Title: Game Design Document (GDD)

Author: Tristan Cunningham
Email: Tristanjc@live.com

URL for project (Kongregate):
http://www.kongregate.com/games/Kennyist/virus-game
URL for project (Mirror): www.kennyist.com/archives/554
URL for project blog: www.kennyist.com

Module: BSc (Hons) Computer & Games Development
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1. Introduction

This is a design document detailing and explain the development, Gameplay, Visual style and design of this flash game.

2. Target platform(s)

Web, Stand alone.

3. Development Software

3.1 Engine software

Stencyl Engine.

3.2 Programming software

Stencyl works.

3.3 Artwork software

Adobe Photoshop,
Adobe Fireworks.

3.4 Sound software

Audacity.

4. Specification

4.1 Concept

A top down objective based shooter, Set in mordern times inside a industrial complex area. You start off as a infiltrator of a goverment base, Who are thought to be developing a virus for unkown intentions,

Going through easy low level type levels intill youget infected early on with this virus. Leading on you enter harder more populated security areas. Carrying on through will reveal what has been made and what is going on.

Gameplay is objective based as you will have to find ways to get into certain areas, such as simple keycard finding for doors to puzzels. Completing objectives or side objectives will reward in an XP of sorts which is used to unlock upgrades that are mutationsof the virus you have been infected with. Controls would be very simple due to the top down styled with just mouse buttons/aiming and directional keys. Camera will be a close down limiting the view of the levels so you have to be cautious and stategic going through the levels.

The player will be limited to health pack based health with health pickups scattered accross maps or on enimys they kill, If the player does get killed they will be reset to the start of the map or a checkpoint. There will be a wide range of weapons in the game from starting pistol to RPG's for heavier class enimies. Other pickups in the game will be a veried ammo ones or objective items such as kaycards.

4.2 Story

You infiltrated a facility that has been acused of genetic engineering for military purposes, You have been sent there to find out whats going on and try and shut it down or get information out. In doing so a an outbreak occured infecting you and causing havok in the facility.

4.3 Setting

The game is set in a military/secret facility due to actions before hand there is no power.

4.4 Game structure

The level structure is a areana maze layout with limited visability due to a light system.

4.5 Players

Single player only.

4.6 Actions

The player is able to move in all directions with mouse aim. There is also a in game store to be used with XP earned.

4.7 Objectives

The palyer is trying survive as long as they can gaining XP, Time and score to be added up at the end and submitted to a online score board.

5. Graphics

5.1 Styles

Dark, Simple

5.2 Fonts

Roboto In game, Trebuchet MS for menu buttons.

5.3 Colours

Blocks:

Walls:

#4F4C4B

#A4A09E

#262827

Floor:

#42352C

#553E30

#000000

#262827

#7A807A

#9A9393

Text:

#305825

#009500

#4E7C24

#800000

Ai:

#FF0000

#BF3030

#008500

#6A48D7

#3914AF

#A68900

#FF7B00

#FF9C34

#176B76

Pickups:

#00B500

#654F30

#85F826

Other:

