Animal Treasure Quest

Game Design Document

Changelog

Date of change	Change description	Developer Name
12/4	Started the document	Michelle
13/4	Continuation on the doc, more in depth	Michelle
14/4	In depth, finishing core information	Michelle
19/4	Update on Level Progression and general	Michelle
20/4	Update on Level design and general	Michelle
21/4	Pitch added	
25/4	Updated to the current ideas and scope, added level design sketches	Michelle
26/4	More sketches, more in-depth in all categories An actual GDD now.	Michelle
5/5	Added and removed mechanics	Michelle

Table of Contents

Summary

Animal Treasure Quest is a puzzle platforming game for the whole family. We focus around fun mechanics and level design that has something for everyone. Where teamwork and cooperation is a big part of the fun.
Our goal is to make a game where all players feel included and part of the solution, no matter how young or old you are!

Unique Features

Working together to solve puzzles.
- Players need to use cooperation mechanics to solve the puzzles, they can't be cleared by one person.

Fun platforming puzzles.

(MVP)

1 level. A prototype surrounding certain family mechanics that can develop to more complex ones in the future.

Story

Characters

Animal character selection, they have some individual abilities. Taller or shorter depending on which "role" you want as a player.

Setting

The world is set in a fantasy forest. Other animals roam in town and in the first part of the forest, but no one has yet set their paws on the deeper parts of the magical forest.

Narrative

A family of hares are adventuring in the close forest of animal town. They're curious as to what secrets the magical forest holds, since none has come back to tell the tale.
One of the hares finds a statue and wants to figure out what these statues mean, finding the hidden pressure plate for the statue, revealing another beautiful area with a lot to explore.

Gameplay

Design Pillars

Solving puzzles through cooperation between the players.
Having fun family mechanics.

Core Loop

The game is a co-op platformer/puzzle game for up to 4 players. The players navigate through the level and work together to solve puzzles. There are multiple ways to get to the solution of puzzles. The game will offer a variety of challenging puzzles and fun side activities for the younger audience that might result in unexpected discoveries.

Mechanics

- Jump: Can only jump once, can't jump in water. Can get a boost from another player if your character is small. (Jumping on their heads automatically makes the player jump again, very high)
- Push: Can push certain objects, this will be visually clear to the players through UX.
- Throw: You can hold objects to later throw them through a button input, players can also be thrown.
- Carry: Items can be carried, other players can be carried through piggy-back riding, you can't carry a player and an item at the same time. But can carry a player carrying an item.

- High Five: High five!(Only shown in console atm)
- Hug: Feels warm~ (Only shown in console atm)

Dynamics

- Picking up items
  - Statues
- Throwing items
  - Players
  - Statues
- Dragging or pushing the environment?

- ● Push certain blocks
- Carrying the environment?
  - ● You can carry statues and players.

Rules for mechanics and dynamics:

- Water rules:
  - Can jump in water
  - Can walk in water
  - Can carry in water
  - Can push objects in water
  - Can throw in water

- The player that carries another player decides where the carried player ends up. The carried player has no control over it
- If you carry someone you can't jump
- If you're the one piggy back riding, you can jump from there to jump a bit higher.
- Kid characters can bounce on other players to get a "double jump".
- Adult characters can dash a certain distance
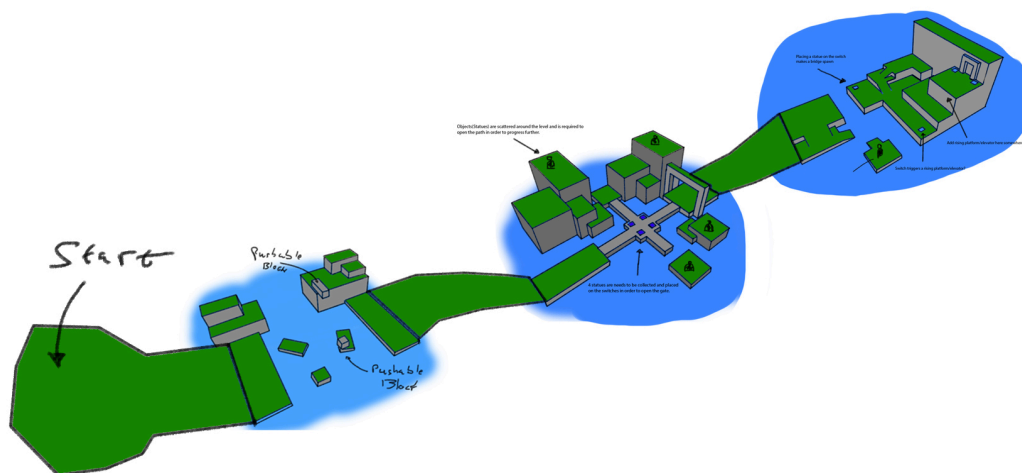
Levels

