



# Clocks

## Game Design Document

By Christopher Gonzalez

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## Introduction

<b>Design/Experience Goal</b>	Endless Gathering-based Endurance Choices Making
<b>Genre</b>	Survivor
<b>Target Audience</b>	People 10yrs old and above
<b>Platform /Control Scheme</b>	Keyboard [PC/Mac]
<b>Precedents / Inspiration/References for game</b>	A couple of semesters ago I made a short film with the two characters of the game. I always wanted to make a game with them. If it is my first game ever, even better.
<b>How Many Players?</b>	One-player offline

## Game Analysis

<b>Mechanics, Dynamics, Aesthetics Breakdown</b>	Moving around a map collecting clocks. Pixel art aesthetic
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## Game Description

<b>Genre</b>	Arcade survivor base on making choices
<b>Game Elements</b>	Collecting the right clocks to avoid running out of time. Use power ups assuming the consequences that this entails.
<b>Theme</b>	A board with 7 roads

## Logistics

Development Tools/Technologies	Unity and Piskel
Development Timeline/Outline (if relevant)	<ul style="list-style-type: none"><li>• Week 1 - Assemble game main mechanics</li><li>• Week 2 - Assemble asset list</li><li>• Week 3 -Playtest analog prototypes of core mechanics looking for feedbacks</li><li>• Week 4 - Checking what works and what doesn't.</li><li>• Week 5 - Develop core mechanics in digital form</li></ul>

	<ul style="list-style-type: none"> <li>• Week 6 - Complete main scripts</li> <li>• Week 7 - Playtest digital prototype looking for feedback.</li> <li>• Week 8 - Fix possible bugs or broke mechanics</li> <li>• Week 9 - Playtest beta.</li> <li>• Week 10 - Polish some details</li> <li>• Week 11 - Game Release</li> </ul>
<p>Art Asset List</p> <p>List of ALL art assets that will go into the game</p>	<p>ClockGame_Logo</p> <p>Dexter_Front[Main Character]</p> <p>Dexter_Front_Y</p> <p>Dexter_Front_R</p> <p>Dexter_Front_B</p> <p>Dexter_Side</p> <p>Dexter_Side_Y</p> <p>Dexter_Side_R</p> <p>Dexter_Side_B</p> <p>Dexter_Back</p> <p>Dexter_Back_Y</p> <p>Dexter_Back_R</p> <p>Dexter_Back_B</p> <p>Clocks</p> <p>PowerUP_Clock</p> <p>Roxy</p> <p>WallTile</p> <p>FloorTile</p> <p>SpeedBoost_Logo</p> <p>TimeMultiplier_Logo</p> <p>Hourglass_Logo</p> <p>BG_Music</p> <p>PickUp_SFX</p> <p>PowerUp_Clock_Spawn_SFX</p> <p>Timer_SFX</p> <p>Timer_10s_SFX</p> <p>DexterMoving_SFX</p> <p>SpeedBoost_SFX</p> <p>TimeMultiplier_SFX</p> <p>Hourglass_SFX</p> <p>GameOver_SFX</p>

## Game Atmosphere

<p><b>Atmosphere Mood Board</b></p> <p>Could be a link to a pinterest board or image</p>	<p><a href="https://pin.it/6x5M3ro">https://pin.it/6x5M3ro</a></p>
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<b>Character/Units Sketch &amp; Description</b>	<a href="https://pin.it/3Zw8KYf">https://pin.it/3Zw8KYf</a>
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## Game Play

<b>Player Controls</b>	WASD or arrow keys
<b>Winning</b>	As long as player has time in the timer
<b>Losing / End</b>	Player runned out of time