



# CSC 352

# Game Design Document

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## **Summary**

Sum up your game idea in 2 sentences. A kind of elevator pitch. Keep it simple!

## **Gameplay**

What should the gameplay be like? What is the goal of the game, and what kind of obstacles are in the way? What tactics should the player use to overcome them?

## **Mindset**

What kind of mindset do you want to provoke in the player? Do you want them to feel powerful, or weak? Adventurous, or nervous? Hurried, or calm? How do you intend to provoke those emotions?

# TECHNICAL

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## Screens

1. Title Screen
  1. Options
2. Level Select
3. Game
  1. Inventory
  2. Assessment / Next Level
4. End Credits

*(example)*

## Controls

How will the player interact with the game? Will they be able to choose the controls? What kind of in-game events are they going to be able to trigger, and how? (e.g. pressing buttons, opening doors, etc.)

## Mechanics

Are there any interesting mechanics? If so, how are you going to accomplish them? Physics, algorithms, etc.

# LEVEL DESIGN

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## Themes

### Level 1: Forest

The mood is dark and calmly foreboding. Ambiance set by fireflies, beams of moonlight, and tall grass. Enemies include Wolves and Goblin. Collectables are shimmering crystals.

### Level 2: Castle

The mood is dangerous, tense, and active. Ambiance set by scurrying rats, dilapidated suits of armor, and flickering torches. Enemies include Castle Guards and Giant Rats. Collectables are wooden chests.

*(example)*

## Game Flow

1. Player starts in forest
2. Pond to the left, must move right
3. To the right is a hill, player jumps to traverse it ("jump" taught)
4. Player encounters castle - door's shut and locked
5. There's a window within jump height, and a rock on the ground
6. Player picks up rock and throws at glass ("throw" taught)
7. etc...

*(example)*

# DEVELOPMENT

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## Abstract Classes / Components

BasePhysics

BasePlayer

BaseEnemy

BaseObject

BaseObstacle

BaseCollectable

*(example)*

## Derived Classes / Component Compositions

BasePlayer

MainPlayer

UnlockablePlayer

BaseEnemy

Goblin

Wolf

GiantRat

BaseObstacle

Wall

Rock

Tree

BaseCollectable

Chest

Crystal

*(example)*

# GRAPHICS

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## Style Attributes

What kinds of colors will you be using? Do you have a limited palette to work with? A post-processed HSV map/image? Consistency is key for immersion.

What kind of graphic style are you going for? Cartoony? Pixel-y? Cute? How, specifically? Solid, thick outlines with flat hues? Non-black outlines with limited tints/shades? Emphasize smooth curvatures over sharp angles? Describe a set of general rules depicting your style here.

Well-designed feedback, both good (e.g. leveling up) and bad (e.g. being hit), are great for teaching the player how to play through trial and error, instead of scripting a lengthy tutorial. What kind of visual feedback are you going to use to let the player know they're interacting with something? That they *can* interact with something?

## Graphics Needed

### Character Sprites:

Player, Goblin, Rat, Troll, etc...

### Tile Blocks:

Grass, Dirt, Stone, Water, TallGrass, Fire, Torch, etc...

*(example)*

# SOUNDS / MUSIC

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## **Style Attributes**

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. Mario's jump), or use just enough to let the player know something happened (e.g. mega man's landing)? Going for realism? You can use the music style as a bit of a reference too.

Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music and sounds - so plan accordingly!

## **Sounds Needed**

### **Sound Effects:**

StoneWalking, DirtWalking, WaterSplash, Jump, ChestOpening, CrystalPickup, SwordSlash, etc...

### **Soundtrack:**

TitleBackgroundMusic, ForestBackgroundMusic, CastleBackgroundMusic, GameOver, etc...

*(example)*

# SCHEDULE

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Core requirements are the absolute minimum you need to make your game playable in a demo setting. Stretch goals are things that would give your game a more polished feel.

## **Core Requirements for Milestone 1:**

- Item 1
- Item 2
- Item 3
- etc...

## **Core Requirements for Final Project:**

- Item 1
- Item 2
- Item 3
- etc...

## **Stretch Goals:**

- Item 1
- Item 2
- Item 3
- etc...