Level Progression

All puzzles will have 1 solution, but multiple ways to come to that solution.
All of the puzzles will have to be cleared by opening a gate through finding the missing statues.
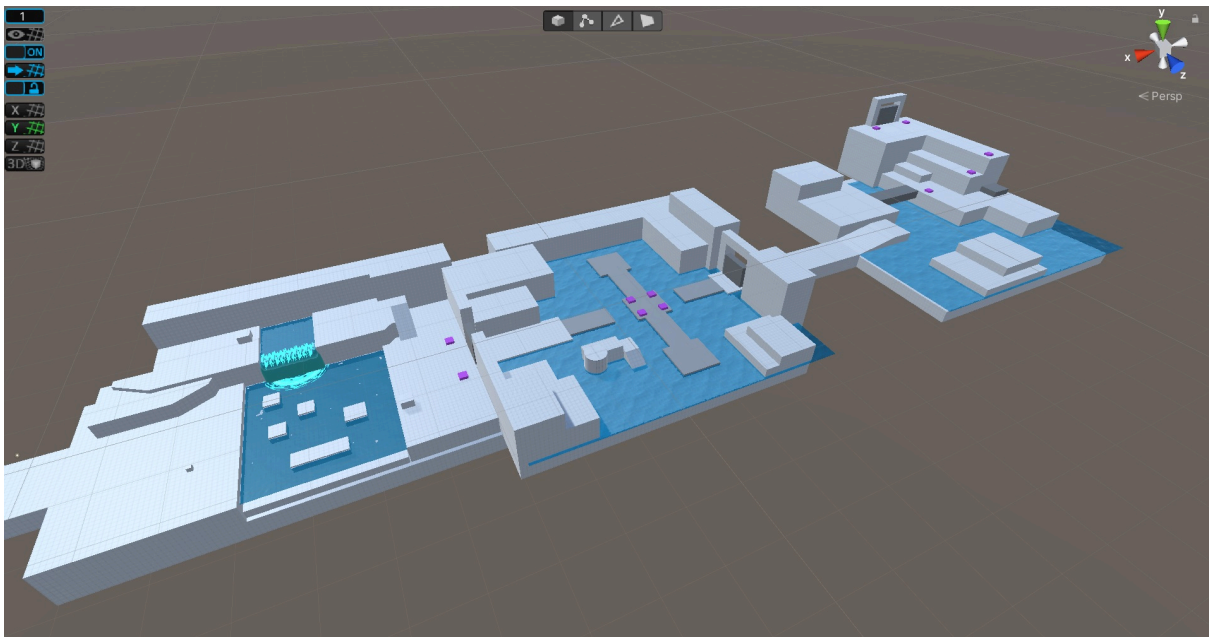
1. Level 1

