

GAME DESIGN DOCUMENT



THE MAZE

Maze of Mystery

Echos of the Enigma

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Game Analysis

If you are a puzzle loving person who enjoys adventures, riddles, mysteries - This is the game for you!

you are an explorer seeking lost treasures. As you navigate through the maze's twisting corridors and treacherous traps, you must solve a series of intricate puzzles, decipher clues, and unravel the path to freedom.

With each puzzle solved and mystery uncovered, You get closer to unraveling the maze's ultimate secret and uncovering the truth behind its ancient origins.

Mission Statement

Player should find his way in the maze while solving riddles along the way.

While exploring the maze, new areas of the maze are revealed in the minimap.

Genre

- Puzzle-solving
- Adventure

Platforms



- PC
- Android

Target Audience

The game is designed to appeal to a wide range of players who enjoy immersive puzzle-adventure experiences and exploration-based gameplay.

The game offers something for everyone, from puzzle enthusiasts and adventure gamers to casual players looking for an immersive and captivating gaming experience.

Storyline & Characters

Character	Description	Characteristics	Misc. Info
Male: Darius Moonstone  Female: Elena Nightshade 	the player	An explorer seeking to unravel the mysteries of the maze.	Present any other notes about the character.
Hydra Sphinx Dragon Minotaur	NPC - Boss. Each boss will ask a question related to his mythical background. Answering correctly will grant access to the next level.	Fearsome wise	

Gameplay

Overview of Gameplay

The game combines the love of maze-solving with logic and fun riddles. The game is primarily a puzzle-adventure game, with elements of exploration and riddles. It is similar to classic maze games but incorporates modern features and mechanics to enhance gameplay.

the game includes several key features:

- **Customization:** Players can customize their character's appearance and abilities, allowing for personalization and strategic playstyles. Unlockable skins, abilities, and upgrades provide progression and replay value.
- **Exploration:** Players can explore every corner of the maze to uncover secrets, hidden artifacts, and unlockables. Exploration rewards players with valuable resources and shortcuts.
- **Puzzle Solving:** Mazes are filled with puzzles and challenges that require logical thinking and problem-solving skills to overcome. Players must decipher clues, manipulate objects, and navigate obstacles to progress.
- **Dynamic Mazes:** Each maze is procedurally generated, offering a unique experience with every playthrough. Dynamic elements such as moving walls, changing pathways, and hidden passages keep players engaged and on their toes.

Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

Rewards	Penalties	Difficulty Levels
As he progresses through the different levels, the player will collect special artifacts hidden in the mazes. After passing each level, the player is rewarded with coins.	failing to answer the Boss's riddles will result in restarting the	Discuss the difficulty levels within the game

Gameplay Mechanics

Character Attributes	
Character	Movement Abilities / Actions Available
Darius Moonstone - main character (player)	<ul style="list-style-type: none"> • move around the maze using arrow button • interact with the environment using the interaction button.
Game Modes	
Easy	Entire level is visible.
Medium	Only areas the player has visited (with 2 step radius) are visible.
Hard	Only the area surrounding the player is visible.
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
Coins	<p>Each finished level will grant the player 5 coins. Each finished set will grant the player 20 coins.</p> <p>Optional: The player can exchange coins for hints in the game:</p> <ul style="list-style-type: none"> • 10 coins - hint • 20 coins - skip boss's riddle • 50 - skip level
Artifacts	<p>Collect hidden artifacts scattered throughout the different levels.</p> <p>The artifact chamber is accessible from the main menu and displays all the collected artifacts.</p>

Opening screen

the screen will include a background image of a person entering a maze.
the menu will include:

- new game - will start a new game.
- select level - will open a sub-menu of choosing one of the checkpoint levels the player already reached.
- artifacts - will move to a screen listing all the artifacts collected by the player.
- exit - will close the game.

Level Design

The game will contain sets of levels.

Each set will start with a “checkpoint” level and end with a “Boss” level (see table below).

In each level the player starts at the middle of the maze. He needs to explore the maze and reach the ladder moving him to the next level.

Set difficulties:

- Easy - Entire level is visible.
- Medium - Only areas the player has visited (with 2 step radius) are visible.
- Hard - Only the area surrounding the player is visible.

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

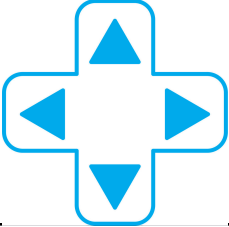


Levels	
#0 - Tutorial - Optional	Simple Level - only a maze for the player to practice the controls of the game.

#1 - Checkpoint level	contain a simple corridor level (just going straight to the door)
#2...N-1 - Regular level	contains a maze with secret doors, scattered items
#N - Boss level	<p>Instead of a ladder at the end, there will be a Minotaur asking 3 riddles.</p> <p>Answering the riddles correctly will end the game successfully.</p> <p>Failing to answer will result in throwing the player back to the last checkpoint level.</p> <p>riddles are chosen randomly from a set of 10 riddles.</p>

after the final boss, there will be a credit screen which will lead back to the opening screen when pressing any key.

Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

Button/ Touch Input	Action it Performs
arrows palette on the bottom left side of the screen 	Turns and moves the player figure in the direction of the arrow. if the way is blocked by an obstacle, the figure will face the arrow direction without moving. optional: double tap - will make the character move x1.5 times faster.
Interaction button on the bottom right side of the screen 	Interact with the object the player is facing: <ul style="list-style-type: none"> • Air/Regular wall - Nothing. • Secret wall - enter puzzle mode (see puzzle scene). • Door - Open door if relevant key is in inventory. Once the door is open, Key is removed from inventory. if the key is not in inventory, nothing happens. • Tool - pick up and add to inventory.
Inventory button on the bottom right side of the screen (next to interaction button) 	Open on-screen inventory window.

Game Aesthetics & User Interface

The game will have a dark-dungeon appearance and will revolve around exploration, adventure, and discovery. Players will embark on a journey through mysterious mazes filled with secrets and wonders waiting to be uncovered. The theme will evoke a sense of curiosity, excitement, and wonder, encouraging players to explore and engage with their surroundings.

The game aims to evoke a sense of awe, intrigue, and satisfaction in players as they navigate through the maze environments and overcome challenges. The thrill of exploration, the satisfaction of solving puzzles, and the joy of discovering hidden

treasures will elicit positive emotional responses and keep players engaged and motivated.

Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio's needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design				
Storyline	John Doe	9/4/15	9/8/15	0 %
Level Mechanics				
Art				
Level 1				
Special FX				
UI				
Engineering				
Production Pipeline				
Prototypes				
Audio				
Sound Design				
Milestone: GamePlay Features & Music				
Testing Phase				
Test Plan				
Beta Testing				
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				