

UTOPIA



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Vision Statement

Write a short pitch to your project, describing clearly how you see it in its final form.

Utopia is the next best 3d puzzle game. You control a crew that has become stranded on a desolate advanced utopia. Using the various skills that each of your crew members have you must lead your crew to finding riches and eventually going back to your homeland.

Mission Statement

*What does your game aim to do? (This will become your **Unique Selling Proposition**)*

The game will incorporate new puzzle mechanics and bring a fresh new look at the old mechanics. The players will gain a new experience in the 3d puzzle genre something that has been lacking for a while.

Who is your Target Audience?

Who is your target audience, how will it affect them & people who are not your target audience. (Ethical and/or social effects)

Utopia will appeal to most gamers that enjoy strategy and puzzle games. These gamers are typically the average 18-30 year old male demographic as they are more inclined to love playing games with difficult puzzles without rage quitting.

What are some inspirations?

Where did you get the inspiration for this game? Can this have any social, legal or economic effects? (E.g. could the project be seen as a clone, treading in trademark territory or have any particular lawsuits coming out of it?)

Utopia has been mostly inspired by the portal series and the space dungeon mmo Destiny. The way it differs from these two games is in that it combines elements from the two and brings in new

elements of it's own and thus creating a completely different experience from the two while having enough familiarity for players of these games to figure out how it plays.

What are some competitors to your game?

Who are the competitors and can this have any social, legal or economic effects?

The biggest competitors are the many indie games of the same genre. These games are all free or cost under \$10, this might deter some potential players from buying the game due to the game not being so cheap. On the other hand this game will give a lot more content as opposed to the others in it's scope meaning that the vast majority will find the game interesting enough to buy it.

What will your game do different from them?

How will you stand out between your competitors? Is it economically feasible?

Utopia will include some of it's own unique mechanics that revolve around the different characters. As a crew you will play with three different characters with each of them behaving differently and having differing skills . One crew member is a general tank, but unlike other tanks the will have a wall bounce mechanic whereby the rolls into a ball and bounces off walls and platforms while being in an invincible state.

The next character is the speed/stealth character. As the brains of the crew the isn't suited to fighting but is incredibly agile and at the same time is incredibly smart. Puzzles involving him will need you to complete a course within a time limit while at the same time completing a hack to unlock doors and other areas, failing one of the two tasks will fail the level.

The last crew member is the soldier. The is the gun. His puzzles will need a lot more thinking than the others as you will need to choose the correct targets out of a slew of different options. you will have to assess the entire stage before shooting the target, getting the wrong one will start a huge firefight which you will have to survive for a certain time to progress.

What format are you shooting for?

Name target platforms, resolutions, required graphical detail etc. Is it economically feasible?

The target platforms are

- Ps4
- Pc

The game will play at 60fps 1080p

What & Who are you designing with?

Who are you developing this game with? What software are you using? Do you have all the licenses required? Will you buy licenses at a later date?

The game will be made by a medium game company. it is not as big as a triple A game but is too big for a small indie development team. with a medium sized dev team it won't cost too much and the team will be able to create a product that satisfies everyone.

Game Design Document

Features & Concepts

List and describe all features and concepts (e.g. monetisation, limitless content etc.). Include “why” the feature/concept will be implemented.

The features include

- A lot of puzzles
- Item hunting (scavenging for parts)
- moving platforms and changing levels
- An array of different areas

These features are the basic features that the game will include. They are all essential to the fun and the completion of the game. The item hunting is there to progress while you are off on your main quest of trying to get back home.

Taught Mechanics

List and describe the mechanics you will teach the player and why.

The taught mechanics are the crew’s special abilities. They are all things that are new to almost every player thus warranting the game to teach them gradually by increasing starting with easy puzzles and gradually getting more complicated. Teaching the player as they play rather than a wall of text.

Untaught Mechanics

List and describe the mechanics you will not teach the player and why.

The untaught mechanics are the things like basic movement, shooting etc. Basically the things that are in every single 3d game. Anyone that has played a 3d game in the past will know these mechanics and be familiar with them.

Game Flow

Describe the game flow. This includes menus, progression etc.

The game will feature a digetic menu, meaning that everything is in -game. The stats that you look at and the timers will all be seen by both you as a player and the character inside the game. This means nothing breaks you flow as you play the game.

In terms of the game's actual flow. The game will start off really easy to get the player to have a feel of the gameplay and the main layout of the puzzles, then it will progressively get harder with the game's pace getting faster as you get better at the game.

Describe the 3 C's (character, control, camera)

Describe these core mechanics and how they interact with each other in detail. (These affects the feel of the core mechanics.)

The camera will be a 3rd person view of the character with the player being in full control of both the character and the camera. This won't be true however for the speed crew member as that would then make the game a lot harder than it's supposed to be. So in those missions the camera will be out of the player's control.

Level & World Design

Describe level and world design approach and implementation.

The game-world is not a vast open world but instead it is an instance based level game. With each level having the sci-fi futuristic theme. Each level will have a different crew member to play it and will be different from the rest, no two levels will be the same so that the game does not get too repetitive.

Narrative & Quest Design

Describe narrative and quest design approach and implementation.

The game's main story is that your whole crew has crash landed on an abandoned planet. You are on a quest to find resources to fix your ship and for to further your own understanding of the planet. While on the planet there drones and robots left behind by the previous civilisation, so your secondary goal is to find out what happened to them.