

Assignment 2 - Papers please GDD - Kallem G Thomas

by Kallem Thomas

Submission date: 12-Dec-2023 12:14AM (UTC+0000)

Submission ID: 218873455

File name: 49116_Kallem_Thomas_Assignment_2_-_Papers_please_GDD_-_Kallem_G_Thomas_546291_1086456869.docx (2.44M)

Word count: 2429

Character count: 11858



Party hard ^[1]

INTENDED PLATFORMS

Android, Fire OS, Nintendo Switch, iOS, Linux, Microsoft Windows, OS X, Xbox One, PlayStation 4.

TARGET AGE / DEMOGRAPHIC OF PLAYERS

Even though some of the contents of party hard will have sexual references, the game will be marketed towards consumers that are in their late teenage years or early adulthood

The player base that we will be targeting are the players who love to be stealthy in their games, players that love setting up elaborate traps to achieve their goal. The players that would be targeted would be casual strategists as you don't need to be 10 steps ahead of your opposition.

INTENDED PEGI / ESRB RATING

Since our publisher, tinyBuild [2], is based in Bellevue, Washington, our rating system will be of the ESRB system. But as it does have the sexual references the game will be M rated. [3]

Since the ESRB rating is M rated, the UK equivalent would be PEGI 18. This is because the rating is for a game that has motiveless killing, depiction of gross violence or violence towards defenceless characters. In our case it would be the violence against defenceless characters. [4]

CONTRIBUTING TEAM MEMBER:

Kallem G Thomas

SECTION 1: TITLE PAGE

Scott Rogers 'Ten-Pager' Template



SECTION 2: GAME OUTLINE

SECTION 2: GAME OUTLINE

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: 2 TEN-PAGER TEMPLATE

GAME STORY SUMMARY

The player is a man, known as Darius, commits mass murder through-out USA, the reason behind the killings being that Darius (The player) is sick and tired of the parties and instead of making a noise complaint, he feels as if it is better that he uses his trusty knife and trap skills to eliminate these parties through-out USA.

GAME FLOW

A top-down pixelated Mass murder simulation where Darius eliminates parties across USA to get some peace.

CONTRIBUTING TEAM MEMBER:

Kallem G Thomas

SECTION 2: GAME OUTLINE

Scott Rogers 'Ten-Pager' Template



SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

Scott Rogers 'Ten-Pager' Template



CHARACTER APPEARANCE



CHARACTER DOSSIER / DETAILS *(Add/adjust categories as appropriate)*

NAME:	Darius
GENDER:	Male
SPECIES:	Human
AGE:	Unknown [5]

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

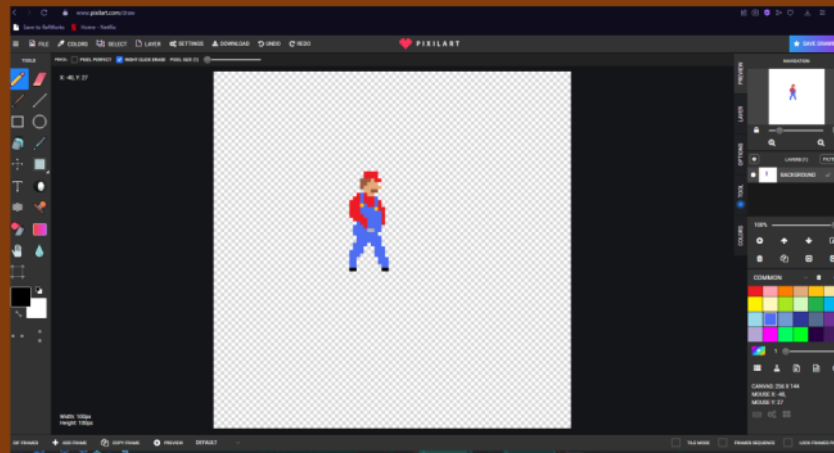
CHARACTER'S BACKSTORY

Darius was trying to get some sleep one night when his peace was ruined by Teenagers partying, this sets him off to the party to eliminate the people and the party. He uses his knife to get up and close to the targets, but he can also set off traps to eliminate the partiers. When he successfully eliminates everyone, he parties, HARD.

