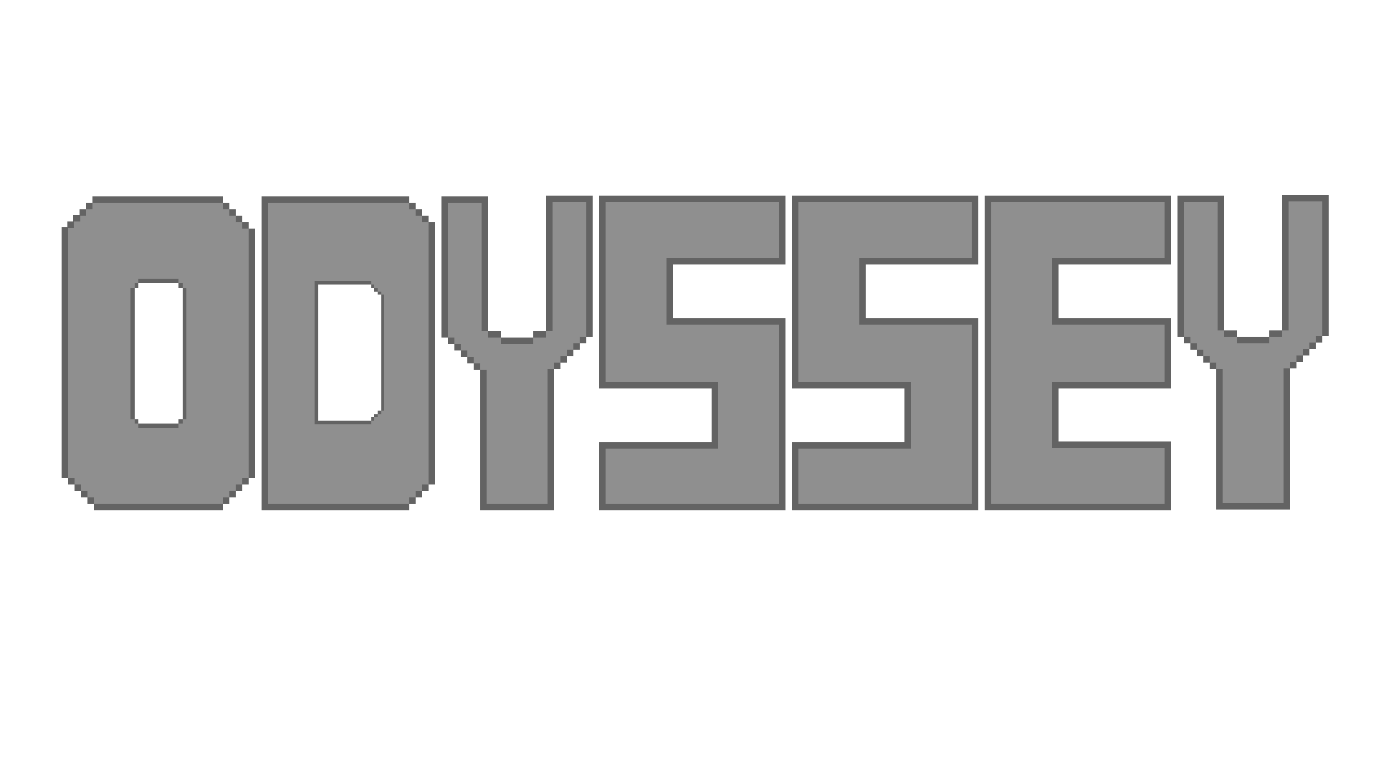
Game Design Document Template

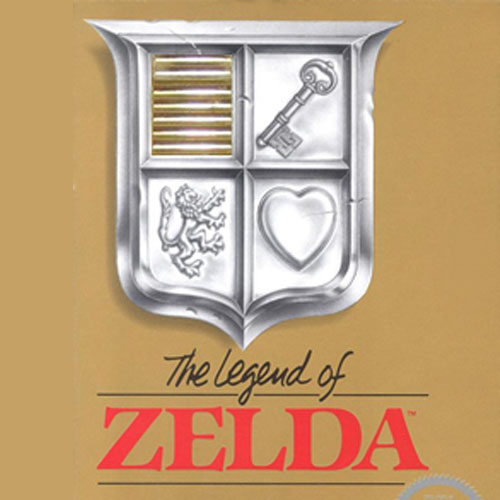
ODYSSEY

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Introduction:

Welcome to ODYSSEY! A 2D Sci-fi, Adventure, RPG Game that has an 8-bit/16-bit theme to it. The gameplay is designed to be a classic 2D top-down game where the player talks to NPCs for quests and ultimately survive the trials. The game took inspiration from games such as Hyperlight Drifter and the classic Legend of Zelda games.



Game Atmosphere:

The atmosphere of the game has a mysterious and dark theme to it, somewhat cheery feel when meeting the first characters. Our hero (player) crashlands in a mysterious planet where he meets mysterious stranded characters who were already there before him. The game is composed of 3 levels; 1st level (1st scene) is where the player meets the other characters and get to know them; 2nd Level, player fights the henchman as well as the beasts in the area; 3rd Level is the boss fight of the game. The characters of the game are well loved and is based on the group of friends the game producers have in real life, called The No Names. The art design of the characters as well as the environment are meant to be in 8-bit to 16-bit.

## 

Story:

The year is 2156, Year of the Sun. Our hero’s ship and crew have been lost to a devastating attack from a Strigidian Solis cruiser deep in uncharted space. He escapes in a shuttle but is then pursued and shot down by fighters. The shuttle then crashes on a planet, but unknowing to the fighters, he survives the crash. This is where he meets other people stranded within the planet; The Virtuoso and Pink Rabbit. Our Hero then finds out about 2 more survivors within the planet but they have been consumed by the Polypheletic Disease, (Polypheletic – based on the group of hallucinogenic mushrooms), he then tries and save them but is then greeted with hostility.

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Gameplay:

The game is composed of 3 Levels; the intro scene, mini boss fight with minions, and the boss battle. The controls of the game use the arrow keys for movement and the spacebar to shoot. The Game elements of the game includes interacting with the characters, accepting quests, story driven and survival. The game ends when the final boss is defeated. The game is fun because of the lore and story behind these characters. It also pays homage to classic retro games which gives a nostalgic feel to the player.

Level Design: Shown without NPCs

1st Level



2nd Level

3rd Level (Final)

## 

Title and Information Screens:

Clicking new game will transition to a scene where it shows the crashing shuttle of our hero. The crashing scene then transitions to the 1st Level

Main Menu Crash Scene



1st Level

Scope:

We initially aimed to finish a full working game by the end of the course but as time progressed we found it hard to balance school work with our regular jobs so we decided to build at the very least a preview or an uncomplete game where it shows the elements of what our game would be.

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| **GAME DESIGN TIMELINE** | | | | | |
| TASKS | March 2018 | April 2018 | May 2018 | June 2018 | July 2018 |
| Character, Art Design and Research |  |  |  |  |  |
| Implementing Tilesets, Characters to unity |  |  |  |  |  |
| Level Design |  |  |  |  |  |
| Program Gameplay |  |  |  |  |  |
| Enemy Scripts |  |  |  |  |  |
| Game Testing |  |  |  |  |  |
| Bug Tests |  |  |  |  |  |

We still aim to finish the game even though the course is finished and will to continue on game testing as well as bug fixes and filling the missing gaps to finish this mini project