



CHICKEN RAMPAGE

Team Members: Sofia, Shaun, Penny and Bella

Game Design Document

Game Title

- **Our game is called CHICKEN RAMPAGE**
- Our game name is funny and you can tell that the game is about a Chicken going to save his village from the evil roBot

Game Description

- Think of this as a marketing exercise: **Sell your game to the reader.**
- **Its about a chicken, that's trying to save the village that is getting destroyed by the evil roBot.**

Audience

- Who are you making this game for? This game is for All ages but mainly 7+ we'd say. It's single player.
- It's a fun comedy game for ages above 7! We hope that everyone will have fun playing this game.

Characters / Roles

- Who is the game about?
- It is about a chicken called roost trying to save his village from the evil roBot

Theme:
Construction/
destruction.

- How will your game address this year's Australian STEM Video Game Challenge theme?
- At the very end you will have to break a wall to defeat the evil roBot

Objectives/Goals

- What sort of game are you making? It's kind of like Mario, where you need to go through obstacles to get to the Evil robot and finish the game.
- What is the aim of the game? What is the player trying to achieve? The player/ chicken is trying to make it to the end of the map/ to the village to save the village from the Evil robot.
- The aim of the game is the chicken is trying to save his village

Perspective

- What will be the players' perspective when playing the game? (top down like pokemon or side scrolling platform like super mario) side scrolling like Mario is what we are doing.
- Will it be a 2D or 3D game? It's a 2D game.

Controls

- How will players actually play or interact with the game? B button is jump, A is to destroy/ attack, and the UP/ DOWN/ LEFT/ RIGHT controls is to move.
- What are the controls? How will they work?
- A : jump | B : shooting eggs | arrow keys : move

Reference Points/ Originality

- Are there other games that have similar gameplay mechanics? Similar functionality? Similar stories or characters?
- no.
- How will your game be different? I don't think there is any
- game about a chicken going on a quest to save his village
- Why will people prefer to play your game over these games?
- Because it should be really funny and unique.
- Is your game different enough to be worth making? Why/why not?

Technical Requirements – Platform & Development Environment

- What environment will the finished product run in? Safari and edge
- What will you use to build your game? Make code arcade.

Technical Requirements – System Requirements

- What sort of system, specifications or peripherals will the end user require in order to play your game? iPad/ phone/ computer.

Technical Requirements –Resourcing/ Capability

- What tools will you need access to in order to fulfil your technical requirements? iPad and log in.
- What skills or abilities are required? Coding skills, imagination, and designing skills
- Which member(s) of the team will take responsibility for the technical requirements?
- Penny and Shaun

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? It is set in a village in a forest.
- The look of the game is Nature and cutesy kind of style.

Visuals/ Artwork/ Graphics - Process

- How will you go about achieving your desired visual style?
- Our visual style is trying to make it related to nature and it also has a cutesy style.
- How will you get from the concept stage to the finished product?
- Our concept is nature and cute

Timeline

- When does your game need to be ready for submission?
- 4th of August
- How does the deadline affect other components of your game?
- We aren't sure at the moment

- What components are the priorities for you to begin work on immediately? What components can wait?
- We aren't sure

- When will your game need to be ready for testing?
- 1st – 3rd of August maybe

- List all the things that need to be done to make a complete game and GDD.
- Organise them in order of which needs to be done first.

Responsibility

- What responsibilities do each of your team members have?
- Penny – Coding
- Shaun – coding
- Bella-Designer
- Sofia-Tester

- Which member(s) of the team will take responsibility for meeting deadlines? How?
- Penny and Shaun maybe

Submission Guidelines

- 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?

Development Diary (Week 1- 2)

- *This slide is a template. Make a new copy for every week*
- What are your goals for this week? To make a working and functional game.
- Goal = try to finish the coding development

- What tasks have been completed?
- Week1-The character/s (only the main ones have been finished)

- What tasks are still to go?
- week 1-Coding most of the game
- Week 2-Learning to code

Development Diary (Week 3)

- *This slide is a template. Make a new copy for every week*
- What are your goals for this week? To continue making the game better
- Goal = try to finish the coding development
- What tasks have been completed? We have learned most things and how to do it.
- What tasks are still to go? To make it match the theme.

Development Diary (Week 4)

- *This slide is a template. Make a new copy for every week*
- What are your goals for this week? To continue making the game better
- Our goal is to still code
- What tasks have been completed? We have learned most things and how to do it.
- We finished most of the characters
- What tasks are still to go? To make it match the theme.

Development Diary (Term 3 week 2)

- *This slide is a template. Make a new copy for every week*
- What are your goals for this week? To continue making the game better
- Our goals are to learn to code how to break walls

- What tasks have been completed? We have learned most things and how to do it.
- We finished most characters.

- What tasks are still to go? To learn how to break walls