

SANTA'S SECRET

GAME DESIGN DOCUMENT

VER. 0.1

7 December 2023

[Stub of the stubs. If you find anything over the board, please inform @Salvador]

Written by --

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0.1

I PURPOSE OF DOCUMENT

Produce a production plan that:

- Presents the project.
- Assesses the known risks of the project.
- Identifies priorities.
- Includes a schedule with a timeline for development, dates for client feedback and signoff meetings (detailed schedule in separate example).
- Lists assets and resources required for the prototype.
- Determines the tools to be used, and why they were chosen.
- Reflects the changes based on development.

I.1 Pitch

Not knowing where to turn, Bianca shows up at the office of Steele, P.I. She needs help with the disappearance of her dad who was working as a shabby street Santa. He was stationed outside of the seen-better-days Fowler's department store with his donation kettle and bell. There was a mysterious disturbance that resulted in Larry the Elf's murder and her dad going AWOL.

Bianca is surprised when Steele turns around and reveals himself to be an android. Not all humans and androids trust each other, especially her dad. Bianca doesn't share this view and has nowhere else to turn, so Steele agrees to help.

When they first meet, Steele's quirks are on full display. He has long been enamored of literary and TV detectives, and he mimics their styles in his interaction with humans. He wants to help, so who better than the masters of deduction to learn from? Steele shifts from the following 3 detective styles/approaches/personalities: Logical (Sherlock Holmes), Folksy (Columbo) and Brooding (Philip Marlowe).

I.2 Description

A visual novel with branching narrative. Linear story with an illusion of choice. The genre is: crime fiction. The style is noir.

The visuals feature 2D characters on a background and a textbox.

I.3 Budget

Every member of the team contributes to the project voluntarily. At the moment of start, the project is meant to be a zero-budget product.

I.4 Team

The team is composed of 22 volunteers. Given the size of the team for a game jam, a number of lead positions have been necessary.

- Andrea Saravia – Creative Director, Sound Lead, Artist
- Najmah Salam – Project Manager, Marketing Lead
- Rob C – Narrative Lead
- Patrick – Art Lead
- Mica – Programming Lead
- Lily Gwyer – Narrative Designer
- Jonathan – Character and Worldbuilding Writer
- Kyle - Writer
- Cameron Daxon - Writer
- Laurence – Editor
- Johans – Artist
- Charlotte Russe– Background Artist
- Sangita – Programmer, Editor
- Serena – Programmer
- Leon – Programmer
- Armoni – Audio Designer
- Cameryn Tuliao - Programmer
- Salvador Bas Folch – Producer
- Anivette Wong – Producer, Editor
- Logan Grimes – Producer
- Tiago – Producer
- Syd – Audio Designer
- [any names/roles not okay? WDYT about the order? Let Sal know]

2 RISK ASSESSMENTS AND CONTINGENCIES

[stub]

	Description of Risk	Probability	Impact	Risk Assessment	Mitigation Actions	Responsibility	Mitigated	Contingency Plan
Staffing	Death of a team member or family of.	Highly Unlikely	Major	Medium	Look both ways before crossing road	Andrea	No	
	Illness/Injury of a team member	Unlikely	Major	Medium	Healthy lifestyle	Andrea	Yes	Health Insurance
	Team issues (poor performance, lateness, missing mittings, etc.)	Likely	Minor	Medium	Motivate team member	Andrea Naj Salvador	Yes	Coaching
	Workplace issues (conflicts)	Highly unlikely	Major	Medium	Early intervention	Andrea (has the last say) Naj Salvador	Yes	
Remote Office	Equipment breakdown	Likely	Minor	Medium	Online backups Spare device	All – to each their own	Yes	
	Unavailability of online services (Discord, notion, etc.)	Unlikely	Major	Medium	Phone calls	Andrea	No	Give contact to Andrea in case of emergency
	Electrical cut outs	Likely	Major	Medium	Back up off site	Andrea	Yes	
	Internet cut outs	Likely	Minor	Medium	Offline tools	Andrea	Yes	

