



Game Design Document

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<https://jarbaje.itch.io/hunted>

Team Team Name. Team Members / Areas of Expertise. (if applicable)	JoWiGu Games: Wilmer Rodriguez - Design John Arbaje - Code Gustavo - Art
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Introduction	3
Game Analysis	3
Game Description	4
Logistics	5
Game Atmosphere	5
Game Play	6
Key Features	7
GDD Design Document	8
Game Matrix	8
Game Flow Chart	8
Player Properties	8
User Interface (UI)	8
Heads up Display (HUD)	9
Player View	9
Enemies/Elements	9
Antagonistic Elements	9
Antagonistic Definitions	9
Antagonistic Properties	9
Antagonistic List	10
Artificial Intelligence (AI)	10
Story & World	10
The Story	10
The Story Copy/Script	10
Concept Art	10
Level Design	10
Playtesting Reports (9 total, 3 from each person)	10

Introduction

The introduction should include a brief sentence or two about the game, its genre, player type, technical form, references and theme. Everyone that reads this should be able to understand what the basic idea of this game is.

A new purpose for the introduction can also be the reason for the concept and history of the game the concept is based upon. Here is a short list of subjects to address in the introduction:

Ask yourselves: How does it serve the game's **design goal**?

Design/Experience Goal Use specific language with 6 words or less. This should encapsulate a design direction informing every design decision you make.	Stealthy-supernatural hunt the prey game.
Genre	Stealth - Survival Horror
Target Audience How will you target this audience? Why will they play your game?	MA audience will be targeted for this game due to the graphic nature of the game. The audience will play this game to get a sense of suspense to not get caught out of the shadows and stay out of the light of the sun all the while feeding on the innocent.
Platform /Control Scheme Keyboard & mouse (PC/Mac), controller (console or PC/Mac), touch (mobile), etc.	Keyboard & mouse (Web)
Precedents / Inspiration/References for game Games, books, weird social elements, anything that can be referenced in making your game e.g., trying to find an inch of pole to grab in a crowded subway train	The main inspiration for the game is Dracula himself. Many people want to know what it's like to be a vampire and now they can. From hiding in the shadows and feeding on the innocent to surviving being hunted.
How Many Players? e.g., one-player offline, two-player online coop, etc.	One-player.

Game Analysis

Design Guidelines This is an important statement about any creative restrictions that need to be regarded and includes brief statements about the general (i.e. overall) goal of the design.	The main goals of the game is to not be spotted when attempting to feed on the living. All the while staying out of the light of the sun.
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Mechanics, Dynamics, Aesthetics Breakdown	The main mechanics are walking, running, hiding in the shadows, morphing into a bat, killing the enemy.. The dynamics of the game is to focus on stealth to avoid getting caught. Finally, the aesthetics will have you in suspense trying not to be spotted by anyone.

Game Description

Genre Describe the genre using words (not just the category)	This game has a horror movie character that will always leave chills down your spine. The upside to this is that you are that horror movie character. Stay hidden and don't get caught.
Game Elements Game elements are the basic activities the player will be doing for fun during the game.	Sneak and attack.
Theme What world does this game exist in? e.g., Post-apocalyptic world with advanced technology and huge supernatural threats in nature	Medieval Times with unique structural buildings and elements.
Background Description Brief Background/Story/Synopsis	Dracula has finally decided to take over all villages on his land. Now as he creeps through the shadows the only thing on his mind is food.
Game Outline What happens over the course of the game?	During the course of the game you will be hiding in the shadows, staying away from sunlight and trying to feed on the living. If you happen to get caught your blood sucking days are over.
Detailed Core Mechanics How is it played? What are the player's goals? Challenges? Include diagrams of gameplay and all gameplay systems.	The player can move in all four directions using WASD, using the mouse to rotate left and right as well as mouse click to attack. The player can hide in the shadows to avoid being spotted. Enemies can spot the player when they are facing him and he is not hiding in a shadow. If a villager/enemy spots the player it is game over.

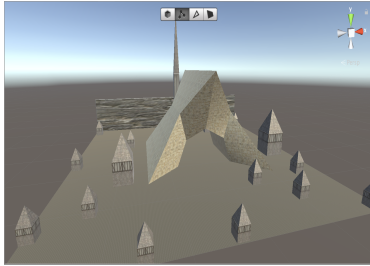
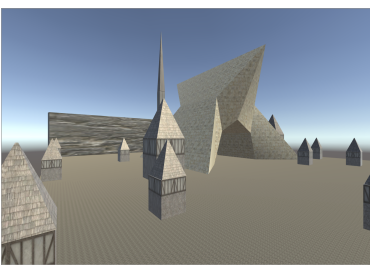
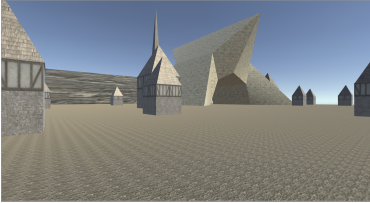
Why? / Unique Selling Points

Why should this game exist?

