**GAME DESIGN DOCUMENT**

Menemukan Pahlawan

TrOvA uN eRoE



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13/07/2021

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# Game Analysis

TrOvA uN eRoE dimainkan secara personal, Dimana pemain akan menembak kotak kotak yang tersebar di tempat tertentu. Dan didalam kotak tersebut terdapat foto pahlawan yang harus disusun namanya menjadi sebuah nama yang benar.

Jika player berhasil memecahkan jawaban tersebut, maka akan mendapatkan point.

20 point jika benar dan, jika jawaban tidak sesuai maka akan berkurang sebanyak 10 point.

Untuk bisa melanjutkan ke stage selanjutnya, Anda harus mengumpulkan 100 point dengan cara menembak kotak kotak yang ada dan mengisi nama pahlawan dengan benar.

Namun,ada beberapa kotak yang menjadi jebakan.Dimana,didalam kotak tersebut terdapat bom yang dapat meledakkan, dan anda akan keluar dari permainan.

# Mission Statement

TrOvA uN eRoE, pemain berjalan mengelilingi sebuah kota dan mencari serta menembak kotak kotak yang tersebar. Jika kotak tertembak maka akan muncul sebuah foto pahlawan, dan anda harus menyusun nama pahlawan itu dari huruf huruf yang masih teracak. Anda akan mengumpulkan point point untuk bisa lanjut ke stage selanjutnya.

Dan anda juga tidak boleh menembak kotak yang salah, karna anda akan mati dan keluar dari permainan ini.

# Genre

TrOvA uN eRoE, permainan ini permainan edukasi yang bergenre puzzle dan action , dimana pemain akan menembak kotak dan menyusun nama seorang pahlawan indonesia.

# Platforms

Android

# Target Audience

TrOvA uN eRoE, bertujuan untuk melatih berpikir anak mulai dari menentukan kotak yang akan ditembak, maupun menyusun nama pahlawannya. TrOvA uN eRoE dibuat untuk anak usia 11 – 15 tahun. Dimana mereka bisa mempelajari nama nama pahlawan indonesia.

# Storyline & Characters

Ada seorang petualang yang memburu/menembaki kotak kotak yang tersebar diberbagai tempat. petualang berjalan sendiri dan diharuskan menembak kotak kotak yang tersebar karna didalam kotak tersebut terdapat satu photo pahlawan indonesia yang harus disusun menjadi sebuah nama yang benar. Jika petualang dapat mengisi dengan benar maka, akan mendapatkan point, dimana point itu jika dikumpulkan dapat melanjutkan petualang ke stage selanjutnya. Namun ada beberapa kotak yang harus diwaspadai dengan ciri ciri tertentu. Dimana kotak itu berisi bom yang dapat membuat petualang kalah/ meledak ditempat.

Disini pemain berkarakter pemberani.

Dengan bermain game ini pemain dapat mengenal dan mengetahui pahlawan pahlawan indonesia, dan membantu berpikir dalam memilih atau menentukan kotak mana yang tidak berisi bom.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| cowboy | Cowboy adalah karakter yang dapat dimainkan.karater ini cocok dengan game ini karena cowboy adalah sang pemberani yang cerdas. | Kemampuan cowboy dapat bergerak dengan lincah, penembak jitu, sang pemberani yang cerdas dan dapat melompat dengan tinggi. | cowboy dapat melompat dan berlari cepat, namun, cowboy tidak dapat menghindar dari bom sama sekali. |

# Gameplay

## Overview of Gameplay

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Player Experience

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## 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 |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

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** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |

# 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** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# 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 |  |  |  |  |