   Level 1 will have 3 different puzzles to solve for the prototype. 1 very easy puzzle in the beginning to learn movement and some of the main mechanics. While the 2nd puzzle will focus on cooperation and the 3rd puzzle will have to use both.
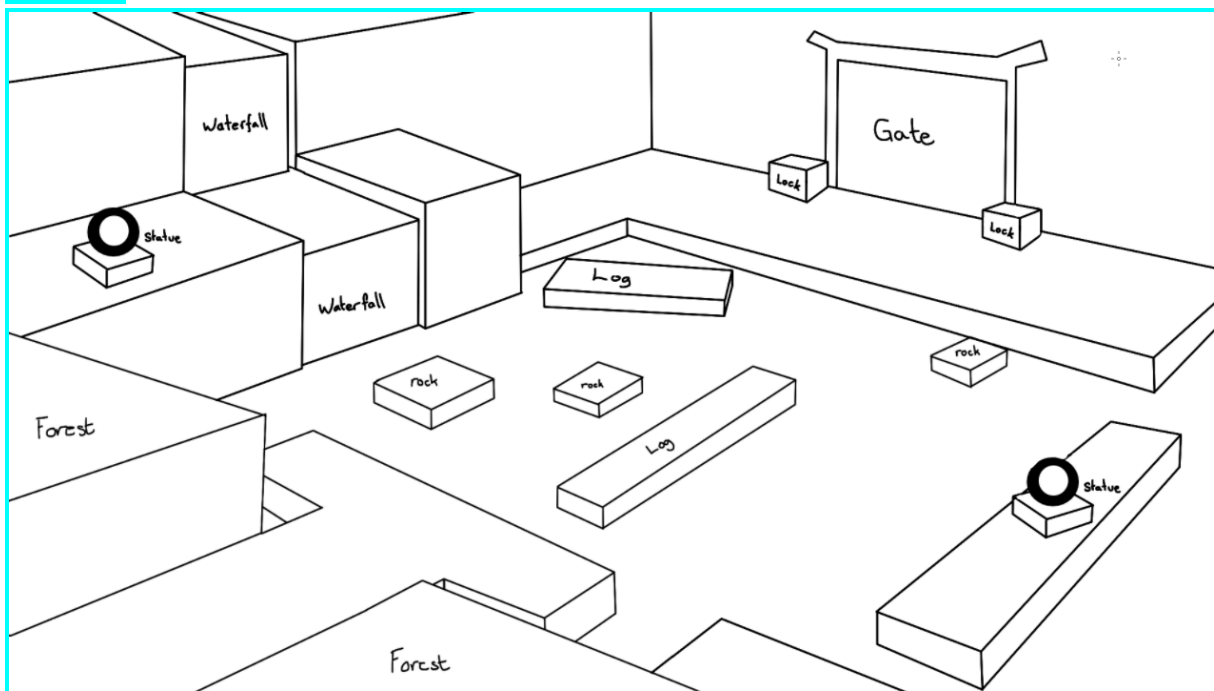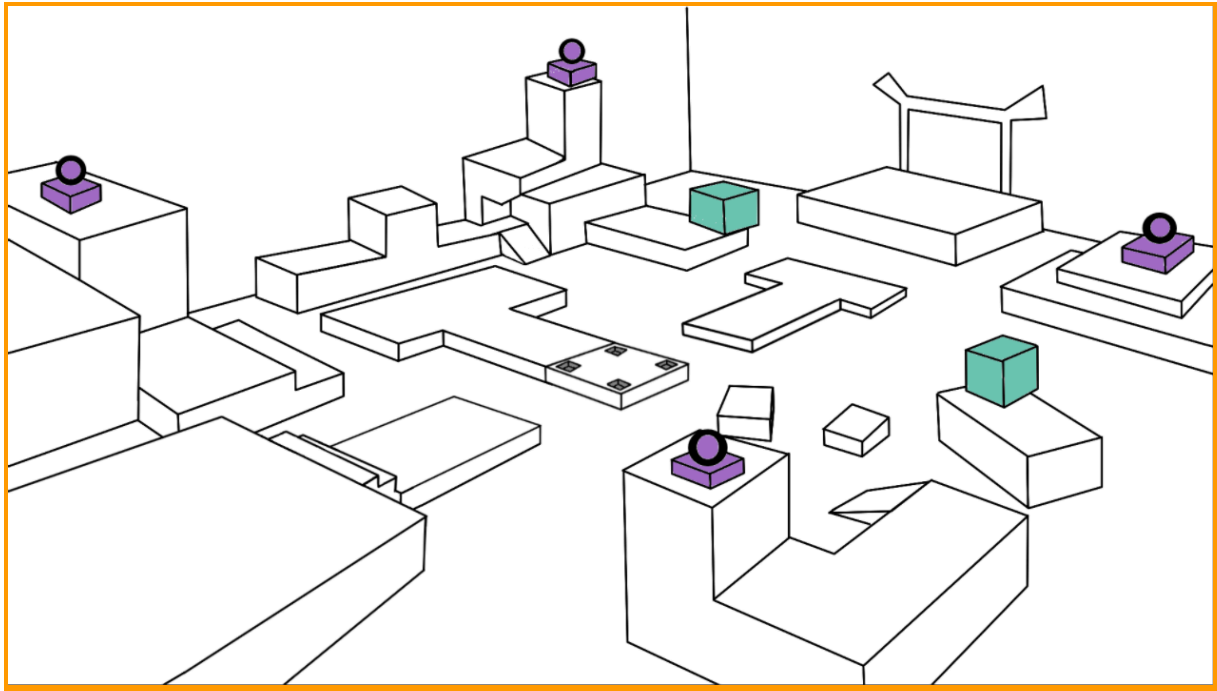
Level 1 rough sketch:

