

[Mirror]

Game Design Document

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<https://f-e-l-i-x.itch.io/mirror>

Team Team Name. Team Members / Areas of Expertise. (if applicable)	(TBD)
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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
User Interface (UI)	8
Heads up Display (HUD)	9
Player View	10
Playtesting Reports (9 total, 3 from each person)	10

Introduction

Mirror is a sliding puzzle game in which players slide across paths as they compete to collect the most coins.

Design/Experience Goal Use specific language with 6 words or less. This should encapsulate a design direction informing every design decision you make.	Sliding puzzle party game
Genre	Party/Puzzle
Target Audience How will you target this audience? Why will they play your game?	The target audience would be kids, but everyone can play it. Its a short and sweet game to play when you are feeling bored.
Platform /Control Scheme Keyboard & mouse (PC/Mac), controller (console or PC/Mac), touch (mobile), etc.	Keyboard
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	Tactile sliding puzzles
How Many Players? e.g., one-player offline, two-player online coop, etc.	2-Player offline

Game Analysis

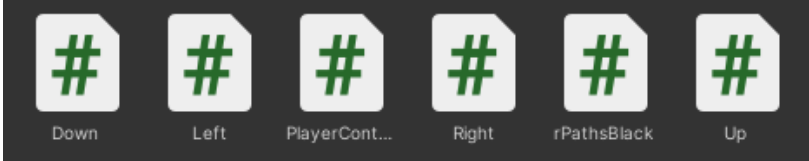

Design Guidelines This is an important statement about any creative restrictions that need to be regarded and includes brief statements about the general (i.e. overall) goal of the design.	A black and white party game on one screen.
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Mechanics, Dynamics, Aesthetics Breakdown	<p>Players race to collect coins. They can also collect power ups that will give them the upper hand. Players may get competitive with this game as they see who can get the most coins. Paths randomly open and close adding to the chaos of the game. Overall the mechanics and dynamics make for a fun challenge to pass the time.</p>
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Game Description

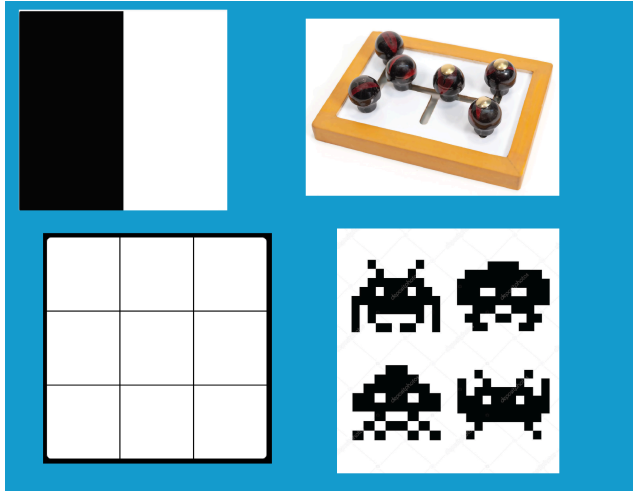
Genre Describe the genre using words (not just the category)	This game can be a bit disorienting, fast paced, and challenging.
Game Elements Game elements are the basic activities the player will be doing for fun during the game.	<ul style="list-style-type: none"> • Moving along the path • Collect coins • Collecting power ups
Theme What world does this game exist in? e.g., Post-apocalyptic world with advanced technology and huge supernatural threats in nature	A black and white abyss
Background Description Brief Background/Story/Synopsis	There is no story
Game Outline What happens over the course of the game?	Players slide across paths to collect the items that appear in the path. Players will gain points whenever they collect an item. The game is timed.
Detailed Core Mechanics How is it played? What are the player's goals? Challenges? Include diagrams of gameplay and all gameplay systems.	Players control 2 characters at the same time. One of the characters will move in the opposite direction. Players try to move their character through a path to collect the items that appear randomly. By the end of a timer (5 minutes) the person who has collected the most items wins. If one of the player characters can't move in a direction, then both of them can't move in that direction.
Why? / Unique Selling Points Why should this game exist? Why will your audience play it? Would you download/install/play it? What are the <u>unique</u> selling points?	<p>The random item placements add replayability to this game.</p> <p>The controls make for a bit of challenge as the players get used to them.</p> <p>This game could be made to be played on a browser, but we could make a downloadable version as well.</p>

Logistics

Development Tools/Technologies	Unity
Development Timeline/Outline (if relevant)	3/16/23-
Art Asset List List of ALL art assets that will go into the game	Power-Ups <ul style="list-style-type: none"> • Clock • Arrows • Bad Coin Bag • Bad Coin • Title Screen • Buttons
Code Script List This should be informed by the design elements	 

