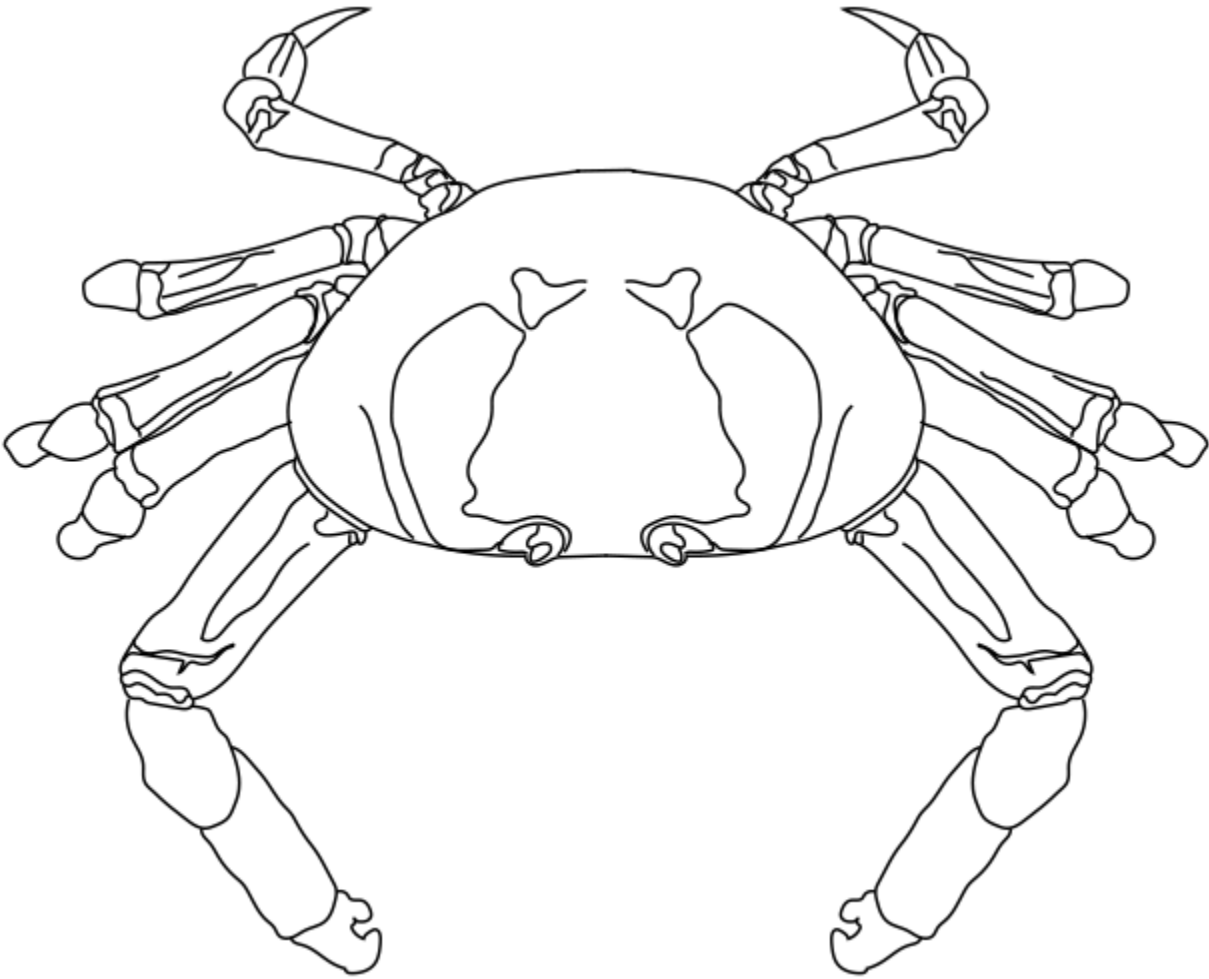
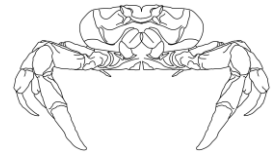


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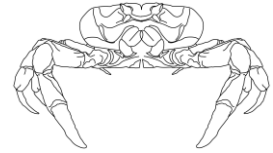
“Crab Quest”
-Game Design Document



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Project Description

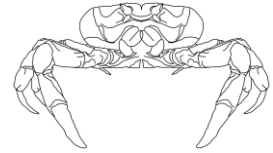
This game design document describes the details for a First-Person 3D “Guard and Hallway game” with a few novel characters and mechanics.



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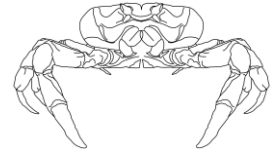
Version History

Version #	Revision Date	Implemented by	Reason
1.0	1/30/2020	Seth Ruiz	Initial Version
1.2	2/6/2020	Grant Gillian	Updating UI/Scripts
1.25	2/8/2020	Seth Ruiz	Proxy Models, GameController Script, On Contact Script
1.3	2/12/2020	Seth Ruiz/Grant Gillian	Cel-Shading Update, Menus, W/L Conditions
1.4	2/13/2020	Seth Ruiz/ Grant Gillian	Mouse Bug, W/L Panels and Text
1.42	2/13/2020	Seth Ruiz	Terrain & Script work
1.43	2/13/2020	Grant Gillian	Added Player health Script and enemy attack script
1.5	2/15/2020	Seth Ruiz	Terrain Finished
1.6	2/17/2020	Grant Gillian	Cannon, Raycast Weapon System, Target Script, Cannon Script, Crosshairs
1.62	2/17/2020	Seth Ruiz	Adjusted UI, Added Invis. Walls, Fixed Death Screen, Added to environment
1.7	2/18/2020	Seth Ruiz	Bird Model (textured)
1.72	2/18/2020	Grant Gillian	WeaponSwapping, Final Crab Model(textured), Final Cannon Model, Final Right Claw Model (textured), GameOver/Win Screen mouse access