	Team out of home office	Likely	Minor	Low	Attendance in calls not compulsory	All	Yes	Commit to availability during jam
IP	License issues / copyright strike	Highly Unlikely	Major	Medium	Original IP	Andrea	Yes	Redesign
Game Creation	Design shift	Likely	Major	High	Discuss with leads	Andrea	Yes	
	Unclear design path	Likely	Major	High	Clarify issues	Andrea	Yes	Design cuts
	Loss of game data	Likely	Minor	Medium	Backup	Andrea	Yes	
	Data corruption	Likely	Minor	Medium	Backup	Andrea	Yes	
	Scope too large	Likely	Major	High	Design Cuts	Andrea	Yes	
	Deadline gets pushed forward	Unlikely	Major	High	Strong timeline	Andrea	Yes	Release later. Miss the jam
	Implementation slow affecting launch	Likely	Major	High	Communicate problems early	Andrea Naj Salvador	Yes	Ask for a hard decision from leads
Game	Game Breaking Bug	Likely	Major	High	Test Early	Andrea Mica	Yes	Emergency patch
	Incompatibilities	Unlikely	Major	Medium	Test Early	Andrea Mica	No	
	Players dislike game	Likely	Major	Medium	Marketing research	Andrea	Yes	
	Competition around release date	Likely	Minor	Medium	Market on similarities	Andrea	No	
	Review bombing	Highly Unlikely	Major	Medium	Be publicly friendly, transparent	Andrea	Yes	

3 PRIORITY LIST

[my guess only]