Level 1 greybox progress


Sketches:
<mark>Puzzle 1:</mark>

Since we're focusing on platforming for this puzzle more than family mechanics, you are able to solve this puzzle relatively easy just looking around the level. Needing only 2 players.

<mark>Puzzle 2:</mark>

In puzzle 2, we want to focus more on family mechanics than puzzle clearing, just getting each statue one by one is the goal in this level. Not as much platforming skill is needed since the terrain is very forgiving.
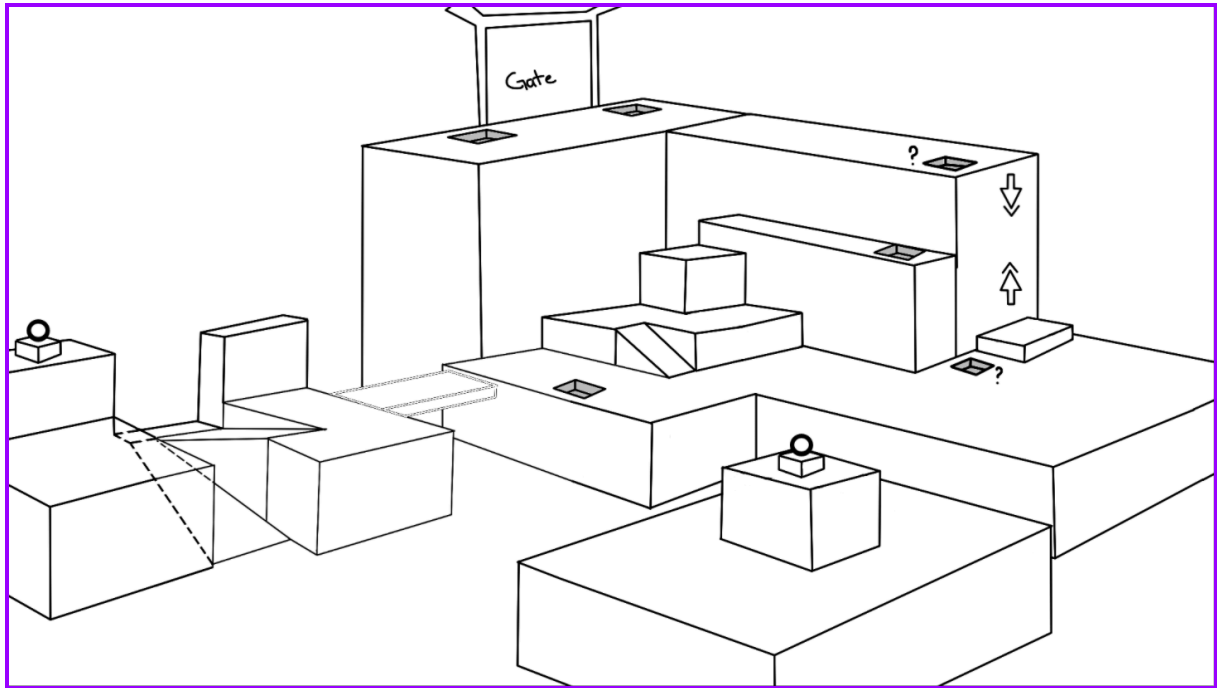
Puzzle 3:
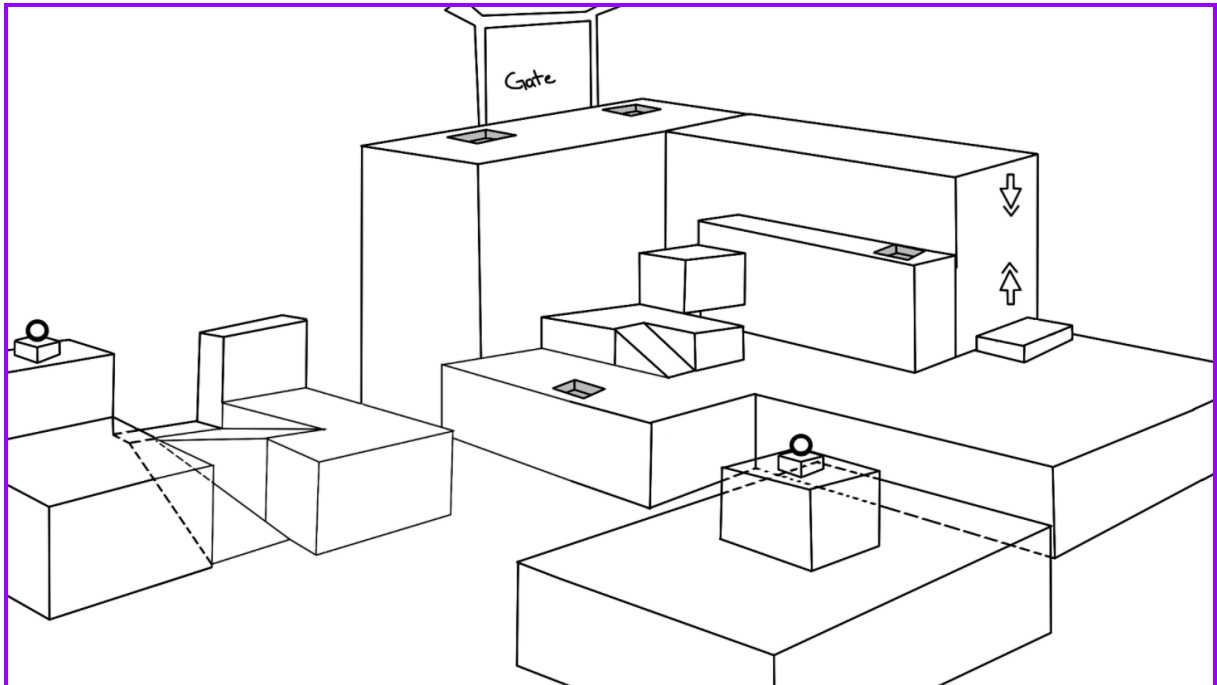
In puzzle 3 we want to challenge the players to work both on platforming mechanics and family mechanics, even though puzzle 2 looks more complicated, this puzzle forces the

players to think about where and how they will place their statues to get all players to the end gate.

No Power ups for the Prototype, but would maybe be included in the real game

Environments

Fun magical forest that should give the player a feeling of safety and adventure.

Art

Summary

We'll be using premade assets for this project. UI design will be made by the team themselves.

