Game Design Document for:

Bob The Blob

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1.0 Revision History

<As you revise the document, list what was changed and when it was changed>

Version	Description
1.0	Initial document
2.0	Updated Game overview

2.0 Game Overview

2.1 High Concept

<A two or three sentence description of your game>

Bob the Blob (BTB) is a stylized 3D platformer that will be played from the 3rd Person Perspective. In BTB you will play as Bob, an adorable blob, and together you will explore the Kingdom of Blob-em, solving puzzles and defeating enemies along the way. BTB will utilize a bright neon colour palette along with soft rounded objects to create a fun and colourful environment for the player to explore, and will have simple to use mechanics, and use minimal HUD elements.

2.2 Synopsis

<This section should be approx. 1 page, and describe what the core gameplay loop is without detail, and emphasize the unique selling points of the game>

2.3 Pillars

<Simple key phrases for what the core game experience should be>

- Blob-like
    - Remember we are building a Blob world, make sure there are no sharp edges used in models.
- Fun
    - We are creating a fun, and relaxing experience.
    - Puzzles should be challenging but not require a Rocket Surgeons Degree to complete (the simpler the puzzles, the more the obvious solution is overlooked)
    - Players should want to play this game TO HAVE FUN
    - Controls should be simple – ie the use of one button per move/task, or at most a direction + button
- Clever
    - The game needs to engage with players across multiple age groups while retaining its ‘cute’ and younger aesthetic. Be clever and not overt with adult humour.
- 3D Platformer w/ 3rd Person Camera
    - We are making a game like Spyro/Mario Odyssey
        - Scale of environments should be similar

        - Player Controlled Camera
- Minimal HUD
    - We want the player to be able to get most of the information they need during play from Bob himself
        - Bobs size will represent his Health
    - Quest marker/arrow may be used if appropriate
        - Could be switched out for a mini map in corner of the screen or as part of the pause menu

2.4 Genre

<This is a body of text and should be elaborated>

Game will be a 3D platformer with a player controlled 3rd Person Camera. BTB will be set in a fictional fantasy world built for the game. The world will have its own aesthetic, with all objects having a 'blobby' feel and look to them, along with a bright neon colour palette.

2.5 Target Demographic

<Age, gender, casual/serious/competition etc.>

Age group will be 7+

All genders

Very casual gamer, as well as 'Achievement Hunter' players

3.0 Mechanics

3.1 Movement/abilities

This is a body of text and should be elaborated

Base Movement:

Run - Bob will be able to move along the X and Z axis, with 360o of control.
Base Speed will be 1 unit / sec.

Jump – Bob will be able to jump vertically along the Y axis. The jump can be controlled during the jump to allow the player to be able to move Bob during platforming levels.
Base Jump height will be 3 units.

Rigidbody physics will be used to control Bob. The gravity used will be 20-30% less than normal, ie approx. 7.84-6.86 ms^{-2} to allow Bob to have a floating jump to him, and also allow time for the animations to play out.

Size Changing:
2 Ideas to Possibly Implement

Size Changing for Puzzle Solving
Bob will be able to change sizes in order to complete specific tasks.

Size Changing to represent Health
When Bob is damaged his size will reduce. 3 stages:

- Large – Full Health
- Medium – Half Health
- Small – Low Health

4.0 Items

<Things you can 'pick up' to improve an attribute (health, armour etc.) or bestow new or different abilities, gun, bomb, shield etc.>

Item	Description
Trophy	The Trophy will be required to complete the level. Position – The Trophy will be placed at the top of the mountains, the mountains will make up a simple platforming stage. Model: - Trophy will be floating at the top of the mountains (approx. 1m off the ground) - Trophy will have a bright glow shader to it to allow it to be seen from across the map - Trophy will be animated with a simple slow spin around the Y axis, to further attract the players attention -Trophy should look solid gold Player can move through the Trophy to pick it up.
Star	The Star will activate when the Trophy has been picked up. Position - The Star will be placed across the river at the 'End' of the Level that will be on the opposite side of the map from the players spawn. To access to Star the player will have to traverse a simple jump course across crate to make it across the river. Model: -Star will activate once the player has been retrieved the Trophy -Star will be large, approx. 3x3m -Bright shader and pulsing glow (to attract attention) -Yellow

5.0 Game Flow

INSERT FLOW CHART

5.1 'Mission' / 'Level' structure

Level will be open world with free exploration. There will be 2 objectives to complete within the level to complete it.

