Game Design Document Template

Team information

Team Name	Jele	Team Code	17C7619B

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game overview

Game Title	Our game is called ⸌Scrapyard Escape⸍
What will your game be called?	
How does the name of your game help potential players to recognise what the game might be about?	The name of our game can give the player an idea of what they will be doing and where they are in the game without giving too much of the game away.

Game Description	Our game is about a man called Nox, who wakes up in a scrapyard dazed. He has amnesia and does not remember what has happened before he woke up in the scrapyard, but he knows he needs to escape. Join an adventure with Nox, interact with unique and interesting characters and escape the scrapyard.
Think of this as a marketing exercise: Sell your game to the reader – what is it about?	
What kind of game is it?	Our game is a platformer game. It is viewed from the side and you control the character to move onto platforms whilst collecting metal coins.
Who is it for?	This game has been made for no one in particular. Anyone of any age can play, all they need is a computer or laptop to be able to play.

Audience	As said before, we are making this game for no one in particular. Anyone from any age group can play this game.
Who are you making this game for?	
Is it intended specifically for children? Adults? All ages?	This game is not specifically intended for children, adults or of any age group. There is no age limit and it has been made to be kid friendly.
Why? How will you show this?	We have shown this by making sure there is no gore, blood, profanities, etc included in the game. The game has also been made with easy controls, an easy understanding on how to play and what to do.

Characters/Roles	Our game is based around the main character, Nox.
Who is the game about?	
Who/what are the main characters in your game?	The main character in our game is Nox. Other characters featured in the game is C2 the robot, Penny the scrap yard worker and a grey cat named Crow.
What role do they/will they play in the story?	Nox´s role in the story is to find a way to get out of the scrapyard. C2, Penny and Crow all help Nox in finding his way out of the scrap yard he wakes up in.
What is their motivation for these roles within the game?	Nox´s motivation is finding his way out of the scrapyard, when finding ways to get out of the scrapyard, he discovers the reasons he was at the scrapyard and why he was knocked out. C2 and Crow have met Nox before the Scrapyard. C2 being his companion and Crow a childhood friend of Nox. C2 came to the scrapyard with Nox and Crow was left there as of being abandoned by his previous owner. Penny´s motivation for helping Nox is that although not knowing him,she wants to make sure that he gets out safely.
Environment	This game takes place in a metal scrapyard. The time of day is around midday and it is not raining, but the sky is cloudy, being slightly polluted making it greyish blue.
Where does the game take place? Under what conditions?	
Do these conditions have any effect on the gameplay that you might need to consider?	These conditions make the gameplay to have some daylight, a polluted grey sky and no rain or thunderstorms in the background.
Theme	Our game addresses this year´s Australian STEM Video Game Challenge theme as we have made surrounding areas seem larger than Nox, C2 and Penny, making them look miniature and the cat, Crow, bigger than the other characters.
How will your game address this year's Australian STEM Video Game Challenge theme?	

gameplay/mechanics

Objectives/Goals	The game we are making is like a puzzle, parkour game. You're jumping from platform to platform figuring out the way to the end of the level, collecting metal coins, whilst interacting with other characters as you go.
What sort of game are you making?	
What is the aim of the game? What is the player trying to achieve?	The aim of the game is to help Nox get out of the scrapyard. As you play the game you meet characters that further help develop the story by helping Nox escape.
Perspective	The player´s perspective will be from the perspective of Nox. When playing the game, the players´ perspective will follow Nox.
What will be the players' perspective when playing the game?	
Will they experience the game from a first-person point of view? From the side (like a platformer)? From a top-down perspective?	The player will experience the game from a side perspective.
Will it be a two-dimensional (2D) or three-dimensional (3D) game?	Our game is a two dimensional game.

