Mario Clone in Unity - Design Document

Tom Keir - SDD Assessment 2

# Statement of Intent

I am going to create a platformer game in the style of Super Mario.

* This will not be a faithful recreation of the game, but my own platformer designed to look and feel like the game. In this time frame it is not possible to create a faithful recreation
* The game will be accommodated by music taken from the Super Mario games, and all game assets including levels, objects, and characters, will be directly ported from various games.

# Target Audience

This game is designed with Primary School children in mind (ages 6-12). The controls and functions can be picked up by younger children, but more experienced gamers (such as adults) will be able to manipulate the game’s mechanics to string together more advanced manoeuvres.

# Source Materialpasted-image.tiff

Pictured above, Super Mario 64 was the first 3D Super Mario game by Nintendo. It’s well known for its innovative 3D platforming mechanics, which although don’t hold up well, were groundbreaking back in 1996.

I have chosen to recreate many of the mechanics of the game. I have a lot of passion for this game and would like to develop a challenging, although achievable, game for my assignment.

As stated before, due to time constraints I will not be developing the entire game. I will be recreating the primary mechanics and recycling the game’s assets to create my own (short) Mario game in the Unity game engine.

# Mechanics

## Main Features

* Running and Jumping in a 3D environment
* Long jumping
* Signposts (In game hints)
* A title screen and menu, including a settings option.
* Coins/Collectables.
* Both Controller and Keyboard support.
* Music

## Optional - Extra Features

A pause menu.

Intro cutscenes.

Save/Load feature.

High score tracking. (Per individual level)

Completion reward.

Wall-Jumping

More levels

Enemies

Health System

# Screenshot 2023-05-15 at 8.04.08 pm.pngScreenshot 2023-05-15 at 8.04.37 pm.pngScreenshot 2023-05-15 at 8.03.28 pm.pngSketches

These represent optional and required features of the game. They will all be added if time permits.