Essential Mechanics to add to Ren'py

Story structure

Character Art

Storyboarding

Writing/Art/Sound > Engine pipeline

UI/UX

Scene Writing

Background Art

Sound Design

Music

Cutscenes

Credits

STRETCH CALLS

Optional Narrative Paths: Chrome's Backstory

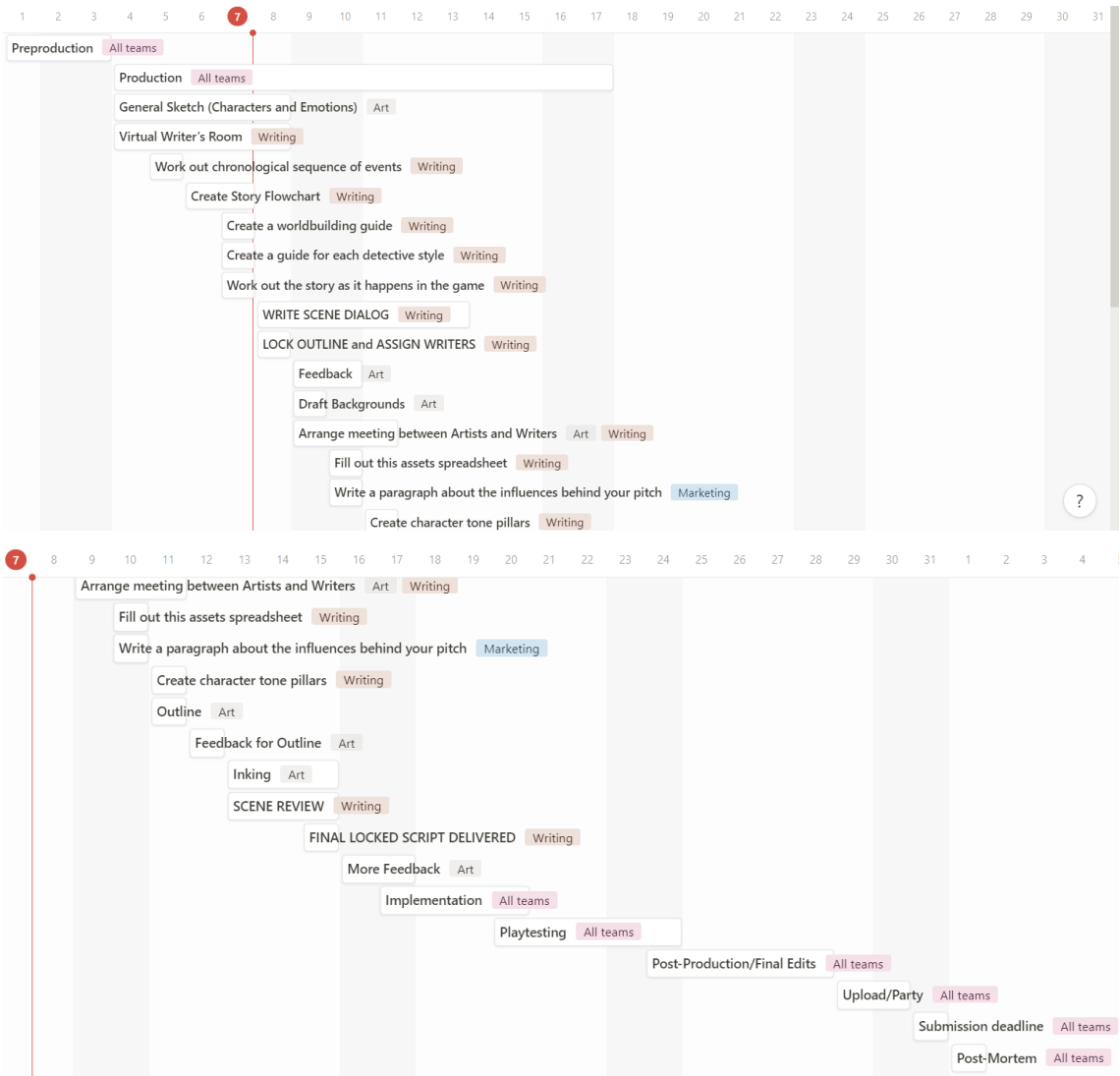
Voice Over

Item System

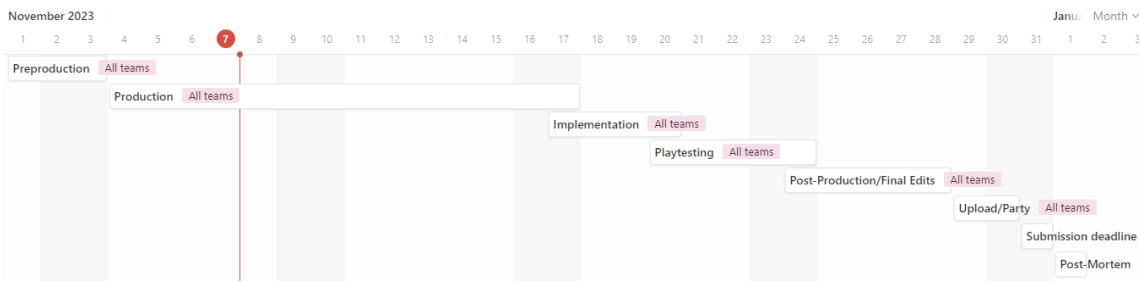
Navigation System (map)

Diary System

4 TIMELINE



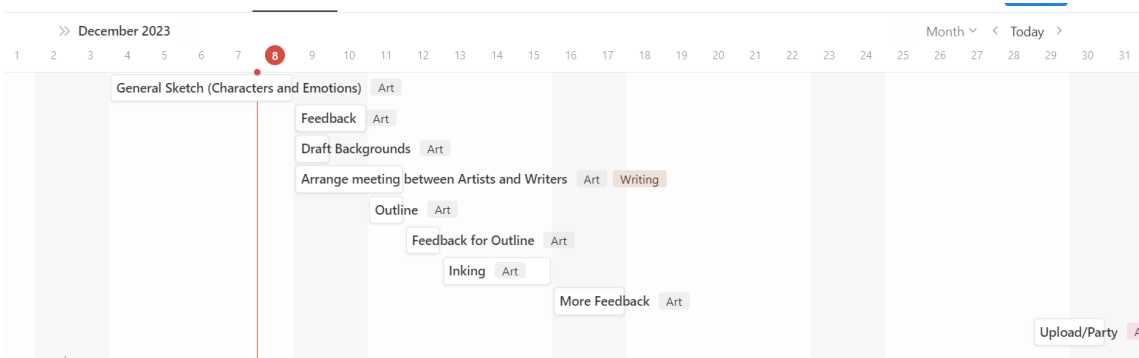
4.1 General Pipeline



4.2 Narrative Pipeline



4.3 Art Pipeline



5 MARKETING

6 ASSETS

6.1 Art Assets

Assets may change during development.

