DesToy Gdd

# Overview

A first person physics game where you can both build and destroy structures made with primitive or complex building blocks. Simple mechanics such as push, throw, place.

# Aim

To make a game for kids too young for games like Minecraft that gives some of the same gameplay such as creation, creativity, and destruction. Satisfying mechanics that mimic playing in real life but without the limitations. No specific goal or story so they can make up their own stories and exercise their creativity.

# Target Audience

Kids around the age of 2 – 7 who are still developing. They like:

* Creating things and tearing them down.
* Learning about the way different objects interact with each other.
* Creating their own narratives and stories in their heads – imagination.
* No limitations so they can experiment and do what they want.

The game would cater to the audience through:

* Allowing them to build whatever they want through a simple creation mechanic – placing different blocks that can form structures.
* Having physics interactions so they can experiment with motion and physics.

# Core Experiences

## Building

1. Choose blocks
2. Place blocks
3. Rising sound effect on each placement – eg. note increases in pitch
4. Saving builds for re-use/duplication/collection

## Destroying

1. Knock over blocks
2. Crashing sound effect

# Mechanics

Block Placement

Object Shooting

Object Pushing