CHARACTER CONTROLS / PLAYER CONTROLS

The player can use the "WASD" controls for up, down, left and right movement or the left joystick on console. They can also use the Arrow keys if preferred. To use the knife, the player can either use the 'E' or 'J' key on their keyboards, X on controller. To pick up a body, the user can use the 'R' or 'L' key on keyboard, or B on controller. To start dancing, the user can hold down the 'Q' or 'K' key while it is the A button on controller. To sprint, the user can use both 'LSHIFT' or 'RSHIFT', on controlled it should be Right Trigger. To use a trap, you must get close enough to the trap until it says use trap, and then by selecting either 'SPACE' or 'I', or Y on console, the trap will be set off. The player will sometimes come across items to aid their rampage, to use these items after being picked up, the player will be required to use the 'F' or 'RETURN' key or the right bumper on controller. By "Listening", using the 'LCTRL' or 'RCTRL' keys, left trigger on console, the player can see the traps that Darius can set off, as well as being able to see if anyone is in the line of sight of a possible kill. [6]

CHARACTER APPEARANCE



SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

CHARACTER DOSSIER / DETAILS *(Add/adjust categories as appropriate)*

NAME:	Mario
GENDER:	Male
SPECIES:	Human

CHARACTER CONTROLS / PLAYER CONTROLS

Mario is a character that when using shortcuts through the map when being hunted by the police, such as if a window is broken, Mario will appear through the sewers or toilet and will board up the escape route, making it unusable

CHARACTER APPEARANCE

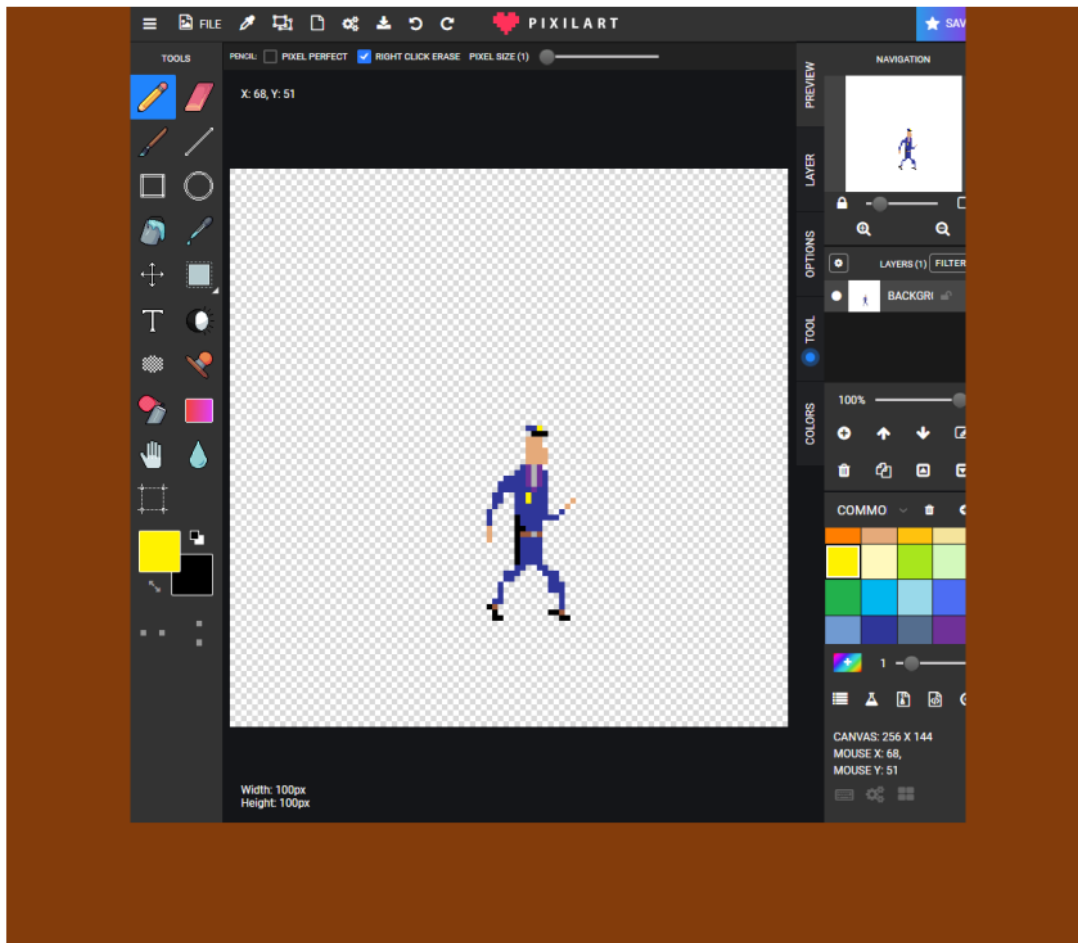
SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

