

Game Design Document

The Name of the Game:

The Legend of Zelda: Breath of the Wild

Concept:

It is an action-adventure, single-player, open world RPG, 3D game.

Game Flow:

Players are tasked with exploring the kingdom of Hyrule while controlling Link to defeat evil and bring back peace.

Game Elements/Assets:

- Background - Breath of the Wild takes place at the end of the Zelda timeline in the kingdom of Hyrule.
- Player - Link, whose main mission is to rescue Princess Zelda
- Enemy - the Calamity Ganon, other Beasts and Guardians
- Treasure – weapons (including shields, and bows), food and other resources

Main Character(s):

Link (Player), hero of the game; Princess Zelda, heroin; Calamity Ganon, main enemy

Story:

According to legend, whenever the evil ancient demon Calamity Ganon descends on the Kingdom of Hyrule and brings misfortune, the Princess of Light and her knights can successfully seal it again. 10,000 years later, Link travels across Hyrule, boards the four Divine Beasts and purges them of Ganon's monsters.

Gameplay

- Goal – Why the player is playing your game?
 - The player controls Link, helps him return to locations from his past and regaining his memories, seals the Calamity Ganon and brings peace back to Hyrule.
- Game Mechanics - What actions does the player take?
 - As Link, players can perform actions such as running, climbing, swimming, and gliding with a paraglider, although Link is limited by his stamina. Link can procure items from the environment, including weapons, food, and other resources.
- Abilities and power-ups – Further elaborate on the game mechanics.
 - Player can traded for additional health or stamina points by Spirit Orbs, which can be obtained after clearing shrines.
- Levels and challenges – List levels.
 - Activating towers and shrines, resolve small puzzles of Korok, find Elf Springs
- Losing or restarting – What are the losing conditions for the game?
 - If player dies and there is no save, the game restart.
- Define player skills – What would a good player be good at?

- Be open to explore the Zelda world and make use of the tools provided.

Graphics and Styling

- It's cel-shading, which is slightly cartoony, with watercolor textures.
- Official video from Nintendo: <https://youtu.be/1rPxiXXftE>

Music and Sound Effects

Original Soundtrack of 'The Legend of Zelda: Breath of the Wild' contain over 200 songs.

Technical Description

- Platform: Wii U, Nintendo Switch
- Engine: Havok
- Language: (might be) C++.