

A Narrative & Adventure Game Combined Mental Health/Human Body Theme Park

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Overview

Theme / Setting / Genre

The game's current theme is around how the brain works. Educational and playful. To design the human body as a theme park and to show how the body works

Core Gameplay Mechanics Brief

The game is going to be similar to another called *Florence*. *Mini games, that have an overall narrative as the player moves through different chapters of the game. Very easy and no winning or losing*

- Targeted platforms

Desktop Computers Mac/PC / Mobile? Apple/Android?

Project Scope

- <Game Time Scale>

Four weeks until MA hand in, and crits for us.

- <Team Size>

Mingyi Liu- Games Design& Arts

Yunke Wang- Games Design& Engineering

Ziyu Yun- Games Design& Arts

Shih Kai Chuan- Narrative Design& Arts

Anlin Liu- Games Design& Arts

Peiwei Luo- Games Design

Dereck De Abreu Coelho- Music/Sound Supervisor

Will- Sound?

Jingya- Sound Effects

Influences (Brief)

- <Influence #1, #2, #3, etc>

The game is heavily influenced by a game called *Florence* which shares similar graphics and gameplay.

The elevator Pitch

This game allows the user to enjoy a laid back experience that is educational and captivating. Guide your character on screen and transform the human body while dictating what amount of chemicals are needed to achieve success.

Project Description (Brief):

<Two Paragraphs at least>

<No more than three paragraphs>

Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

What sets this project apart?

- <Reason #1, #2, #3, etc.

Core Gameplay Mechanics (Detailed)

Game mechanics determine how the player interacts, the level of complexity, and even how easy or difficult the experience is.

- <Core Gameplay Mechanic #1, #2, #3, etc. >
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/

Story and Gameplay

Story (Brief)

<The Summary>

Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<You can use Mind Mapping software to get your point across>

Gameplay (Brief)

<The Summary version of below>

Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

Assets Needed

- 2D

- Textures
 - Environment Textures
- Heightmap data (If applicable)
 - List required data required - Example: DEM data of the entire UK.
- Etc.

- 3D

- Characters List
 - Character #1, #2, #3, etc.
- Environmental Art Lists
 - Example #1, #2, #3, etc.

- Sound

Music, Five tracks for each level

- Outside
 - Scene 1
 - Scene 2
 - Scene 3
 - etc.
- Inside
 - Scene 1
 - Scene 2
 - Scene 3
 - etc.

- Sound List (Player)
 - Character Movement Sound List
 - Example 1, Example 2, etc.
 - Character Hit / Collision Sound list
 - Example 1, Example 2, etc.
 - Other sounds
 - Example 1, Example 2, etc.

- **Animation**
 - Environment Animations
 - Example, etc.
 - Character Animations
 - Player
 - Example, etc.
 - NPC
 - Example, etc.

- **Code [optional]**
 - Character Scripts (Player Pawn/Player Controller)
 - Ambient Scripts (Runs in the background)
 - Example, etc.
 - NPC Scripts
 - Example, etc.

Schedule [You can add here your Trello board or similar]

- <Music>
 - Time Scale
 - Week 1 create demos - Week two receive feedback -
- <Objective #2>
 - Time Scale
 - Milestone 1, Milestone 2, Etc.
- <Objective #3>
 - Time Scale
 - Milestone 1, Milestone 2, Etc.