#222222

#131313

5.4 Influences

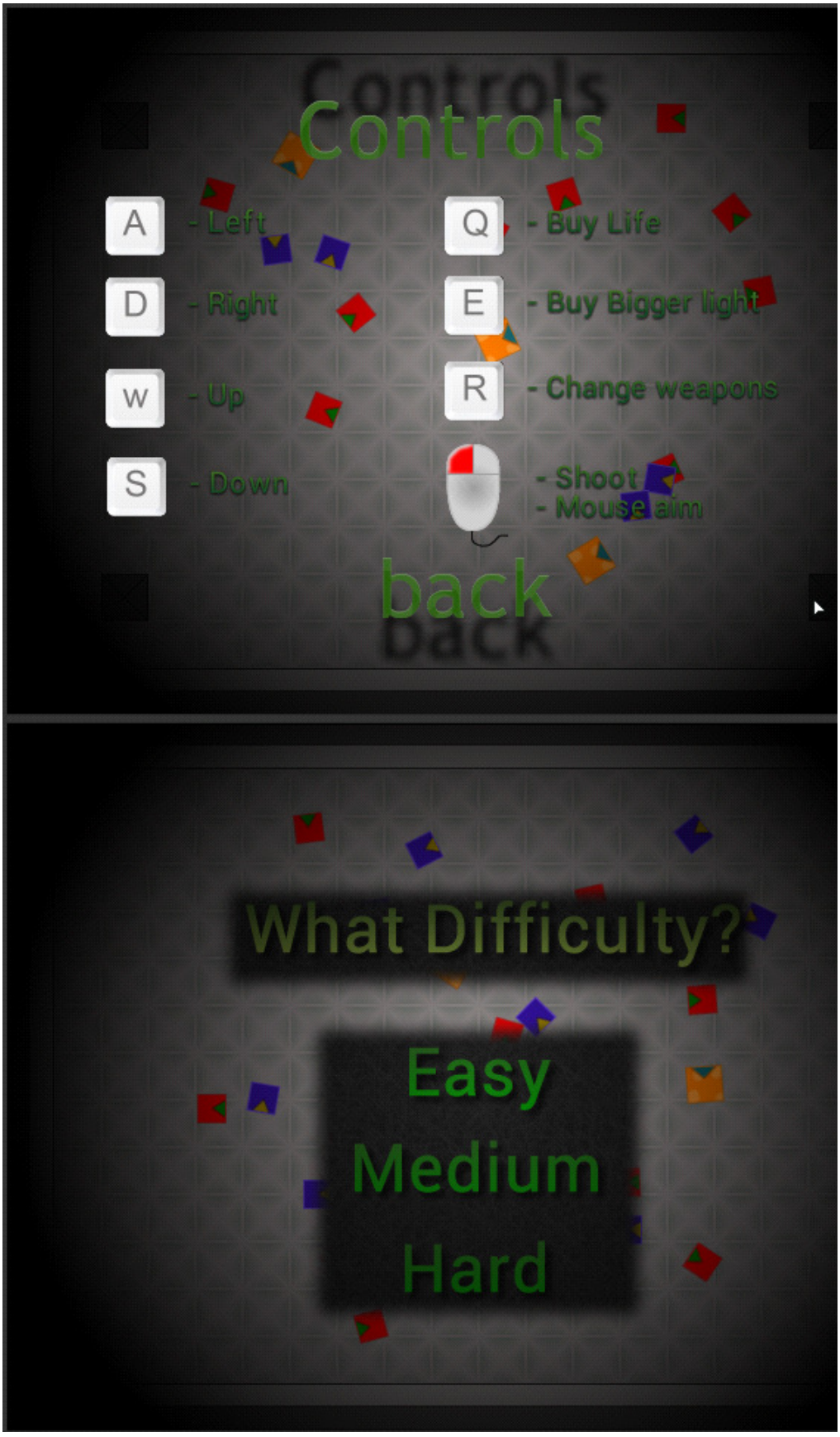
Red Faction Mobile Game

Outpost Haven

5.5 Look & Feel

(Concept Availible on blog (too big to fit))

Menus:

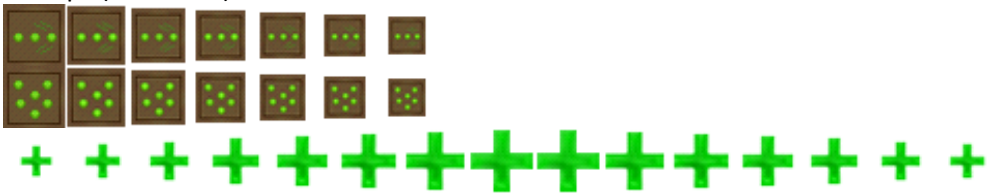


In game with the light mechanic and multipul enemy types:

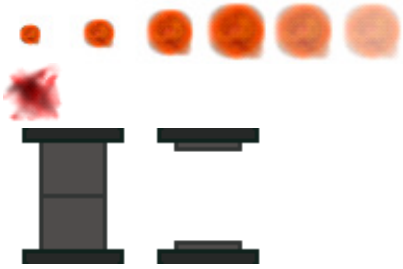
Lives = 3
86
16
SC:
XP:
600
XP
Lives = 2
86
3
SC:
XP:
600
XP

Enemys:

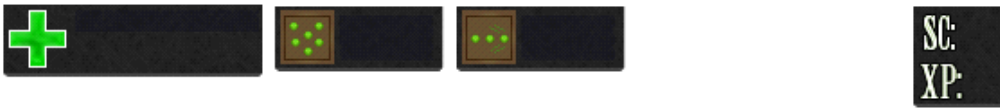
Pickups (animated):



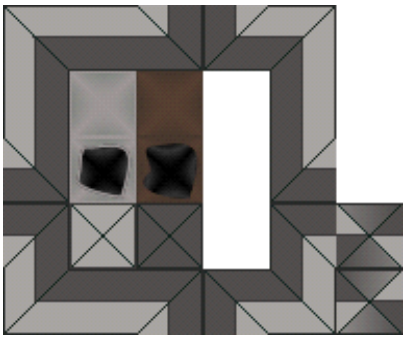
Effects:



GUI:



Enviroment tile set:



6. Data storage

6.1 Online data

Sets of High scores

6.2 Statistical data

high scores

6.3 Legal and Ethical Considerations

Taget audiance was casual/competative players, Storing no player info unless played via kongregate logged in where it takes only your name for high scores.