We will need:
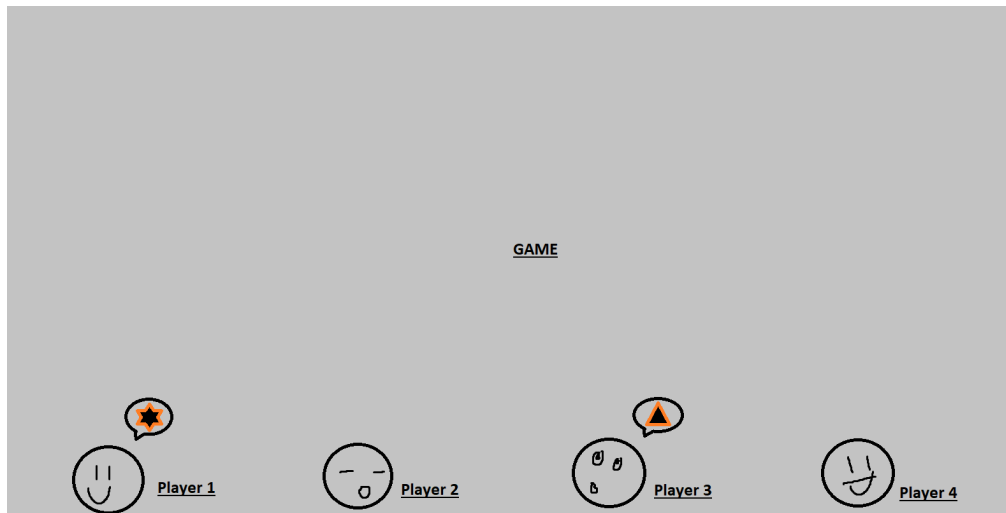- Characters:

- Nature:

- UI:

UI, Systems & Options

UI

What we'll be needing:
- HUD(Might be scrapped)
  Basic indications of what items you have in your hands.

- Main menu
  Start/ Play button
  Options button
  Credits button
  Controls button
  Quit/Exit button

- Pause menu (Not yet implemented)
  Continue button
  Options button
  Credits button
  Menu button
  Quit button

- Options menu
  Volume slider
  Fullscreen toggle
  Graphics dropdown
  Resolution dropdown

  Back button

- Controls display

We display the controller controls.
Back button
- In game popups for emotes/ information/ buttons to press (Not yet in build)
For clear use of buttons for both kids and adults.

Systems

Will be made to play on PC with controller in mind.

Options & Controls

Options will include:
- Volume
- Graphics dropdown
- Fullscreen toggle
    ● Resolution dropdown

Controls:
- Jump:
  Walk:

  Carry:
  Push:
  Throw:
  Hug:
  High five:

Audio

Summary

We will need audio for all interactions between characters and mechanics, especially good soundtrack to make the game fun for both kids and adults.

List of what music and sound effects we need:

Music:
- Main menu theme
- In game music
- Pause menu music

Sound effects:
- Picking up items
- Picking up players
- Players walking in water
- Pushing the environment
- Throwing statue
- Throwing players
- Lifting players
- Jumping
- Falling
- Putting the statue on their plate
- Opening the gate
- Hug
- High-five

Ambience:
- Waterfall
- Birds
- Bugs
- Wind
- Water
- Critters in the forest

Analysis (Marketing team?)

Market/Competitor Analysis

Top competitors, market status, conclusions (can link to outside document)

Technical Analysis

Experimental features, used tech (can link to outside document)

Legal Analysis

Trademarked/copyrighted material…

Target

Target Audience

Families with children 3-10 years old.
The puzzles are formed after 2 adults, but can be played with 1 adult and 1 child.

Target Device

Our target device is on console, but for now we have to play on PC.

Target Budget

We have a shared budget with the rest of the company for this project, project coordination team takes care of the budget.

Marketing

Promotions

Describe and explain

Community

Describe and explain

Development Plan

Team 2

Work hours:
Mon-Fri
09:00 - 16:00
Red days are off