3



CHARACTER DOSSIER / DETAILS *(Add/adjust categories as appropriate)*

NAME: police

GENDER: Male

SPECIES: Human

CHARACTER CONTROLS / PLAYER CONTROLS

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

3

The police show up whenever a partygoer uses the phone, The party goers will only call the police when a dead body is seen, if the player is next to the body, then the police will hunt the player down, this can also be used to make other partygoers suspects and would count as a player kill.

CONTRIBUTING
TEAM MEMBER:

Kallem G Thomas

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

Scott Rogers 'Ten-Pager' Template



SECTION 4: GAMEPLAY

SECTION 4: GAMEPLAY

Scott Rogers 'Ten-Pager' Template



SEQUENCE OF PLAY

Party hard will be a level-based game in where the end goal in each is to have killed everyone in some way or form. The levels should be different each time with differentiating traps within the levels, such as in level 1 you can call a pizza place and the car will run over anyone in its path but in level 2 you can set off a car that is located within the garage. Each of the levels will have their own theme, the first level will be a regular teenage party that sometimes changes a specific room in the top right side of the level.

SECTION 4: GAMEPLAY

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

4

CONTRIBUTING TEAM MEMBER:

Kallem G Thomas

SECTION 4: GAMEPLAY

Scott Rogers 'Ten-Pager' Template



SECTION 5: GAME WORLD

SECTION 5: GAME WORLD

Scott Rogers 'Ten-Pager' Template



GAME WORLD

The first level would be a teenage house party, after the player kills everyone, that is when the user wins, Each party afterwards has its own theme and place.

LOCATION DETAILS

NAME:	<i>Teenage party</i>
WHAT DOES IT LOOK LIKE?	<i>Bright house party</i>
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	<i>We would like the player to feel enjoyment and thrill while going around the party.</i>
WHAT KIND OF MUSIC WILL BE USED FOR THIS LOCATION?	<i>Retro music</i>
HOW ARE THE LOCATIONS CONNECTED IN THE GAME WORLD?	<i>Each level is unlocked by completing the previous level, starting at level 1, the teenagers party.</i>

LOCATION DETAILS

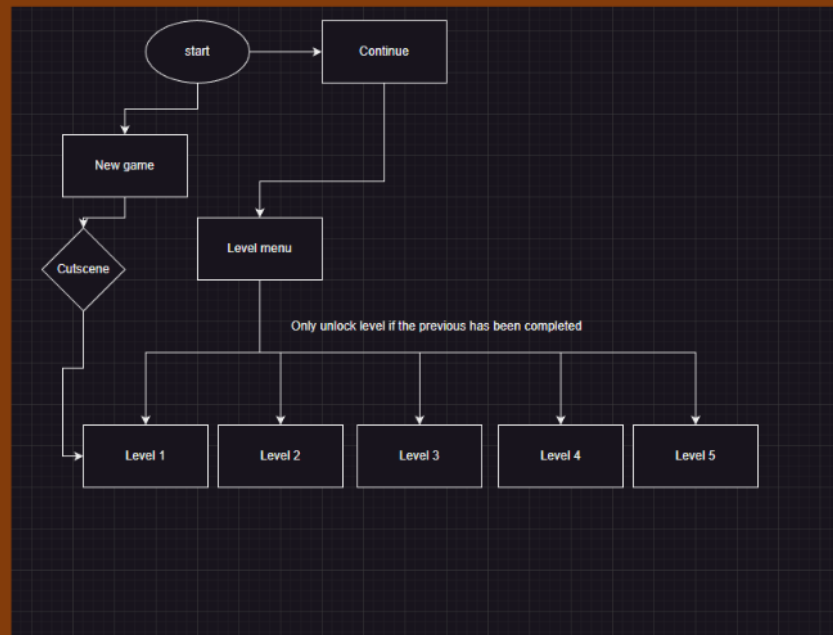
NAME:	<i>Biker</i>
WHAT DOES IT LOOK LIKE?	<i>Western type level</i>
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	<i>We would like the player to feel enjoyment and thrilled</i>
WHAT KIND OF MUSIC WILL BE USED FOR THIS LOCATION?	<i>Retro music</i>
HOW ARE THE LOCATIONS CONNECTED IN THE GAME WORLD?	<i>Each level is unlocked by completing the previous level, starting at level 1, the teenagers party.</i>

