosophical point	5
2.1.3	Philosophical point	5
2.2	Common Questions	5
2.2.1	What is the game?	5
2.2.2	Why create this game?	5
2.2.3	Where does the game take place?	6
2.2.4	What do I control?	6
2.2.5	How many characters do I control?	6
2.2.6	What is the main focus?	6
2.2.7	What's different?	6
3	Feature Set	7
3.1	General Features	7
3.2	Multiplayer Features	7
3.3	Editor	7
3.4	Gameplay	7
4	The Game World	8
4.1	Overview	8
4.2	World Feature	8
4.3	World Feature	8
4.4	The Physical World	8
4.4.1	Overview	8
4.4.2	Key Locations	8
4.4.3	Travel	8
4.4.4	Scale	9
4.4.5	Objects	9
4.4.6	Weather	9
4.4.7	Day and Night	9
4.4.8	Time	9
4.5	Rendering System	9
4.5.1	Overview	9
4.5.2	2D/3D Rendering	9

4.6	Camera	9
4.6.1	Overview	9
4.6.2	Camera Detail	9
4.6.3	Camera Detail	9
4.7	Game Engine	10
4.7.1	Overview	10
4.7.2	Game Engine Detail	10
4.7.3	Water	10
4.7.4	Collision Detection	10
4.8	Lighting Models	10
4.8.1	Overview	10
4.8.2	Lighting Model Detail	10
4.8.3	Lighting Model Detail	10
5	The World Layout	11
5.1	Overview	11
5.2	World Layout Detail	11
5.3	World Layout Detail	11
6	Game Characters	12
6.1	Overview	12
6.2	Creating a Character	12
6.3	Enemies and Monsters	12
7	User Interface	13
7.1	Overview	13
7.2	User Interface Detail	13
7.3	User Interface Detail	13
8	Weapons	14
8.1	Overview	14
8.2	Weapons Details	14
8.3	Weapons Details	14
9	Musical Scores and Sound Effects	15
9.1	Overview	15
9.2	Red Book Audio	15
9.3	3D Sound	15
9.4	Sound Design	15
10	Single-Player Game	16
10.1	Overview	16
10.2	Single Player Game Detail	16
10.3	Single Player Game Detail	16
10.4	Story	16
10.5	Hours of Gameplay	16
10.6	Victory Conditions	16

11 Multiplayer Game	17
11.1 Overview	17
11.2 Max Players	17
11.3 Servers	17
11.4 Customization	17
11.5 Internet	17
11.6 Gaming Sites	17
11.7 Persistence	17
11.8 Saving and Loading	18
12 Character Rendering	19
12.1 Overview	19
12.2 Character Rendering Detail	19
12.3 Character Rendering Detail	19
13 World Editing	20
13.1 Overview	20
13.2 World Editing Detail	20
13.3 World Editing Detail	20
14 Extra Miscellaneous Stuff	21
14.1 Overview	21
14.2 Junk I am working on?	21
15 Appendix	22
15.1 ?XYZ Appendix?	22
15.2 ?Objects Appendix?	22
15.3 ?User Interface Appendix?	22
15.4 ?Networking Appendix?	22
15.5 ?Character Rendering and Animation Appendix?	22
15.6 ?Story Appendix?	22

Chapter 1

Design History

???

Chapter 2

Game Overview

2.1 Philosophy

2.1.1 Philosophical point

This game is trying to do this and that. Fundamentally I am trying to achieve something that has never been achieved before. Or. This game will not try and change the world. We are ripping off the competition so exactly that I can't believe it. The world will be shocked at how we are using an existing engine with new art.

2.1.2 Philosophical point

Our game only runs on Compaq computers. The reason for this is such and such. We believe the world is coming to an end anyhow so what difference does it make?

2.1.3 Philosophical point

When you create some of these overarching philosophical points about your design, say whatever you want. Also, feel free to change it to "My game design goals" or whatever you like to call it.

2.2 Common Questions

2.2.1 What is the game?

Describe the game in a paragraph. This is the answer to the most common question that you will be asked. What are you working on?

2.2.2 Why create this game?

Why are you creating this game? Do you love 3D shooters? Do you think there is a hole in the market for Jell-O tossing midgets?

2.2.3 Where does the game take place?

Describe the world that your game takes place in. Simple as that. Help frame it in the reader's mind by spending a few sentences on it here. You can go into lengthy detail later in a section solely dedicated to describing the world. Remember that we want to keep this part of the design light and readable.

2.2.4 What do I control?

Describe what the player will control. You will be in charge of a band of rabid mutant fiddle players. If you want you can switch on the AI and turn it into a fish bowl simulation.

2.2.5 How many characters do I control?

If this applies talk a little more about the control choices. Remember to add answers to questions that you think the reader will ask. This is totally dependent on your design.

2.2.6 What is the main focus?

Now that we know where the game takes place and what the player controls. What are they supposed to achieve in this world? Angry fiddle players take over the U.N. building. Be careful not to add a bunch of salesmanship here. Your design wants to stay light and informative.

2.2.7 What's different?

Tell them what is different from the games that are attempting this in the market right now. This question comes up a lot.

Chapter 3

Feature Set

3.1 General Features

Huge world Mutant fiddle players 3D graphics 32-bit color

3.2 Multiplayer Features

Up to 10 million players Easy to find a game Easy to find your pal in huge world
Can chat over voice link

3.3 Editor

Comes with world editor Get levels from internet Editor is super easy to use

3.4 Gameplay

List stuff here that is key to the gameplay experience List a lot of stuff here
Hey, if you got nothing here, is this game worth doing?

