Mario 64 Unity - Design Document

Tom Keir - SDD Assessment 2

# Statement of Intent

* This game is an attempt to faithfully recreate Nintendo’s Super Mario 64 in a Unity game. This will not be a direct copy, as recreating the game’s 120+ levels would not be possible in a small timeframe.
* To meet time constraints, I will be creating my own 5 levels, each taking place in different environments from the original game. The game will not include the hub world from the original game, and will instead offer a more traditional level select area for the five courses. The game will also not include all enemies and mechanics as many will not be required without many of the original game’s levels
* An intro screen will be available, offering various settings and a file/save select.
* The game will be accommodated by music and sound effects taken from the Super Mario games, and all game assets including levels, objects, and characters, will be directly ported from Super Mario 64.

# 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

Objectives

Enemies

Signposts (In game hints)

A title screen and menu, including a settings menu.

A health and lives system.

* + Coins/Collectables.
  + Both Controller and Keyboard support.

Music and sound effects

## Optional - Extra Features

A pause menu.

Intro cutscenes.

Save/Load feature.

High score tracking. (Per individual level)

Completion reward.

Wall-Jumping

More levels

# 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

# Structure Chart.pdfStructure Chart