Geography/Topography:

- The level will be set in a field
- Small mound and slight undulations
- One 'set' of 'mountains' for platforming stage

Points of Interest for the Player:

- House (for aesthetics/immersion)
- The House will be surrounded be a small forest
- Mountains (platforming stage)
- Medium hill (mountains will be set atop)
- River
- Crates in River (for jumping stage)

5.2 Objectives

What does the player try to accomplish on each level/mission?
This is a body of text and should be elaborated

To complete Objective 1 the player will have to acquire the Trophy. The Trophy will be set atop a platforming stage made out of 'mountains'. Once the player has completed Objective 1, Objective 2 will activate, and a Star will appear. The player will then have to traverse a jumping stage, using crates to cross a river. Once the player touches the Star the level is complete.

6.0 Story and Characters

6.1 Characters

Player's character and any other characters in the story. This is a body of text and should be elaborated

Bob – The main character and hero of the game. Bob will be an adorable blob with a face. Bob is brave, smart and witty, not only can he fight but he can also solve puzzles.

6.2 Storyline

This is a body of text and should be elaborated

Bob will be out to save the Kingdom of Blobem from the Evil Dairy Queen.

7.0 Levels

Describe the levels, draw a sketch of the level and indicate important features/behaviours/goals/objects
This is a body of text and should be elaborated

7.1 Level 1

<brief overview>
The single level provided is described in section 5.1

7.1.1 Features

This is a body of text and should be elaborated
The level will feature 3 parts:

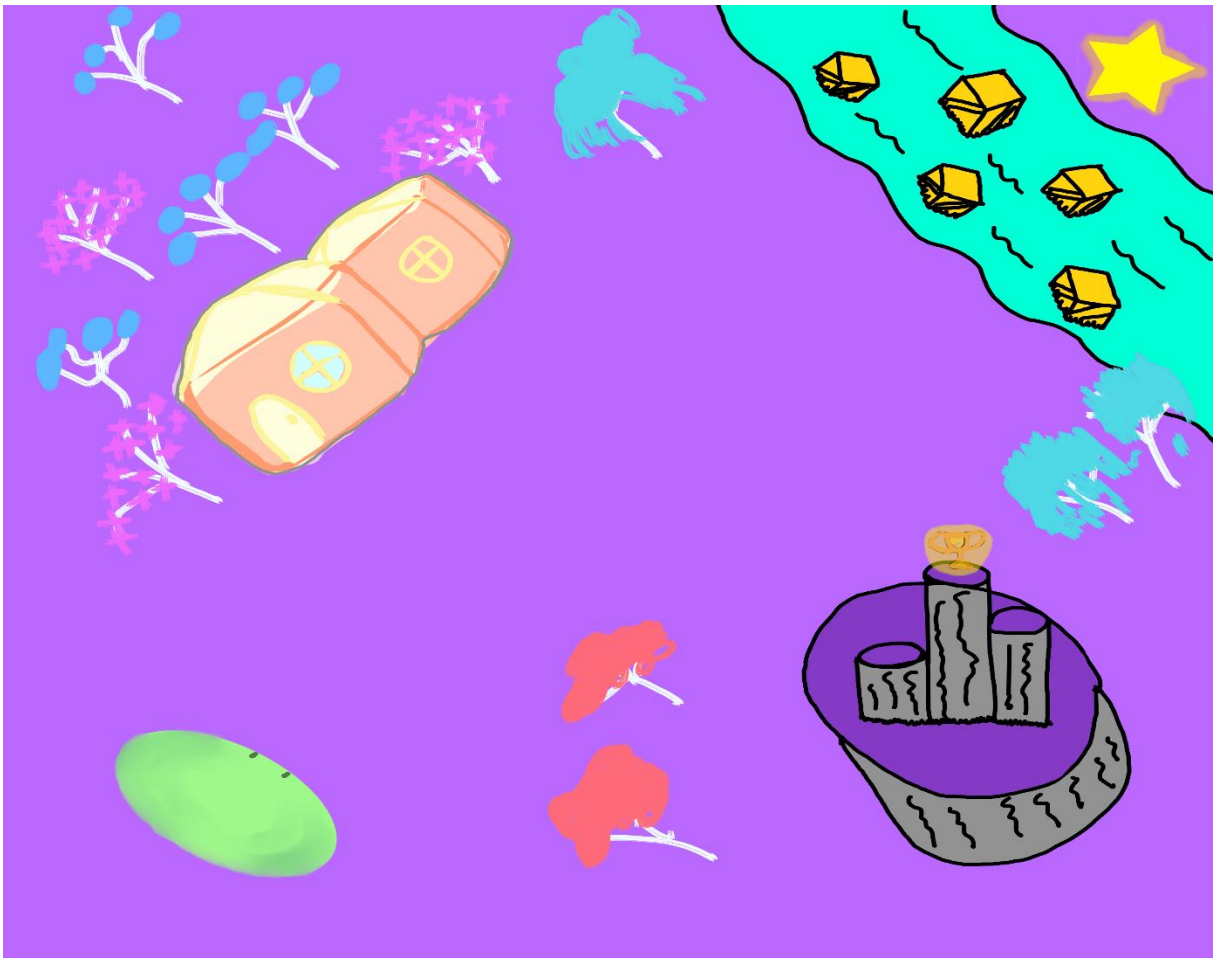
- Platforming
    a. Vertical Jumping to reach Objective 1
    b. Horizontal Jumping to reach Objective 2
- Exploring
    a. The player will be free to explore the level for immersion.

7.1.2 Aesthetic/setting

This is a body of text and should be elaborated
The aesthetic for the game will be:

- Cute
- Bright neon colour palette
- Soft rounded edges on all objects
- Blob-like structures (again soft rounded objects)

Setting for the level will be a field, with a river across cutting across one corner, a house surrounded by a small forest and a set of mountains.



8.0 Interface

Menu system will be outlined in the following flowchart.
<draw flowchart for any menus/screens>