SECTION 5: GAME WORLD

Scott Rogers 'Ten-Pager' Template



GAME FLOW



CONTRIBUTING TEAM MEMBER:

Kallem Thomas

SECTION 5: GAME WORLD

Scott Rogers 'Ten-Pager' Template



SECTION 6: GAME EXPERIENCE

SECTION 6: GAME EXPERIENCE

Scott Rogers 'Ten-Pager' Template



GAME EXPERIENCE

The overall theme of the game will be a humorous gory thrilling type, where the player can set off some hilarious traps to murder their victims, such as calling into outer space to have aliens invade the level to kidnap some partygoers which counts as a player kill

HOW IS THIS FEELING GOING TO BE PRESENTED TO THE PLAYER?

This feeling would be brought to the player by having silly traps that will lead to someone's death, or multiple deaths, such as setting a gumball machine to blow up.

ARE THERE ANY SPECIAL MODES OR INTERFACES FOR GAMEPLAY?

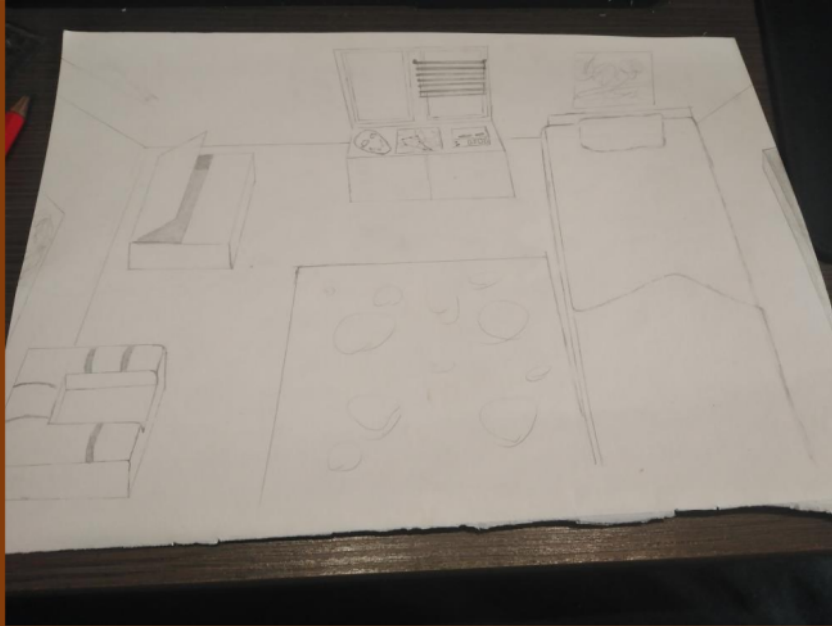
There will be special character unlocks so that the player can choose other characters to play as with special traits.

WHAT DOES THE PLAYER FIRST SEE WHEN THEY START THE GAME?

When the player enters the game, there should be some credits to the creator and publisher, afterwards we enter Darius' room, this is where the main menu is.

SECTION 6: GAME EXPERIENCE

Scott Rogers 'Ten-Pager' Template



WHAT EMOTIONS ARE MEANT TO BE INVOKED BY THE GAME?

We would like our audience to feel thrilled and happy while having fun throughout the game but to also have some challenge as to where the game isn't as easy as can be as this will become boring.

HOW ARE MUSIC AND SOUND GOING TO BE USED?