Characters (Final + Sketches)

A total of 9 Characters.

Chrome Steele



Bianca



Freddy



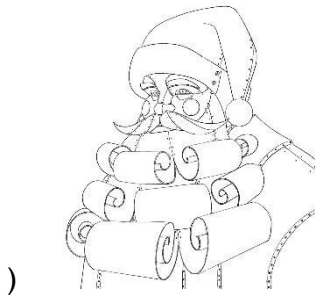
Mariah



Jack



Robot Santa (EZMK-2512)



)
Larry the Elf



Generic Cop



Generic Cabbie



Environment Art

A total of 10 environments.

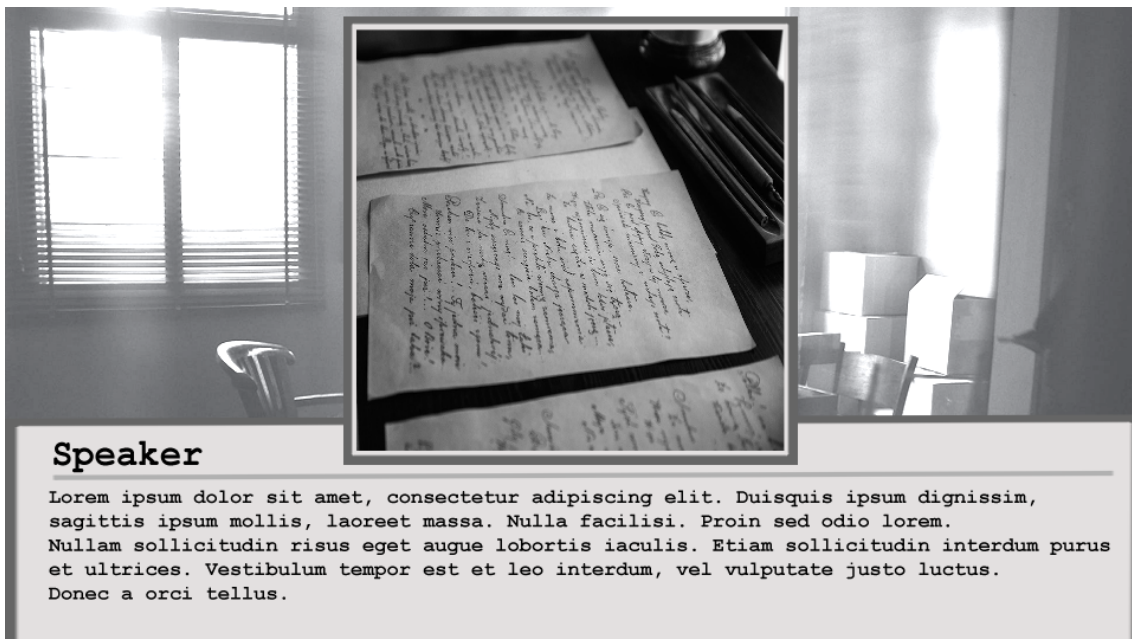
- Detective's office, desk, coat rack, old-fashioned
- (Crime scene) City street, winter, in front of a small, dilapidated department store, not exactly bustling
- Close up of crime scene with elf chalk outline

- Snowy alley, poorly lit, with garbage cans, graffiti, dumpsters, & back entrances
- Father's dumpy apartment, couch, hung-up boxing gloves, dirty dishes/laundry, ashtray & empty beer cans
- Local dive bar
- Department store office/storeroom
- Interior of a taxi, back of taxi driver's head, entrance to a bank visible from window
- Department store rooftop, snowbanks, simple city backdrop, tarp shanty/tent held up with 2x4s, secret hangout/place to slack off and smoke

User Interface / Experience (UI/UX)

Drafts





Props

TBD

Scale

[??]

