**Design Document**

1. Title Page
   1. Game Name – Perhaps also add a subtitle or high concept sentence.
2. Game Overview
   1. Game Concept
   2. Genre
   3. Target Audience
   4. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.
   5. Look and Feel – What is the basic look and feel of the game? What is the visual style?
3. Gameplay and Mechanics
   1. Gameplay
      1. Game Progression
      2. Mission/challenge Structure
      3. Puzzle Structure
      4. Objectives – What are the objectives of the game?
      5. Play Flow – How does the game flow for the game player
   2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
      1. Physics – How does the physical universe work?
      2. Movement in the game
      3. Objects – how to pick them up and move them
      4. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
      5. Combat – If there is combat or even conflict, how is this specifically modeled?
      6. Economy – What is the economy of the game? How does it work?
      7. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.
   3. Game Options – What are the options and how do they affect game play and mechanics?
   4. Replaying and Saving
   5. Cheats and Easter Eggs
4. Story, Setting and Character
   1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.

**Game Overview**

Game is part platforming, time management and business strategy. The player is an entrepreneur in the manufacturing business looking to build an empire. The game starts off in a simple factory where the player’s business begins its first supplier relationship and the demand for a product starts growing. To meet demand the player navigates a zany factory and executes manufacturing processes in order to make products. If the demand for product is met, the player wins the ‘production round’. A business meeting is held that introduces some changes for the next round and profit can then be spent on upgrades to processes and new business assets. Eventually the opportunity to buy a new facility will become available. The game features 11 over-the-top manufacturing plants representing a wide variety of industries.

Processes – allow different parts - yield x in x seconds

The quality of the product, and thus the money received for it, is determined by how well the player does in each mini-game.

The mini-games require the player to exert skill in dexterity, memory, time management, platforming, reaction time, or problem solving.

A card can be anything from a skilled worker that completes any process you assign for the run or may give you extra money for each item made during the run.

that can be anything from an automated machine that completes a process at a consistent quality with minimal interaction from the player or a card.

The player can buy things like upgrades to existing automation equipment or boosts to the players attributes.

**Genre**

Platforming time management business strategy

**Target Audience**

**Game Flow Summary**

At the start of the game, an optional tutorial is introduced to the player. After the tutorial and introductory cutscene the player is given a factory to start his empire with. The factory serves as the first stage and where the first ‘production runs’ will be played. A production run consists of the player navigating the factory in a side scrolling view, running and jumping to each process, sometimes playing a skill mini-game to determine part quality. At the end of the run the player is shown a menu. Three generated events are encountered and there is an opportunity to purchase assets to reinvest in the business. The player can actively use 4 assets each production run. Once ready, the player begins the next production run. After x production runs the player encounters an event that introduces a new factory to the game, for a price. After the event the factory will be available in the buy menu. Once the player purchases it, they can complete production runs at the new factory using new processes with newly available assets and even more challenging skill games.

**Look and Feel**

Over the top factories

**Game Progression**

1 – Tutorial

2 – Neighbors - Garage

3 – Customers – Sign Shop

4 – Customers - Cabinet Shop

5 – Businesses - Metal Fabrication Shop

6 – Contract Customers -

7 – Canadian Navy - Ship Yard

8 – Rebels - Armory

9 – DoD – High Tech Factory

10 – NASA - Moon Base

11 – Aliens – Mars

**Level Challenge and Structure**

Platforming

**Timing** – Jump between moving platforms, time movement around lethal obstacles

**Dexterity** – Make multiple jumps in succession before the platform moves

**Reaction time** – Dodge incoming debris

Skill Games

**Dexterity** -

**Memorization**

**Problem solving**

**Aim** – Apply an even coat of paint using a spray gun

Events

**Decision making** – Make decisions that make real impact on the way the following production runs will be completed

**Problem solving** – By assessing the weaknesses in the previous round, the player is challenged to use the consequences from event decisions to help the business in the right places at the right times.

**Strategy** – By thinking long term, the player can use the event consequences to help further develop their business.

Assets

**Collection** – There are four types of assets. Budget, Brand Name, Professional, and Industrial

**Decision making** – The player can only use 4 assets in a production run. The player must choose the four at the start of the round.

**Problem solving** – The player can use obtained assets to counter weak points and strengthen their strategy

**Objectives**

**Gameplay**

**Physics**

Gravity is a level independent variable that affects all level objects that have the obey\_gravity attribute

**Movement**

Arrow keys – Left and Right

Space bar – Jump

**Objects**

Q – Pick up and place a level object that has the can\_pickup attribute

E – Interact with an object or process