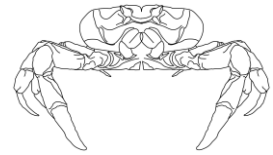
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Version #	Revision Date	Implemented by	Reason
1.8	2/19/2020	Seth Ruiz	Guard Patrol, Terrain Work, Level Decoration, Added 2nd Guard
1.82	2/19/2020	Grant Gillian	Cannon Recoil Coding
1.83	2/20/2020	Seth Ruiz	Cannon Recoil coding replaced w/ Animation, Fixed Cannon Particle System
1.84	2/21/2020	Seth Ruiz	Small Camera Changes
1.9	2/24/2020	Grant Gillian	Instruction Screen, CannonBall Spawner, Final Bottle (textured), Final Jukebox (textured), Final Cooler (textured), Cannonball destruction Script
1.91	2/25/2020	Seth Ruiz	Joystick Support
2.0	3/1/2020	Seth Ruiz/Grant Gillian/Andrew	Final Version, Submission



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- 1. Characters**
- 2. Story**
 - a. Theme**
- 3. Story Progression**
- 4. Gameplay**
 - a. Goal**
 - b. User Skills**
 - c. Game Mechanics**
 - d. Items & power-ups**
 - e. Progression & Challenge**
 - f. Losing**
- 5. Art Style**
- 6. Music & Sounds**
- 7. Technical description**
- 8. Marketing**
 - a. Demographics**
 - b. Platforms & Monetization**
 - c. Localization**



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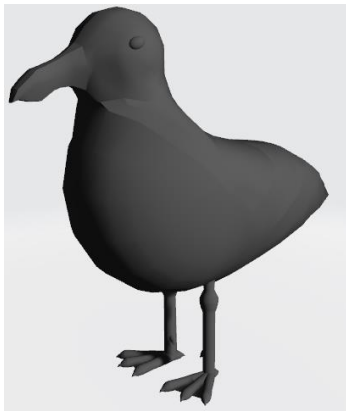
1. Characters



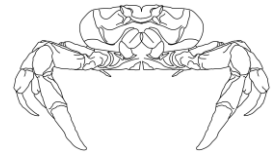
Brian, Mikolajczyk\Crab

Textured

“Senior Crabtacular” is the main character in this game and the player’s avatar. He is a prominent and influential crab that strives to live for his family after his wife’s death in a tragic fishing accident, where she was used as bait by the fisherman.



“Commander SeaGad” is the main enemy in this game and one that “Senior Crabtacular” would do well to avoid. SeaGad is preventing him from reuniting with his family cause he is a massive jerk, also he could use a snack, he is feeling a bit peckish.



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2. Story

“**Senior Crabtacular**” heads home to his children after a visit to the market. He ran out of food at home and needed to make sure his babies had enough to eat when they hatched. Something seems wrong as he arrives back in his neighborhood and he hears faint shrieks in the distance.



a. Theme

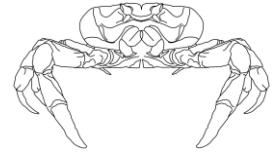
This is a whimsical game made more amusing by the random story I am attaching to it. This is a game about survival and desperation as the player should feel worry for their children and a desire to protect their own from those that would hurt them. However, you're a crab against a bird so you can't really hurt it so survive and return home.

3. Story Progression

The game starts in the **sandy area** and the player has time to orient themselves with the controls before progressing onwards.

Once the player has oriented themselves with the controls they may progress from the sandy area to the **delta**.

After progressing through the delta they find themselves in the **beach area**. There they must avoid, or stun, the enemy and get to their “children.” Thus winning the game.



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There is no narration element in the actual gameplay.

4. GamePlay

a. Goals

Navigate the terrain, avoid, or stun, the enemies and get the McGuffin, the "Baby Crabs", at the end to win.

b. User Skills

- i. Mouse and Keyboard (Hand-eye coordination)
- ii. Strategy
- iii. Aiming
- iv. Patience

c. Game Mechanics

Players can run, jump, take damage, die, shoot and hit(melee). Enemies can chase, be stunned, and damage players. Core gameplay is to reach goal without dying.

d. Challenge

Difficulty is determined by the amount of enemies that have spotted, are not stunned, and are chasing you.

e. Winning

The winning condition is to reach the McGuffin without losing all their health. When the player wins, a win screen pops up and the player may return to the menu or quit the game. May include an image of a Crab in a top hat on the screen.

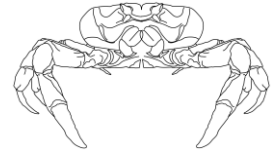
f. Losing

The losing condition is to lose all health and die. When the player loses, a gameover screen will pop up and the player may either return to the menu or quit the game. May include an image of a wounded Crab, missing limb maybe.

5. Art Style

Lower res characters and environment but not so low res it is disappointing. Cel shading colors and textures. The game should resemble Legend of Zelda: Windwaker in resolution and art style.

Colors should revolve around a beach theme so, tans, blues greys, white, etc.



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6. Music & Sounds

Music designed to give a whimsical beach feel while still being fast paced enough to cause desire to be quick and is generally used as background music on the main level, music for winning, music for losing and background music for the main menu.

Sound effects include cannon firing, a stun noise, main screen button blip, damage taken, and damage given.

7. Technical Description

This game is initially planned as a PC standalone built in Unity 3D with C# coding. Models built using Maya and Unreal Engine.

GitHub and Unity Collaboration used for project and version management.