8.1 GUI Elements

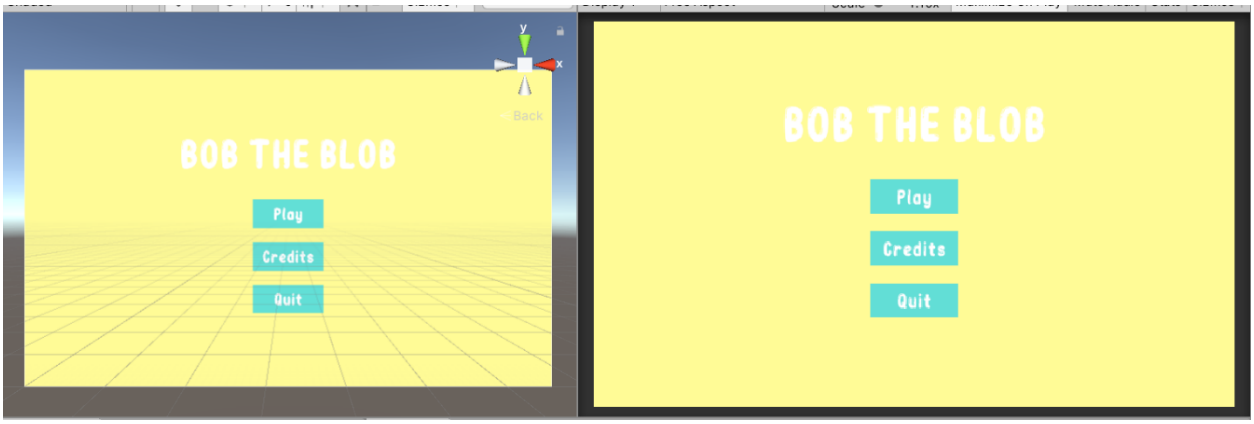
8.1.1 HUD

This is a body of text and should be elaborated
Include diagrams
BOB will feature minimalistic HUD elements. The only HUD element will be the notification to the player that they have picked up Objective 1, whereby a small trophy icon will appear in the top right of the screen.

8.1.2 Menus

1 Menu will be available in the test build.

Menu :
Start Menu - This will be the Primary Menu for the Game and will be the first one shown to the player, and will also be the menu presented to the player when the game is paused.



8.2 Camera

Describe the camera, how it moves, perspective/orthographic etc.
This is a body of text and should be elaborated
The camera used will be an elevated 3rd person perspective camera, that will have 360° range of motion. The camera will have a set point behind Bob (approx. 2m above), but will also be player controlled, to allow the player to look around the world.

8.3 Controls

Keyboard, tablet touch/swipe/tilt, joystick, mouse etc.

Controller/Keyboard.

	Keyboard	**Controller (Xbox Layout)**
Camera	Mouse	Right Joystick
Movement		
Forward	W	Left Joy ↑
Back	A	Left Joy ↓
Left	S	Left Joy ←
Right	D	Left Joy →

Action		
Jump	Spacebar	A

9.0 Art Style and Aesthetic

Refer to the Art Style Guide

9.1 References

This is a body of text and should be elaborated

Adventure Time and Fall Guy: Ultimate Knockout will be a reference for the environmental art.

Adventure Time for the architecture of houses and buildings, as well as the shapes of trees, mountains, cliffs, boulders and other environmental objects that can be used to populate the world.

Fall Guys for the rounded soft 'blob like' objects and design.

The colour palette used will be a mix of the bright neon colours of Fall Guys with the pastel colours of Adventure Time.

Spyro The Dragon/Mario Odyssey will be a reference for level/puzzle design and layout.

9.2 Lighting

This is a body of text and should be elaborated

The level will be set in dust/dawn. With the rising/setting sun being placed behind the House. The sky will darken through the rest of the level and will be darkest near the mountains/cliffs (Objective 1). There will be a light probe used around the scene and directional lighting used to create a dusk/dawn effect, originating form the sun behind the House.

9.3 Pipeline

This is a body of text and should be elaborated

At the request of the programmer the Universal Render Pipeline will be used.

10.0 Release Details

10.1 Editor/Engine

<Unity/Unreal/Cry/Proprietary>

Unity – Engine
Maya – 3D modelling

10.2 Platforms

<Describe what platforms the game is to be released on>

PC only

11.0 Sound

This is a body of text and should be elaborated

11.1 Music

This is a body of text and should be elaborated
List music clips and where they're used. Title screen/Level 1/Loading etc.
Possible Ideas for Music Theme:

- 8 bit
- Happy electro (Lego Movie/Fall Guys)

11.2 SFX list

List all sound effects and where they're used

	SFX
Base Animation	Pulsing Blob sound
Movement	Shuffling
Jumping	
Jump	Boing (similar to Mario?)
Landing	
Objective Complete	Elaborate Ringing (Harp)
Menu Open/Exit	Deep Click
Selecting in Menu	Ding
Moving in Menu	Soft Quick Click

12.0 Budget

Research

Expenses

The average wages for game developers ranges between $50k–$70k across the disciplines, based on data from glassdoor.com.au. Assuming all six team members would be paid an even $60,000AUD per year each, that comes to $1,154AUD per week (rounded up).
Total salaries come to $9,232AUD each for the eight-week period.

Assuming the team's location across the world remains the same, all working remotely from home with no centralised studio office, no additional rent/lease fees are included.

Total

Estimated total $55,392AUD