Game Atmosphere

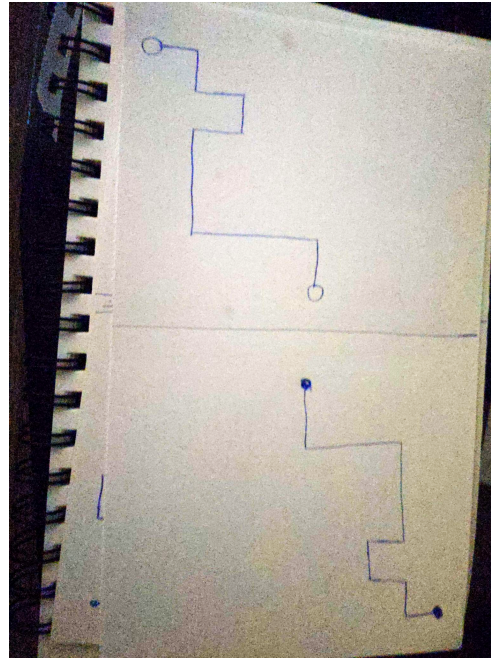
In the game atmosphere section, it is best to have a mood board or a clear description of the game's style. This is a good place to start interacting with a graphic designer.

Atmosphere Mood Board Could be a link to a pinterest board or image	
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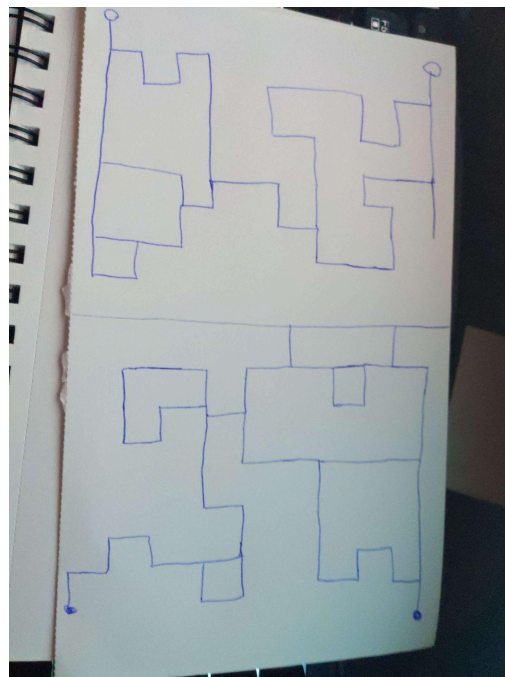
Character/Units Sketch & Description

(TBD)

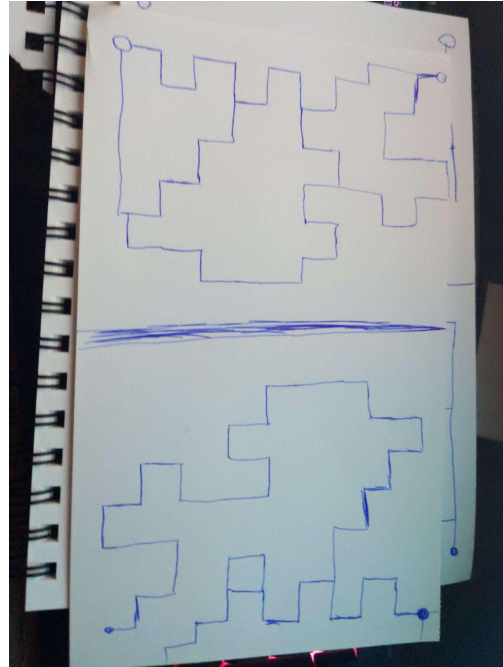
A Level/Location Sketches and Descriptions



Concept for the tutorial level



One of the first designs for a level
Players start on opposite corners of the map



Another early design

Audio Description

(TBD)

Game Play

Coins appear randomly along the path, you must slide across the path to collect those coins. you will have to pay attention to both of the characters you control, as their movement depends on eachother. As your quest goes on, you might find multiple power ups that you can use against your opponent. The clock power-up will halt the opponents movement for 5 seconds. The Arrow power-up will invert the openents controls for 5 seconds. The bad coin will decrease the amount of coins that the oppenent has collected thus far. When you see a bad coin, you should rush to get it, as it will appear for both you and your opponent at the same time. It will dissapear once one of you collects it. Once 5 minutes has passed, your race is over. The winner is the person who collected tbe most coins.