Level of detail (L.O.D)

Shaded greyscale. Cartoon-style characters. [pls more specifics]

Colour Palette

Black, White. Red for accents.

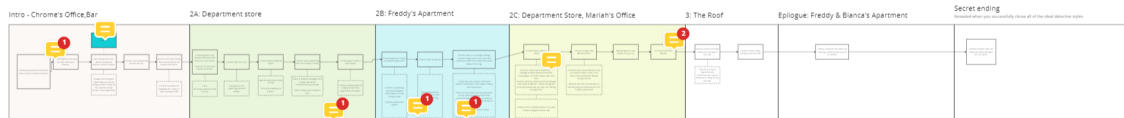


Unused Artworks

TBD

6.2 Story

[The flowchart. make this more visible]



6.3 Programming

Renpy's native functions

[stub]

Main menu

Save

Load

Close the game

Scene

Next button

Log

Pause menu

Character emotions' sprites

Move assets

Shake screen

Play sound

Play music

Etc.

Branching

Triple choice

Audiovisual

Play cutscene

6.4 Audio

Music

SFX

7 TOOLS

7.1 Editor/Engine

Ren'py



Free editor specific of Visual Novels. Many critical functions are built-in. Template assets are useful for prototyping.

7.2 Project Management

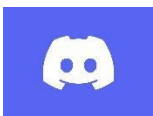
Notion



Transparent online system that supports most project management methods. Supports timeline, kanban, team information, meeting notes and operational documents.

7.3 Team Communications

Discord



Team calls with screenshare function, competitive with Zoom. Team chat competitive with Slack. Can also be used as a platform to interact with fans.

Miro



Visual presentation software. Supports documents, flowcharts, images. Collaborative and online.

7.4 Art

Art Assets

Characters (all should have different shading for day/night)	Emotions (Apply to Everyone)	Items (Most Likely Red)	Locations
Chrome Steele (M)	Happy, Sad, Angry, Shocked, Neutral, Thinking, Confused, Timid, Frowning	Cookie	Alley (Night/Day - Snowy)
Bianca (F)	Happy, Sad, Angry, Shocked, Neutral	Cigarette [normal/clove] (red end)	Office (Night/Day)
Freddy (M)	Happy, Sad, Angry, Shocked, Neutral	Santa Suit	Jazz Bar (Night/Day)
Mariah (F)	Happy, Sad, Angry, Shocked, Neutral	Cookie Tin/Container	Fowler's Department Store INT/EXT (Night/Day)
Jack (M)	Happy, Sad, Angry, Shocked, Neutral	Phone	Freddy's Apartment (Night/Day)
EZMK-2512 (Santa)	Happy, Sad, Angry, Shocked, Neutral	Memory Stick	Freddy's Office (Day/Night)
Larry (M)	Happy, Sad, Angry, Shocked, Neutral, DEAD	Credit Card Schematics	Mariah's Office (Day/Night)
Generic Cop	Happy, Sad, Angry, Shocked, Neutral	Documents	Rooftop (Day/Night)
Generic Cabbie	Back of Head,	Boxing gloves	Childhood Home (for Chrome's Secret Ending)(Day/Night)
Blurred Figure		Robot santa toy	Taxi (Int/Ext - Day/Night)

[What programs do art use?]

7.5 Audio

Bandcamp

Sound program [audacity??]

7.6 Creative

Final Draft

Film script writing software.

Google Docs Editors



Online computer office suite. Secure, collaborative and free.

Specific programs:

- Google Docs
- Google Sheets

8 VERSION CONTROL

Version 0.1	Description	Date	Reporter
(Example) Version 999	Build for Review	10.12.1993	Salvador