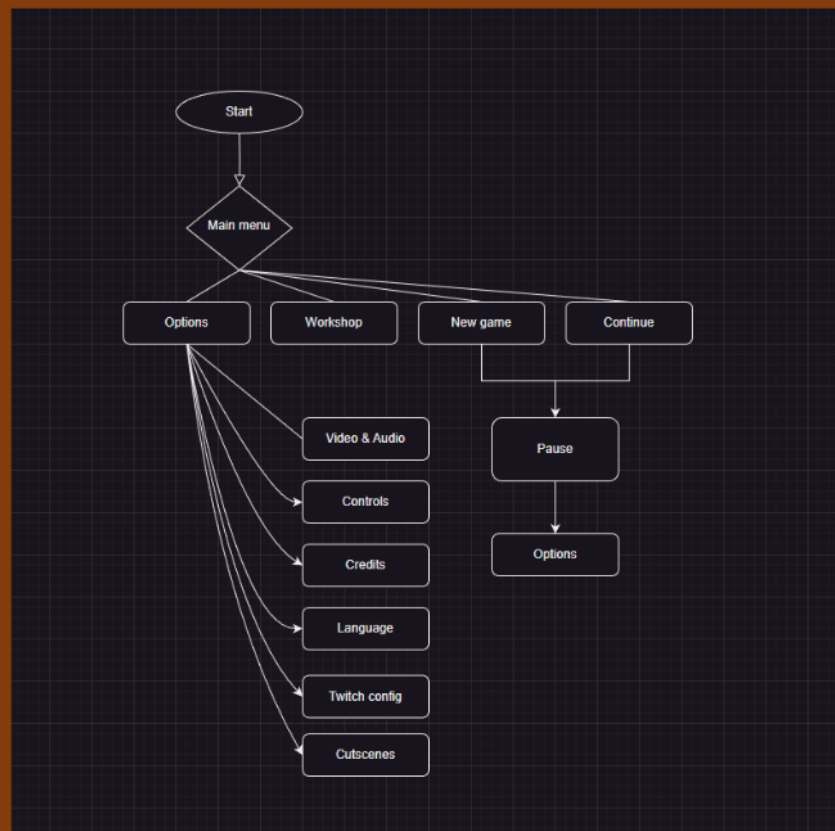
SECTION 6: GAME EXPERIENCE

Scott Rogers 'Ten-Pager' Template



The main menu will have its own music system, some songs sound retro like, most of which sound like songs that you would hear at a party, this fits the game because the player must go around parties, murdering others. Merging the sounds of the screaming along with retro style music induces the player to have fun while murdering partygoers, while it also induces a thrilling experience. [7]

HOW DOES THE PLAYER NAVIGATE THE SHELL MENUS/ SCREENS OF THE GAME?



SECTION 6: GAME EXPERIENCE

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

6

CONTRIBUTING TEAM MEMBER:

Kallem G Thomas

SECTION 6: GAME EXPERIENCE

Scott Rogers 'Ten-Pager' Template



SECTION 7: GAMEPLAY MECHANICS

SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



GAMEPLAY MECHANICS

MECHANIC: *Stab, Small area trap, Calling trap, Directional trap, environmental trap, pick up body*

HAZARD: *Small area trap, Calling trap, Directional trap, environmental trap, police, partygoers*

POWER-UP: *stun, katana*

MECHANIC DETAILS

NAME:	<i>Stab</i>
WHAT DOES IT LOOK LIKE?	<i>The player will quickly jab a knife out</i>
EFFECT ON PLAYER:	<i>If the knife touches a partygoer, it will kill them, dropping their body to the floor</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Whenever in the level, when you click E it will bring out the stab mechanic</i>

MECHANIC/HAZARD DETAILS

NAME:	<i>Small area trap</i>
WHAT DOES IT LOOK LIKE?	<i>This is a small explosion that many object will be able to be set off, but all have the same trap effect.</i>
EFFECT ON PLAYER:	<i>This can also harm the player resulting in either death/game over or a knockout where the player will not be able to move</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Within any level</i>

MECHANIC C/HAZARD DETAILS

NAME:	<i>Calling trap</i>
-------	---------------------

SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

7

WHAT DOES IT LOOK LIKE?	<i>The calling trap will just be a small wall mounted telephone where a random set event would happen within the level, depending on the level, the result of what becomes of the call would have a different randomisation pool.</i>
EFFECT ON PLAYER:	The call itself will not affect the player, however what comes from the call can affect the player, either in death or knockout
WHEN WILL IT FEATURE IN THE GAME?	Any level

POWER-UP DETAILS	
NAME:	<i>Stun</i>
WHAT DOES IT LOOK LIKE?	<i>This is a small grenade that can be collected from an NPC that can show up within the level</i>
EFFECT ON PLAYER:	This will stun a large area of party goers, rendering them unable to move for a period, however it will not kill the party goers.
WHEN WILL IT FEATURE IN THE GAME?	Any level [8]

SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



COLLECTIBLE ITEMS

There will be character unlocks that won't be necessary to progress the game, however the characters will have different abilities, advantages and disadvantages to make the levels have more replay value. By unlocking characters, you will also unlock steam achievements. [9]

CONTRIBUTING TEAM MEMBER:

Kallem G Thomas

SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



SECTION 8: ENEMIES

SECTION 8: ENEMIES

Scott Rogers 'Ten-Pager' Template



LIST OF ENEMIES

The police are an NPC that hunts down either the player or any party goer with a designated sign on top of their heads that look like handcuffs.

Bouncers would be located next to entrances to the party which if the player tries to enter, they will attack and result in a game over to the player.

If a player kills 3 or more police, Special agents will appear and act like the police, they do not run as fast as the police, however they come in pairs and will scout various areas of the level.

ENEMY DETAILS

NAME:	<i>Police</i>
WHAT DOES IT LOOK LIKE?	<i>The police have a full blue uniform and hat to set the enemy apart from the party goers</i>
ATTACKS:	Arrest
WHEN WILL IT FEATURE IN THE GAME?	Anytime a dead body is found by a partygoer and gets to a phone
HOW DOES THE PLAYER DEFEAT IT?	<i>Traps can kill the police</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>They get away from that specific officer.</i>

SECTION 8: ENEMIES

Scott Rogers 'Ten-Pager' Template



ENEMY DETAILS	
NAME:	<i>Bouncer</i>
WHAT DOES IT LOOK LIKE?	<i>The bouncers are big enemies that are always placed near entrances and exits that do not move unless the player gets nearby</i>
ATTACKS:	<i>Beat</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Level 3 onwards</i>
HOW DOES THE PLAYER DEFEAT IT?	<i>The bouncers become vulnerable after seeing a corpse, where the player can run and attack their back, resulting in their death, traps can also kill bouncers.</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>A player counted kill</i>

ENEMY DETAILS	
NAME:	<i>Special agents</i>
WHAT DOES IT LOOK LIKE?	<i>These NPC look like SWAT, they wear full body armour and one of the pair has a shield</i>
ATTACKS:	<i>arrest</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Anytime when 3 or more police have been killed</i>
HOW DOES THE PLAYER DEFEAT IT?	<i>The Player can beat these special agents by outrunning them for a certain amount of time or killed by traps</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>A player counted kill</i>

SECTION 8: ENEMIES

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

8

LIST OF BOSS CHARACTERS

There will only be one boss included in a DLC of the game, The boss would be Boss mike.

BOSS CHARACTER DETAILS

NAME:	<i>Boss Mike</i>
WHAT DOES IT LOOK LIKE?	He looks like a fatter version of the police
ATTACKS:	Arrest
WHEN WILL IT FEATURE IN THE GAME?	After Killing everyone and getting the elevator key in the final party of the DLC
HOW DOES THE PLAYER DEFEAT IT?	<i>Stabbing 5 times will kill this boss</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>Winning the game</i>

CONTRIBUTING TEAM MEMBER:

Kallem G Thomas

SECTION 8: ENEMIES

Scott Rogers 'Ten-Pager' Template



SECTION 9: CUTSCENES

SECTION 9: CUTSCENES

Scott Rogers 'Ten-Pager' Template



CUTSCENE DETAILS <i>(use this table for each unique cutscene you include)</i>	
VISUAL STYLE:	<i>2D pixelated cutscene</i>
BRIEF DESCRIPTION OF SCENE:	An interview with an investigator leads the user into a how it all began tutorial to start off the game.
WHEN WILL IT FEATURE IN THE GAME?	Start of the game.
PURPOSE:	<i>Provide story behind a tutorial</i>
CONTRIBUTING TEAM MEMBER:	<i>Kallem G Thomas</i>

SECTION 9: CUTSCENES

Scott Rogers 'Ten-Pager' Template



SECTION 10: BONUS MATERIALS

SECTION 10: BONUS MATERIALS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 10

BONUS MATERIALS

DLC will be available for the game that will give users extra levels to play.