Why will your audience play it? Would you download/install/play it? What are the unique selling points?

This game is brought to life for the gamer that wants to play something different and unique. A stealth based game with supernatural aspects that anyone can enjoy. This game will have everyone playing on a level of suspense and challenge that not most games have that's out right now. On top of that it will be easy to get on and play it right away through our itch.io page <https://jarbaje.itch.io/hunted>. Many dream of being Dracula and now you can, stay in the shadows and don't get spotted while you feast on the living.

Logistics

Development Tools/Technologies	Unity
Development Timeline/Outline (if relevant)	• April 22nd: Finish development on game level and add the core mechanics and all features in digital form (Alpha build). • April 29th: Develop all the content for the game (Beta build). • May 6th: Add all the art to the game (character design, music, etc). • May 13th: Develop game UI. • May 20th: Present game.
Art Asset List List of ALL art assets that will go into the game	 Logo  Level Design  UI  
Code Script List ** John **	https://docs.google.com/spreadsheets/d/1atAjYo7OOWFb8tMSZ3QMVsbz7EzXx-uyyhiVo

This should be informed by the design elements

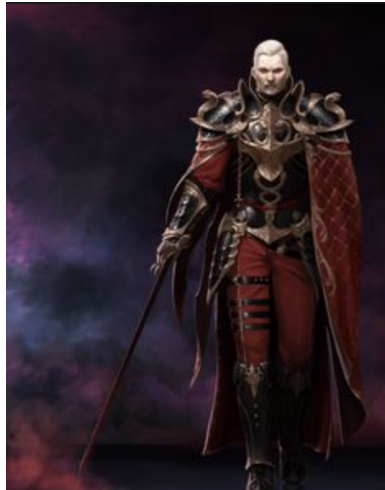
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Game Atmosphere

In the game atmosphere section, it is best to have a mood board or a clear description of the game's style. This is a good place to start interacting with a graphic designer.

Atmosphere Mood Board

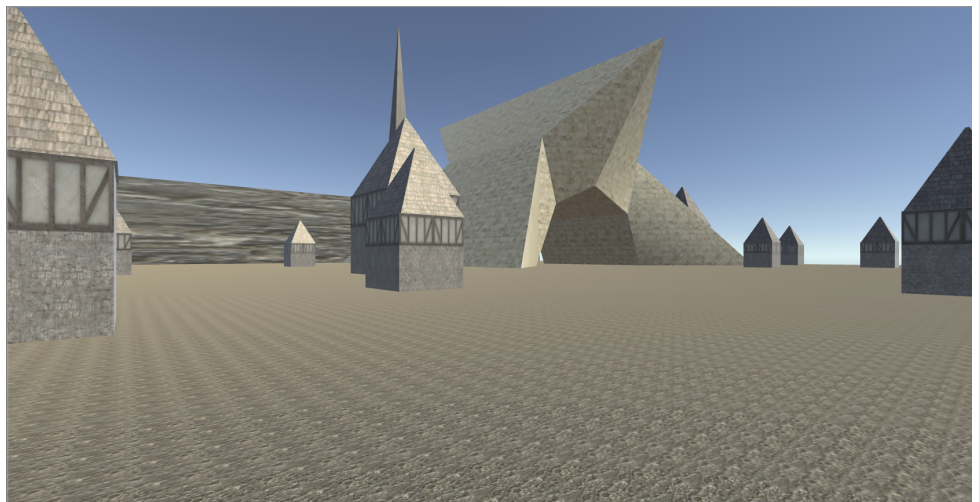
Could be a link to a pinterest board or image



Character/Units Sketch & Description

Gustavo --The sketches are meant to be simplistic while also gothic.
To make it more historically accurate, the villagers are given fashion based on

A Level/Location Sketches and Descriptions



A fantasy medieval level design is built for the game. A unique playing ground for the game that involves unique building structures and design with a touch of medieval art and design.

Audio Description	Horror ambience sound. Gothic and creepy.
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Game Play

The game play section is utilized to create a descriptive paragraph about how the game is played.

The idea is that you want the person to imagine they are actually playing the game. Try not to use generic (i.e. broad, non-descriptive) names when writing about the game play.

Example: Few readers want to hear statements such as: “enemy_1 will have more hit points than enemy_2.” Instead, it is better to make statements such as: “the Lazarus Fighter has more armor than the Apollo Fighter.”

This outline will vary according to the type of game.

