Screw’s Life

Game design document

Version 1.1

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35. Design history:

At this moment in time I have worked out how the main character will look, finalised the sketch/outline of the first map as well as found the objective and environment for the game.

**Section 1 – game overview**

1. Game concept

The game concept is to create a post-apocalyptic environment in island map forms. Each level will essentially be a platformer throughout which the player will be exploring the map as well as its shape. The end of each round will result in the player having multiple shapes of screws to choose from to choose which map he/she were playing on, if they fail, they are forced to repeat the level.

1. Feature set

The game will feature multiple randomised maps and different routes to take on each to finish the game, giving the player a nonlinear story to follow. It will also feature customised main character.

1. Genre

This game’s genre is RPG Adventure Platformer, executed in 3D similarly to games like Portal or Rime where these genres are very well represented.

1. Target Audience

The target audience for this game is anyone age 12 and up, considering it might cover some topic inappropriate for younger audience.

1. Project scope
2. Locations

The location of each level will vary from island to island however each will be influenced by its own screw design that the player will have to work out on their own. The scenery will mostly be based on no specific real location.

1. Npc’s

When the game is finalised there will be multiple NPC’s around the game and on each level you will be able to find new ones, such as merchants which will be able to give you upgrades and objects that will help you with your journey/adventure.

1. Weapons

As there will be merchants, there will be a couple available weapons for the characters to use, however these will have the objective of helping our hero’s get through puzzles such as a machete might help them get through a bunch of wild bushes, instead of having actual enemies in stock.

**Section 2- gameplay and mechanics**

1. Main game view

The game will have an over-the-shoulder of the main character view which will allow us to see both the character as well as the surroundings quite well similarly to games like Grimm.

1. Core player activity

The player jumps and moves through each island level, while the camera follows behind them from an over the shoulder perspective. The player occasionally picks up items and objects to help solve basic puzzles that open up more parkour paths.

1. Game controls

The controls for the game I planned:

Left joystick to move

Right joystick to move the camera

A to jump

B to sprint

X to open up HUD

Y to use selected object

R1 to slash right

L1 to slash left

1. In- game HUD

The HUD will show the following information:

1. Health bar
2. Objects held
3. Objects in use
4. Current objective

The HUD will appear below the scene before taking up the whole screen if the player so wishes it to by clicking X.

1. Objectives

The main objective of the game is for the player to platform throughout the map and solve puzzles to go through many locked paths, and then at the end of the level to guess right their map’s shape.

1. Play flow

The loading screen will appear whenever the character solves a level, then will be transported into the next level. Cut scenes will occur if player interacts with merchants/ completes the game.

1. Mechanics

The mechanics of the game will concentrate on the upgrades available to our main character throughout the game and obtaining them through spending coins at the merchants if they manage to find them on the level they’re playing. The mechanics also cover breaking different objects and switching different mechanics on to allow you to pass through the level through solving of puzzles or turning switches or moving stones and objects to their rightful locations.

1. Physics

I plan to not make the physics of the game too realistic nor the gravity. I am aiming for an aesthetically pleasing platformer game that will allow the user to relax while playing it and thus will make the leaps far more dramatic and long than they would be in reality. Objects like trees will keep their typical physics.

1. Objects

In the game there will be many object included, some of them will be interactive, such as pots, different weapons, different trees or even simple houses and other things that the player can platform on or possibly break to make a path or get themselves a few extra coins. All objects will have their own gravity to them.

1. Actions
2. The game features many actions, such as the character we play as being able to use any object they are holding in game to solve puzzles. Actions such as jumping and slashing objects or breaking them are going to also be possible.
3. The player will also be able to interact with NPCs such as the merchants to gain information extra coin, and to spend coins on objects or boosts that help them along their travels throughout the levels. All NPCs are intractable.
4. Outside the main actions, the character will also be able to experience interacting with objects that allow them to solve puzzles such as runes and many houses that have inside switches, the character can use to turn the pods outside on and off to get further in the level.
5. Combat  
   There will be no combat with enemies in this game however similar mechanics as those of combat in other games can be used in this game for smashing pots, looking through bushes and cutting them down.
6. Economy

The economy of the game is that you can find secretly hid coins in pots, bushes, trees and after completing maps or selling items to the merchant. The coins can be used in exchange for information, tips, objects or weapons from the merchants you find around the world.

1. Screen flow and screen descriptions

The screen will flow in order of a loading scene, spawning cut scene, gameplay. The purpose of not wasting time with cut scenes is to engross the player in the gameplay rather than the world, and make them wonder on their own what is out there rather than giving them the full story to begin with, and most players enjoy having to work hard to get their achievements or easter eggs. There will be no map of the level you’re playing as that would help not only solving it but also help at the very end of the level, instead the maps are more like mazes.

The player can open up a menu screen at any time to look at his health, coins as well as character and the objects/weapons he/she is holding on him. The menu will also consist of a save option and being able to adjust your controls, resolution or even sound.

1. Replaying and saving

The player will be able to make a mini save filed in the middle of a level at any time however it will not be recorded after they turn off their console. The main save filed will only show up after the player finished a level they’re on. The game will have replay value because not only will the difficulty go up but also some more of the story will unfold.

**Section 3 - story, setting and Character**

1. Narrative

You are thrown in the middle of an unfamiliar world where each island evolves around platforming and puzzles you have to solve. Slowly as you go through maps you begin to figure out that the world you have been subjected into is a post-apocalyptic world, an information you get a bit of at each level if you complete it first go. It has been ruined by humans from long ago and is slowly coming back to its old state.

1. Cut scenes

There will be not many cut scenes involved in the game, most of them will be of the character spawning at the map and leaving it. Also the end screen will include a special ending if all the story arcs were completed; that explains what happened and why the world is in such a poor state.

1. Game world

The world of the game will be quite dulled down, with dark undertones and colours, however a lot of vibrancy when it comes it its nature.

1. Characters

To this day I have only designed the main character’s concept which will be able to be slightly changed/customised by the player, there will also be multiple NPC characters, and however the game will not consist of any villain or enemy characters. Since it would ruin the relaxing experience of it.

**Section 4 – AI**

1. Friendly AI

Once the game is actualised and finished it will include friendly AI such as merchants which will not only sell items and objects to help with the level, however also include tips for a small fee for certain puzzles.

1. Player and Collison detection

The main character will have a collision detector which in some instances will cause injury to the player’s health. Objects such as pots will also have a collision detector and break in case of contact with them while using the running mechanic.

**Section 5 – technical**

1. Target hardware

The target hardware for this game would be hand held consoles such as 3DS.

1. Development hardware and software

The hardwares and software used to create games would be PC’s Maya, Mudbox and finally Unity.

1. Game engine

The main engine to actualise the game in would be essentially Unity.