REPLAY VALUE

There are characters that are difficult to unlock, if players wish to unlock the character, they must replay the game and unlock the conditions to the character

CONTRIBUTING TEAM MEMBER:

Kallem G Thomas

[1] "tinyBuild - shaping the future of video games." <https://www.tinybuild.com> (accessed Nov. 28, 2023). [2] I. Harris, "PEGI RATINGS - What do the labels mean?," 2020. <https://www.cybersafescotland.org/post/pegi-ratings-what-do-the-labels-mean> (accessed Nov. 28, 2023). [3] "Controls - Party Hard." <https://interfaceingame.com/screenshots/party-hard-controls/> (accessed Dec. 03, 2023). [4] "ESRB Ratings | Entertainment Software Ratings Board." <https://www.esrb.org/> (accessed Nov. 28, 2023). [5] "Party Hard (2015-2017) (Windows, Switch, PS4, Xbox One, MacOS, Linux) (gamerip) (2015) MP3 - Download Party Hard (2015-2017) (Windows, Switch, PS4, Xbox One, MacOS, Linux) (gamerip) (2015) Soundtracks for FREE!," Accessed: Dec. 10, 2023. [Online]. Available: <https://downloads.khinsider.com/game-soundtracks/album/party-hard-2015-2017-gamerip>. [6] "Stun Bomb." https://party-hard.fandom.com/wiki/Stun_Bomb (accessed Dec. 08, 2023). [7] "Party Hard Killer." https://party-hard.fandom.com/wiki/Party_Hard_Killer (accessed Dec. 03, 2023). [8] "Unlocking the other 3 characters - Party Hard," Accessed: Dec. 10, 2023. [Online]. Available: <https://gamefaqs.gamespot.com/boards/134262-party-hard/72438523>. [9] "Party Hard (video game)." 2023, Accessed: Nov. 28, 2023. [Online]. Available: [https://en.wikipedia.org/w/index.php?title=Party_Hard_\(video_game\)&oldid=1183067865](https://en.wikipedia.org/w/index.php?title=Party_Hard_(video_game)&oldid=1183067865).

SECTION 10: BONUS MATERIALS

Scott Rogers 'Ten-Pager' Template

Assignment 2 - Papers please GDD - Kallem G Thomas

GRADEMARK REPORT

FINAL GRADE

63/100

GENERAL COMMENTS

1. Engagement With Literature Skills (65%)

Research is evidenced in the submitted work with references and citations included in the GDD. IEEE formatting has been used which is good to see. You can give the bibliography its own heading too – while it's not required in a real-world GDD it's worth doing it here for practice while at university.

2. Knowledge & Understanding Skills (65%)

A good appreciation of the purpose of a GDD is evidenced in the work, with information provided through tables and the GDD template. More use of labelled images might be worth considering to help with clarity.

A good amount of knowledge of the subject matter is shown through the work submitted.

3. Cognitive & Intellectual Skills (67%)

A good analysis is provided for both PEGI/ESRB ratings and demographic. Appreciation is also shown for geographical location, and both rating systems have been researched and cited in the GDD.

A summary and game flow have been provided that summarise the game's premise well. The flow could maybe expand a little more

but it works as an 'elevator' pitch that quickly provides an overview of the game.

Flow diagrams used for the game flow and shell menus are good and show an ability to analyse and deconstruct systems in Party Hard.

4. Practical Application Skills (55%)

The colour scheme used for the tables is a little unusual – the dark text on a dark background presents some challenges with visibility. If you change the colour of the GDD consider making this lighter so that people will be able to quickly see what information is on any given page.

Control systems are documented, though these could benefit from being images of controllers/peripherals that are labelled instead of just text-based – this would be easier for people to follow as a guideline for building the control system as it leaves less room for misinterpretation.

A little more info and detail could be put into the cutscene info, as there are basic forms of storytelling in the game – again, some visuals provided here might make a substantial difference.

5. Transferrable Skills for Life and Professional Practice (63%)

All elements of the assessment have been submitted by the deadline date specified in the brief.

The GDD is good and contains a lot of game information – try more use of visuals as part of the document and you may find the overall accessibility is improved.

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10

PAGE 11

PAGE 12

PAGE 13

PAGE 14

PAGE 15

PAGE 16

PAGE 17

PAGE 18

PAGE 19

PAGE 20

PAGE 21

PAGE 22

PAGE 23

PAGE 24

PAGE 25

PAGE 26

PAGE 27

PAGE 28

PAGE 29

PAGE 30

PAGE 31

PAGE 32