Game Options & Modes	Hunter Mode
Background Description Comprehensive Background/Story	Dracula finally awakes from his slumber only to want to satisfy his hunger on innocent villagers and make his mark on the world.
Game Elements/Levels	TBA
Player Controls	WASD for direction. Mouse for rotation and LeftClick to attack.
Winning	Hunt/kill all the villagers.
Losing	If you are spotted by a villager you are killed and have to restart the level from the beginning.

End	Once you kill all the villagers you clear the level/game.
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Key Features

Key features are a list of game elements that are attractive to the player. It may be a good idea to research the key points below or consult with a professional marketer.

Number of Levels	One
Numbers of Enemies/Characters	One - Villagers.
Typical Gameplay Time Length e.g., 2 hours for a typical playthrough	5 minutes.
Replayability	Short high level experience.
Audio and Video Specifications	TBA.

GDD Design Document

This document describes how game objects behave, controlled and properties they have. This is often referred to as the “mechanics” of the game. This documentation is primarily concerned with the game itself. This part of the document is meant to be modular, meaning that you could have several different Game Design documents attached to the Concept Document.

Game Matrix

The game matrix is a spreadsheet containing the generic names of the player and antagonistic elements and their game properties. This should allow an easy cross reference for any elements in the game that have numerical or other descriptive values associated with their name.

Game Flow Chart

The game flow chart provides a visual of how the different game elements and their properties interact. Game flow charts should represent Objects, Properties and Actions that are present in the game. Flow chart objects, properties and actions should have a number reference to where they exist with in the game mechanics document.

- Menu
- Synopsis
- Game Play
- Player Control
- Game Over (Winning & Losing)

Player Properties

Make a list within the player properties section that defines the properties for each player. Player properties can be affected by player's action or interaction with other game elements. Define the properties and how they affect the player's current game.

A suggested list of player definitions may include:

- Health
- Weapons
- Actions
- Etc.

Each property should mention the feedback as a result of the property changing!

User Interface (UI)

This is where a description of the user's control of the game can be placed. It is also recommended to think about which buttons on a device would be best suited for the game. Consider what the worst layout is, then ask yourself if your UI is still playable?

A visual representation can be added, where we relate the physical controls to the actions in the game. When designing the UI, it may be valuable to research quality control and user interface (UI) design information.

- Default [Status]: What are the default settings
- for the player at the beginning of the game or

- level?
- Actions: What can the player do?
- Information (Status): What information about the game is available for the player?
- Default Properties: How does the player begin the game?
- Winning: How can the player win?
- Losing: How does the player lose?

Heads up Display (HUD)

The HUD section is where a description of any graphics that will represent information during game play should be described. A visual representation (mock-up screenshot) here would be useful. This is another good place to seek the advice or collaboration of a graphic designer.

Player View

A screen shot is very necessary in the player view section. It is also beneficial to include a definition of how the camera moves for the player. Finally, a (mock-up) overview of the level relative to the screen size will help create a perspective of a levels size compared to what is actually seen.

Enemies/Elements

Antagonistic Elements

This is where a list of antagonistic (i.e. enemies, opponent) objects should be listed with graphics and written description.

Describe the terminology that you used to describe antagonistic properties.

Devise two sets of names for player elements. One set is a generic name (or code) and the other is its game name.

This is another good place to collaborate with a graphic designer to ensure the game graphics match the game titles, names, and descriptors.

Antagonistic Definitions

This where a description goes of what makes an antagonistic element.

Antagonistic Properties

This is a list of properties that antagonistic elements have in common.

Antagonistic List

This is where a list of all the antagonistic elements goes.

Artificial Intelligence (AI)

This is where visuals and written description(s) of the antagonistic element's behaviors. These should be labeled in such a way that they can be used in level design without having to describe them again.

Devise generic names for repetitive behaviors.

This is how an AI action could be deconstructed:

- Normal State: What is the object doing if it has not come in contact with the player?
- Detection State: What does it take for this object to detect the player?
- Reaction State: What does the object do as an action after passing the reaction state?
- End State: What happens to the object after player has reacted correctly or incorrectly to object?

Story & World

The Story

This is where the story can be described in detail. A story board can be used to tie in graphics to the text. This can later be used for splash screen concepts.

The Story Copy/Script

A shorter version of the story (the in game version) should also be written here. This is where the script for in game characters or story information during the cut scenes would be placed. This category does not always pertain to the current Game Design.

Concept Art

Sketches that are used for the concept can go into this section as visual reference. In the case of a brand, certain creative restrictions should be noted here. This is a good place to collaborate with a graphic designer to ensure game graphics match game names.

Level Design

This is where information pertaining to level design and visuals of the level design goes. Level design can best be shown as a flow chart. Use generic names to create level design.

Playtesting Reports (9 total, 3 from each person)