# Game Design – Final Project Template

***This is a skeleton outline for a game design. Your design may be more than one page!***

High Level Concept/Design

## (Module 3) Working title:

*Title should communicate the gameplay and the style of the game*

Fixing Frenzy

## (Module 3) Concept statement:

*The game in a tweet: one or two sentences at most that say what the game is and why it’s fun.*

Player is factory worker who has to fix machines as problems arise. Players stamina drains and needs to return to base to drink coffee but will have to fix something all over again shortly.

## (Module 3) Player experience and game POV:

*Who is the player? What is the setting? What is the fantasy the game grants the player? What emotions do you want the player to feel? What are the major phases of the player’s experience in the game?*

*Maintenace worker, factory setting, the joy of getting their soul drained out by capitalism, a feeling of being rushed to stop from getting a game over. Arrive to work, pick out correct tool, fix the machine, return for coffee( stamina regen). Rinse and repeat.*

## (Module 3) Genre(s):

Product Design

*Single genre is clearer and recommended for this class. Genre combinations are okay but can be RISKY.*

Simulation.

## (Module 7) Visual/audio Style:

*What is the “look and feel” of the game? How does this support the desired player’s experience?*

Right now the game should feel something similar to being in a warehouse and a sense of urgency to get the conveyors fixed. This is supported by the quickness we want the player to reach the destination.

## (Module 3) Platform(s) and primary technology:

*Platform as in PC or mobile? Primary tech as in Unity engine or Unreal Engine? For this class we will be targeting simple 2D PC games made with Unity 3D.*

*Pc independent on Unity 2D.*

## (Module 3) Schedule and scope

*This is for your final project so your total time to schedule is the next 4 weeks. Your final project will be made by you and should be a 30sec-60sec experience.*

**Basic concept using basic placeholders such as cubes and circles for objects. Character design. GUI first design. Week 3 working on how the game will work, week 4 start coding some of the basic needed items such as movement and such.**

## (Module 4) Game world fiction:

*Describe the game world and any narrative in player-relevant terms.*

An employee suffering from inflation needing to be paid. But the factory he works at is cheap and only buys the cheapest equipment so it is constantly breaking down causing havock in the warehouse.

## (Module 6) Objectives and Progression

Detailed Game Design

*How does the player move through the game, literally and figuratively, from tutorial to end? What are their short-term and long-term goals (explicit or implicit)? How do these support the game concept, style, and player-fantasy?*

*The player will move through the world by walking and interacting with the randomly made problems among the conveyors. Will most likely use on collision with spots by the conveyors and then check if player hits and holds the fix command button. This will work similarly for the stamina machine except it will be on collision player stamina will refill to max. Long term goal is to have the player fix as many problems as possible and see what their high score will be. Then if they meet a specific score they will move on to the next level.*

## (Module 6) Interactivity

*UX sketch of player’s actions in the game –* ***be specific.*** *What is the player doing moment-by-moment? How does the player move through the world? How does physics/combat/etc. work?*

*Moment by moment the player is either walking, fixing a machine, or reloading on stamina. Those are the three things a player is able to do. The player is able to move through the world by simple WASD commands. Will have rigid body 2d and collision implemented so player will not be able to walk through walls or conveyors. The stamina machine will completely refill the players stamina while doing maintenance on a machine will deplete the players stamina depending on the problem presented by the conveyor.*

## (Module 4) Internal structure

*“Nouns and verbs” – game objects, attributes, and behaviors: “spreadsheet specific”. This includes locations/levels and their attributes, NPCs, special effects, and any object with internal state or function.*

***The internal structure of the game will consist of only a few object.***

* ***Player***
  + ***Movement***
  + ***Stamina***
* ***Tool***
  + ***Will need to be picked from tool table***
* ***Coffe Machine(stamina replenish)***
  + ***Make it available in player start zone***
* ***4 lines with 4 conveyors on them***
* ***Player stamina amount.***
* ***Special effects to show player problem***
* ***4 levels with different problems as player proceeds***
* ***NPC’s might be programmed in to give the warehouse a little more life if enough time is given***
* ***Stamina status bar***
* ***Clock to show time and score***
* ***Internal timer on conveyors to allow for other problems to rng into the level for player to fix.***

## (Module 4) Core loops

*How do game objects and the player’s actions form loops? By loops we mean what actions will the player be performing most often? E.g., jumping to grab coins. Why are your action loops engaging? How does this support game goal?*

*The game objects instantiate a problem at a random station in the conveyor. The player will walk to the problem and start a little game to hit x as fast as possible. This will solve the problem and reduce player stamina. There will be a coffee machine that will regenerate the players stamina. If a problem goes on for too long and the player doesn’t make it then it will be game over and the player will receive a pink slip.*