Game Options & Modes

- Tutorial
- Main Game

Background Description Comprehensive Background/Story	N/A
Game Elements/Levels	<ul style="list-style-type: none"> Coins
Player Controls	<ul style="list-style-type: none"> Keyboard : WASD, Arrow Keys W - Up S - Down A - Left D - Right Up Arrow - Up Down Arrow - Down Left Arrow- Left Right Arrow - Right
Winning	Collected the most coins during the time limit.
Losing	Collected less coins than the other player during the time limit.
End	The game ends when a player wins the game.

Key Features

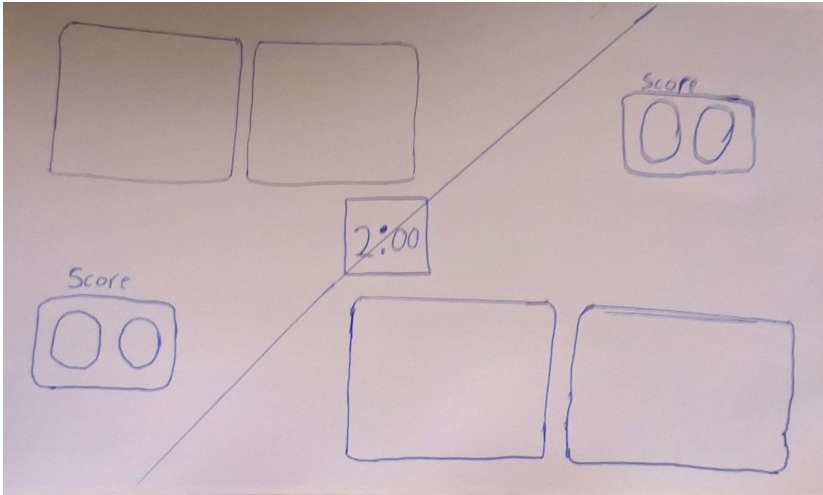
Key features are a list of game elements that are attractive to the player. It may be a good idea to research the key points below or consult with a professional marketer.

Number of Maps	(TBD)
Numbers of Enemies/Characters	4 player characters
Typical Gameplay Time Length e.g., 2 hours for a typical playthrough	5 minutes
Replayability	Random map designs, random placement of items.
Audio and Video Specifications	(TBD)

GDD Design Document

- Coins: Goal of the game, collect these to win
- Arrows: Inverts the controls for the opponent (5 secs)
- Clock: Halts player movement (5 secs)
- Coin Bag: Adds to the bad coin counter
- Bad Coin: Decreases your coin count if you collect this.

User Interface (UI)



The computer screen will be split diagonally from the middle. Each player will only control characters on their side.

The WASD and Arrow keys are used to move around the map. From the Title screen players can choose to start the game right away or play a tutorial.

Heads up Display (HUD)

There will be a timer in the middle of the screen and 2 Coin Counters on either side. The timer is for both players to know when the game will end. The counters are for each player to know how many coins they have collected so far.

Felix

When play testing I found out people love the idea of using both hands, when they move in the level. With the paper level tracing with their hands. The game was intended to be played with one hand with a keyboard. But I think it is possible to have this move in to digital by having to press two keys at once to move. I don't think we can do this since this is a multiplayer game and one player is going to use the arrow key and the other use WASD key.

We tested college students in our class. They were all positive in our build, but they all say to improve the movement. They all seem to figure out how to glitch the ball to the wrong position. Also I think some player didn't put in mind that we intended for the player to consistently switch sides when they block in one side. They just move on with the side that has the coin. We ask, what you think about our game? What can we improve? They suggested improving the movement and making a bigger level layout. They also suggested changing the color of the level.

Kiran

Our playtesters were our classmates, I believe that they do represent our target audience. I realized that my way of explaining the rules was not clear enough for some people. As the physical gameplay with the prototype is a bit different from how the game will be digitally, there were times where the testers made mistakes that they wouldn't make in the finished game. We asked them a few questions such as what their opinions on the level designs were, and if they had ideas for a new power up mechanic. Over all, we received positive feedback on our game. Some people also gave us suggestions on power up mechanics they would like to see in the game. For the power up ideas, we have considered trying to implement one of them into our game.

When we playtested for the second time we finally had a digital prototype for our game. Our playtesters found some glitches in the code that we needed to fix. We also received some suggestions about the aesthetic of our game. Some people thought that adding more colors to our game would be beneficial. One of the play testers gave me an idea on how to code a certain aspect of the game. I ended up doing something else but I think it did put me in the right direction. My hopes for this playtest was for people to have a better understanding of our game by looking at one section of it. I believe we achieved that goal.