Controls	Players will interact with the game by using the controls allowed; the escape button, left mouse button, W, A, D, the space bar, E and the left, up and right arrow keys.
How will players actually play or interact with the game? **What are the controls? How will they work?**	The controls of the game are the left, up and right arrow keys, W, A, D, the space bar and E. These keys are able to move the main character around. The arrow keys are used to go in the direction they are indicated to, the left arrow key will make the character go left, the up arrow key will make the character jump and the right arrow key. W has the same function as the up arrow key, A has the same function as left arrow key, D has the same function as the right key and the space bar can be used to make the character jump as well. In menus the escape button and left mouse button help the player navigate the menu. The left mouse button helps the player adjust settings or options in the menus and the escape button is used to get out of the menu you are currently on or access the menu when playing the game. The key E is to be used to interact with any NPC.
Reference Points/ Originality	There are many games that have similar gameplay mechanics to our game. To name some they would be ⸂ Sonic Mania ⸃, ⸂ Super Mario Bros ⸃, ⸂ Little Big Planet ⸃ and many more. The games that had inspired us with our game was a google extension game named ⸂ Bloxel Rebound ⸃ and a web game named ⸂ 2020game ⸃. All games inspired us to do a platformer game, but 2020game had also inspired our character appearance. There were no games that had inspired our story.
Are there other games that have similar gameplay mechanics? Similar functionality? Similar stories or characters? **How will your game be different?** **Why will people prefer to play your game over these games?** **Is your game different enough to be worth making? Why/why not?**	Our game will be different as have a unique storyline and settings. We made our characters to be intruiging and engaging to make it more enjoyable for the player We know people will enjoy our game over these games as we have a more detailed and stylised storyline when compared to the games we were inspired by. We have more character development, interactions and backstories as of why they are in the scrapyard. Not many games have a similar storyline and setting to ours, because of this different storyline, people may be more interested in playing our game. We believe our game is different enough to be worth making. We have a unique and stylised storyline, an interesting setting for a platformer game and four engaging characters. Many settings in games have clear blue skies and do not often show dark skies covered in smoke and clouds. That is the difference between our game and others.

technical requirements

Platform	The finished product will run on Godot.
What environment will the finished product run in?	
Development Environment **What will you use to build your game?**	We used GoDot, Royalty free music on Chosic, Royalty free assets from Kenney and a website named pixilart to build our game. Dreams Come True by Purrple Cat | https://purrplecat.com/ Music promoted on https://www.chosic.com/ Creative Commons Attribution-ShareAlike 3.0 Unported (CC BY-SA 3.0) https://creativecommons.org/licenses/by-sa/3.0/
System Requirements **What sort of system, specifications or peripherals will the end user require in order to play your game?**	The end user requires a laptop or computer with enough storage in order to be able to play our game.
Resourcing/ Capability	The tools we accessed to fulfil our technical requirements were music, visuals and a game developing software. We made our visuals on an art making website ⸂ Pixilart ⸃ and we got our music and sounds from the website Chosic, Kenney - a game asset designer with the website kenney.nl, a website named ⸂ freesfx ⸃ and a website named ⸂ mixkit ⸃.
What tools will you need access to in order to fulfil your technical requirements? **What skills or abilities are required?** **Which member(s) of the team will take responsibility for the technical requirements?**	The skills and/or abilities required were programming skills to create and code the game, creativity to envision, design and produce the game visuals and web searching to find royalty free assets and music to include into our game. Elena and Jess took responsibility for the technical requirements.

visuals/artwork/graphics

Style **What will the basic look of the game be? How is this represented in the visual appearance of the characters and environments?**	The basic look of the game is pixelated. We represented this by creating pixel art for the background and characters on the website ˈpixilartˈ.
Process **How will you go about achieving your desired visual style?** **How will you get from the concept stage to the finished product?**	We made many different concepts and used the website ˈpixilartˈ to create the backgrounds and characters within the game. The concepts and designs we initially made and tested helped us choose our desired visual style. We ended up using one of the concepts but changed the colours and added more details. We achieved our desired visual style of a murky sky and mountains of junk. We created many concepts and decided which one was the best we had imagined the game to look like and made sure it was easy to create to finish on time. We also made sure we set deadlines on when a certain character or background was needed to be finished by.

timeline

Deadline **When does your game need to be ready for submission?**	Our game needs to be ready by the 5th of August 2021.
Timeline **How does the deadline affect other components of your game?** **What components are the priorities for you to begin work on immediately? What components can wait?** **When will your game need to be ready for testing?**	The deadline affects components of our game as we need to make sure that what we envision isn't too difficult for us to finish and that the components will be finished before the deadline. The artwork, animations and gravity coding were the priorities that we needed to begin immediately as they were essential for our game to be made. The components that could wait were the main menu, levels and sound effects. These components were completed last as they would not be able to be done without the basic artwork and characters. Our game will be ready by the 3rd of August for testing.

Responsibility	Laura and Emily took responsibility for meeting our deadlines, as they had made sure to communicate with the team members, using zoom meetings and emails.
Which member(s) of the team will take responsibility for meeting deadlines? How?	

other considerations

Submission Guidelines	We went through all the requirements needed for the game and made sure there are no bugs or glitches in the game by testing it before submitting.
How will you ensure that your game is acceptable for submission? **What steps will your team take to ensure that your game adheres to the submission guidelines?**	We made sure we abided by the guidelines as we made the game and included anything needed for the submission´s requirements. We held zoom meetings for us to discuss and work on our game together outside of class. Before we started the procedure of making the game, we discussed different ideas for our story so that we could adhere to the submission guidelines for example, making sure our game idea is G rated so all ages could play it.
Other	What sound effects and music we would use was the thing we needed to consider before we began the game.
Are there any other things you might need to consider before you begin work on your game?	