****

**Design Document for:**

# Space Spartans

**Never surrender. Destroy all enemy ships.**

“This is Sparta!”™

All work Copyright ©1999 by Your Company Name

Written by:

Anitha

Chaitanya Jampani

Luiz Érico de Almeida

Siddesh

Version # 1.00

Tuesday, April 11, 2017Table of Contents

Space Spartans 1

Design History 5

Version 1.10 5

Version 2.00 5

Version 2.10 5

Game Overview 6

Philosophy 6

Philosophical point #1 6

Philosophical point #2 6

Philosophical point #3 6

Common Questions 6

What is the game? 6

Why create this game? 6

Where does the game take place? 6

What do I control? 6

How many characters do I control? 6

What is the main focus? 7

What’s different? 7

Feature Set 8

General Features 8

Multiplayer Features 8

Editor 8

Gameplay 8

The Game World 9

Overview 9

World Feature #1 9

World Feature #2 9

The Physical World 9

Overview 9

Key Locations 9

Travel 9

Scale 9

Objects 9

Weather 9

Day and Night 9

Time 10

Rendering System 10

Overview 10

2D/3D Rendering 10

Camera 10

Overview 10

Camera Detail #1 10

Camera Detail #2 10

Game Engine 10

Overview 10

Game Engine Detail #1 10

Water 10

Collision Detection 10

Lighting Models 11

Overview 11

Lighting Model Detail #1 11

Lighting Model Detail #2 11

The World Layout 12

Overview 12

World Layout Detail #1 12

World Layout Detail #2 12

Game Characters 13

Overview 13

Creating a Character 13

Enemies and Monsters 13

User Interface 14

Overview 14

User Interface Detail #1 14

User Interface Detail #2 14

Weapons 15

Overview 15

Weapons Details #1 15

Weapons Details #2 15

Musical Scores and Sound Effects 16

Overview 16

Red Book Audio 16

3D Sound 16

Sound Design 16

Single-Player Game 17

Overview 17

Single Player Game Detail #1 17

Single Player Game Detail #2 17

Story 17

Hours of Gameplay 17

Victory Conditions 17

Multiplayer Game 18

Character Rendering 19

Overview 19

Character Rendering Detail #1 19

Character Rendering Detail #2 19

World Editing 20

Extra Miscellaneous Stuff 21

Overview 21

Junk I am working on… 21

“XYZ Appendix” 22

“Objects Appendix” 22

“User Interface Appendix” 22

“Networking Appendix” 22

“Character Rendering and Animation Appendix” 22

“Story Appendix” 22

# Design History

This section presents the path to develop the game “Space Spartans” and keep a historical register about his evolution.

## Version 0.1

Initial version with the main scenes, player, enemies, score and interface. It’s the minimal functional game.

## Version 0.2

Version 0.2 is the second version of the design with many visual and sound improvements done to the game. The design decisions are now reflected in this document.

Included in the changes are:

1. Explosion animations;
2. Sound effects;
3. Background music.

# Game Overview

## Philosophy

### Philosophical point #1

This game is a sum of many ideas discussed by the develop team about how to create a fun, addictive and beautiful game. We try to put together the different concepts presented on the web game development class on a easy to implement but at the same time complete e well developed piece of software.

### Philosophical point #2

Our game runs in any computer web browser with HTML5 capabilities. A version to mobile will be coming soon.

## Common Questions

### What is the game?

This game is a space shooter. The objective of the game player is destroy all enemy ships, advance to the next stage and destroy the boss. Destroying more ships gives to the player a high-score.

### Why create this game?

We are creating this game because our grade on the web game programming depends on it. And because it's fun. And maybe millions will play it and we will get rich.

### Where does the game take place?

The game take place on the space.

### What do I control?

The player will be in the control of a space battleship equipped with cannons capable to maneuver between the space enemies to avoid their attack.

### How many characters do I control?

Only one character: The space battleship.

### What is the main focus?

Avoid the enemy ships pass to you and attack the earth. Destroy all ships to advance on the battlefield and fight with the boss of the space hordes that are threatening the mankind.

### What’s different?

Nothing. We are following the same recipe used by many successful games that delivers lot of pleasant time to their players.

# Feature Set

## General Features

Huge world

Mutant fiddle players

3D graphics

32-bit color

## 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

## Editor

Comes with world editor

Get levels from internet

Editor is super easy to use

## 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?

# The Game World

## Overview

Provide an overview to the game world.

## World Feature #1

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.

## World Feature #2

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

## The Physical World

### 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.

### Key Locations

Describe the key locations in the world here.

### Travel

Describe how the player moves characters around in the world.

### Scale

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

### 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.

### 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.

### Day and Night

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

### Time

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

## Rendering System

### Overview

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

### 2D/3D Rendering

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

## Camera

### Overview

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

### Camera Detail #1

The camera will move around like this and that.

### Camera Detail #2

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

## Game Engine

### 

### Overview

Describe the game engine in general.

### Game Engine Detail #1

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

### Water

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

### 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?

## Lighting Models

### Overview

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

### Lighting Model Detail #1

We are using the xyz technique to light our world.

### Lighting Model Detail #2

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

# The World Layout

## Overview

Provide an overview here.

## World Layout Detail #1

## World Layout Detail #2

# Game Characters

## Overview

Over of what your characters are.

## Creating a Character

How you create or personalize your character.

## 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.

# User Interface

## 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.

## User Interface Detail #1

## User Interface Detail #2

# Weapons

## Overview

Overview of weapons used in game.

## Weapons Details #1

## Weapons Details #2

# Musical Scores and Sound Effects

## Overview

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

## Red Book Audio

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

## 3D Sound

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

## 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.

# Single-Player Game

## Overview

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

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

## Single Player Game Detail #1

## Single Player Game Detail #2

## 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.

## Hours of Gameplay

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

## Victory Conditions

How does the player win the single-player game?

# Multiplayer Game

This game does not have Multiplayer capabilities.

# Character Rendering

## 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.

## Character Rendering Detail #1

## Character Rendering Detail #2

# World Editing

This game does not have a world, scene or stage editor.

# Extra Miscellaneous Stuff

## Overview

Drop anything you are working on and don’t have a good home for here.

## Junk I am working on…

Crazy idea #1

Crazy idea #2

# “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…

# “Objects Appendix”

# “User Interface Appendix”

# “Networking Appendix”

# “Character Rendering and Animation Appendix”

# “Story Appendix”

Okay, that’s it. I wanted to spend more time on this and really make it a great roadmap for putting a game design together. Unfortunately it would take a ton of time and that is something that we don’t have enough of in this business. I think you get the idea anyhow. Also, don’t get the impression that I think a design should provide the information in any particular order, this just happened to be the way it fell out of my head when I sat down. Change this template any way you want and if you feel you have improved on it, send it back to me and I can pass it out as an alternative to anyone that asks me in the future.

Good luck and all that!

Chris Taylor