Chapter 4

The Game World

4.1 Overview

Provide an overview to the game world.

4.2 World Feature

This section is not supposed to be called world feature -1 but is supposed to be titled with some major thing about the world. This is where you break down what is so great about the game world into component pieces and describe each one.

4.3 World Feature

Same thing here. Don't sell too hard. These features should be awesome and be selling the game on its own.

4.4 The Physical World

4.4.1 Overview

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

4.4.2 Key Locations

Describe the key locations in the world here.

4.4.3 Travel

Describe how the player moves characters around in the world.

4.4.4 Scale

Describe the scale that you will use to represent the world. Scale is important!

4.4.5 Objects

Describe the different objects that can be found in the world.

See the ?Objects Appendix? for a list of all the objects found in the world.

4.4.6 Weather

Describe what sort of weather will be found in the world, if any. Otherwise omit this section. Add sections that apply to your game design.

4.4.7 Day and Night

Does your game have a day and night mode? If so, describe it here.

4.4.8 Time

Describe the way time will work in your game or whatever will be used.

4.5 Rendering System

4.5.1 Overview

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

4.5.2 2D/3D Rendering

Describe what sort of 2D/3D rendering engine will be used.

4.6 Camera

4.6.1 Overview

Describe the way the camera will work and then go into details if the camera is very complicated in sub sections.

4.6.2 Camera Detail

The camera will move around like this and that.

4.6.3 Camera Detail

The camera will sometimes move like this in this special circumstance.

4.7 Game Engine

4.7.1 Overview

Describe the game engine in general.

4.7.2 Game Engine Detail

The game engine will keep track of everything in the world like such and such.

4.7.3 Water

There will be water in the world that looks awesome and our game engine will handle it beautifully.

4.7.4 Collision Detection

Our game engine handles collision detection really well. It uses the such and such technique and will be quite excellent. Can you see I am having a hard time making up stupid placeholder text here?

4.8 Lighting Models

4.8.1 Overview

Describe the lighting model you are going to use and then go into the different aspects of it below.

4.8.2 Lighting Model Detail

We are using the xyz technique to light our world.

4.8.3 Lighting Model Detail

We won't be lighting the eggplants in the game because they are purple.

Chapter 5

The World Layout

5.1 Overview

Provide an overview here.

5.2 World Layout Detail

5.3 World Layout Detail

Chapter 6

Game Characters

6.1 Overview

Over of what your characters are.

6.2 Creating a Character

How you create or personalize your character.

6.3 Enemies and Monsters

Describe enemies or monsters in the world or whomever the player is trying to defeat. Naturally this depends heavily on your game idea but generally games are about trying to kill something.

Chapter 7

User Interface

7.1 Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

7.2 User Interface Detail

7.3 User Interface Detail

Chapter 8

Weapons

8.1 Overview

Overview of weapons used in game.

8.2 Weapons Details

8.3 Weapons Details

Chapter 9

Musical Scores and Sound Effects

9.1 Overview

This should probably be broken down into two sections but I think you get the point.

9.2 Red Book Audio

If you are using Red Book then describe what your plan is here. If not, what are you using?

9.3 3D Sound

Talk about what sort of sound APIs you are going to use or not use as the case may be.

9.4 Sound Design

Take a shot at what you are going to do for sound design at this early stage. Hey, good to let your reader know what you are thinking.

Chapter 10

Single-Player Game

10.1 Overview

Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

10.2 Single Player Game Detail

10.3 Single Player Game Detail

10.4 Story

Describe your story idea here and then refer them to an appendix or separate document which provides all the details on the story if it is really big.

10.5 Hours of Gameplay

Talk about how long the single-player game experience is supposed to last or what your thoughts are at this point.

10.6 Victory Conditions

How does the player win the single-player game?

Chapter 11

Multiplayer Game

11.1 Overview

Describe how the multiplayer game will work in a few sentences and then go into details below.

11.2 Max Players

Describe how many players can play at once or whatever.

11.3 Servers

Is your game client-server or peer-to-peer or whatever.

11.4 Customization

Describe how the players can customize the multiplayer experience.

11.5 Internet

Describe how your game will work over the internet.

11.6 Gaming Sites

Describe what gaming sites you want to support and what technology you intend to use to achieve this. Perhaps Dplay or TCP/IP or whatever. It is probably a good idea to break the tech stuff out into a separate area, you decide.

11.7 Persistence

Describe if your world is persistent or not.

11.8 Saving and Loading

Explain how you can save a multiplayer game and then reload it. If you can or why this is not possible.

Chapter 12

Character Rendering

12.1 Overview

Provide an overview as to how your characters will be rendered. You may have decided to include this elsewhere or break it out to provide more detail to a specific reader.

12.2 Character Rendering Detail

12.3 Character Rendering Detail

Chapter 13

World Editing

13.1 Overview

Provide an overview about the world editor.

13.2 World Editing Detail

13.3 World Editing Detail

Chapter 14

Extra Miscellaneous Stuff

14.1 Overview

Drop anything you are working on and don?t have a good home for here.

14.2 Junk I am working on?

Crazy idea -1

Crazy idea -2

Chapter 15

Appendix

15.1 ?XYZ Appendix?

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design?

15.2 ?Objects Appendix?

15.3 ?User Interface Appendix?

15.4 ?Networking Appendix?

15.5 ?Character Rendering and Animation Appendix?

15.6 ?Story Appendix?