I made all the art myself and only found sound sources that are Licesned for free to use, edit and distrabute without needing to display credits.

7. Gameplay

7.1 World

The world is set in a facility with no power .

7.2 Object types

Health and Ammo pickups, Doors.

7.3 Controls

Mouse to aim and Shoot
WASD to Move
Q To buy a life

E To but bigger light
R to change weapon

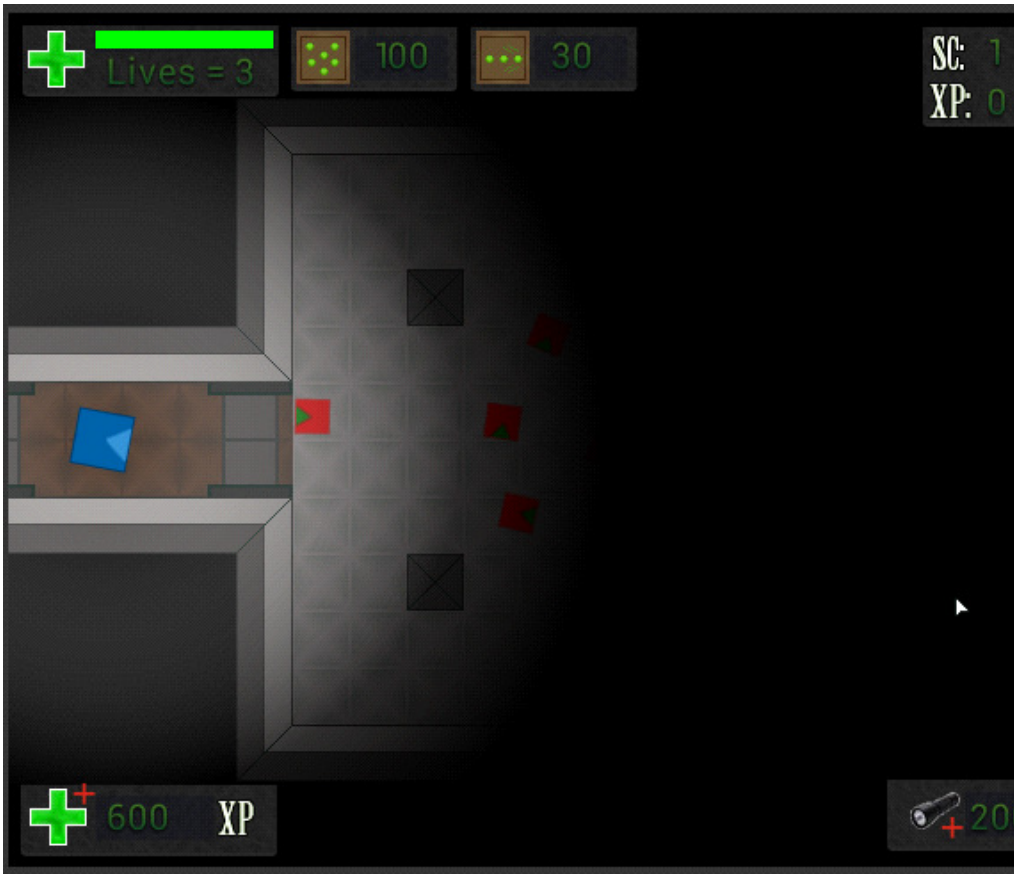
7.4 Direct control

8. Supported hardware

Mouse and Keyboard

9. Screens & Menus

9.1 Game Interface



9.2 Game Over

10 Cutbacks

Due to time the story and content has been cut down to be released.

The gameplay has been cut down to an areana servival type keeping pickups, with the objective of getting the highest score for kongregate leader boards for each difficulty set. The story has moved in to an outbreak on the mission you where on that has caused power to be cut out leaving you with only flashlight for vision.