

Luke Thomas - Game Design Document - 2317980 - Final Draft

by Luke Thomas

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BA Computer Games Design

Game Design and History

Retrofitting Existing Games: Creating A Game Design Document

Luke Thomas

2317980

SECTION 1: TITLE PAGE

Scott Rogers 'Ten-Pager' Template



Streets of Rage

INTENDED PLATFORMS

The intended platform is console; Sega MegaDrive or Similar console variant; as it will be crucial for this game to work on a gamepad over a keyboard and mouse.

TARGET AGE / DEMOGRAPHIC OF PLAYERS

The target demographic for this game will be teenage boys - young adults. This game will have strong masculine characters fighting a series of enemies, with action-packed gameplay to appeal to a masculine market.

INTENDED PEGI / ESRB RATING

This game will be aimed to achieve a Pegi 12 or Teen rating when considering the ESRB, due to the level of violence involved; not including blood or overly graphic scenes. The enemies will be overly exaggerated to bring them away from being of a typical humanoid individual. [2]

CONTRIBUTING TEAM MEMBER:

Luke Thomas

SECTION 1: TITLE PAGE

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SECTION 2: GAME OUTLINE

SECTION 2: GAME OUTLINE

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GAME DESIGN DOCUMENTS: 2 TEN-PAGER TEMPLATE

GAME STORY SUMMARY

The police force is corrupted by a criminal organisation and so the city is host to violence and criminal activity. A group of ex police officers fight through busy streets and crime bosses to find the organisations leader and choose to take him down or join his side. [1]

GAME FLOW

A 2D side scroller beat 'em up game that follows three young ex police officers; Adam, Axel, and Blaze, who want to take on the criminal syndicate that has ruined the fictional American city, Wood Oak, in hopes to take down the syndicate leader Mr. X. [1]

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SECTION 2: GAME OUTLINE

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SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

CHARACTER APPEARANCE

Axel will be a white, blonde muscular man, wearing a white tank top, jeans and a blue tie around his head. The blue tie will represent his old police uniform.

The inspiration focuses between Johnny Lawrence from Karate kid, and John McClane from Die Hard. Subverting the genre, with a police officer with martial arts skills instead of gun training.



Figure 1, Johnny Lawrence Karate Kid, Source: [3]



Figure 2, John McClane Die Hard, Source: [4]

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

NAME:	AXEL STONE
GENDER:	MALE
ETHNICITY:	WHITE - AMERICAN
AGE:	22
HISTORY:	EX-OFFICER
HOBBY:	VIDEO GAMES
ABILITY:	MARTIAL ARTS

CHARACTER APPEARANCE

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

Adam will be a black police officer with short dark hair and a confident smile. Carries himself with a lot of self-pride and is a skilled fist fighter, portrayed through his muscular physique and big arms.

The inspiration focuses between Axel Foley from Beverly hills cop, and Mohammed Ali; the world-famous boxer.

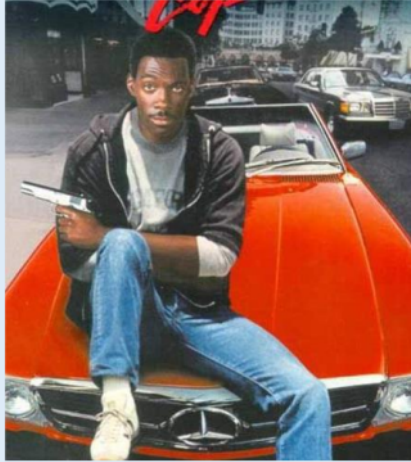


Figure 3, Axel Foley, Source: [5]



Figure 4, Mohammad Ali, Source: [6]

CHARACTER DOSSIER / DETAILS <i>(Add/adjust categories as appropriate)</i>	
NAME:	ADAM HUNTER
GENDER:	MALE
ETHNICITY:	BLACK - AMERICAN
AGE:	23
HISTORY:	EX-OFFICER
HOBBY:	BONSAI
ABILITY:	BOXING

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

CHARACTER APPEARANCE

Blaze will be white, with dark long hair, red lipstick and earrings. She will be slim in physique, skilled with momentum throws and acrobatics, in contrast to other characters who overpower opponents.

The inspiration is a cross between Jill Valentine from Resident Evil and Michelle Yeohs character from Crouching Tiger Hidden Dragon.



Figure 5, Michelle Yeoh, Source [7]



Figure 6, Jill Valentine, Source: [8]

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

NAME:	BLAZE FIELDING
GENDER:	FEMALE
ETHNICITY:	WHITE - AMERICAN
AGE:	21
HISTORY:	EX-OFFICER
HOBBY:	LAMBADA
ABILITY:	JUDO

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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CHARACTER'S BACKSTORY

All three of the playable characters are driven by the same purpose; to stop the crime syndicate from causing further destruction.

I want to incorporate the characters past and interests into the style of play, demonstrated below.

Adam Hunter, skilled as a boxer, will attack mainly with fists and punches. His animations will be heavy, to realistically portray his strength, and emphasise his type of fighting style.

Blaze Fielding, skilled within Judo, so she will utilise kick moves and throws. All her button combos and attacks will prioritise kicks and knee attacks to portray her skill.

Axel Stone, proficient in Martial Arts and will be a combination of the previous two characters, throwing punches and kicks in the combo and have a mixed style of the other choices.

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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CHARACTER CONTROLS / PLAYER CONTROLS



Figure 7, Sega Genesis Controller, Source: [9]

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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Figure 8, Xbox 360 Controller, Source: [10]

Above you can see two diagrams of the control scheme for this game. The first one will be the main controller, while the second one covers most other game pads that could be used for this game.

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SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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SECTION 4: GAMEPLAY

SECTION 4: GAMEPLAY

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SEQUENCE OF PLAY

Opening Menu > Player Select > Character Select.

There will be a total of 8 rounds in which the player will fight through a series of varying enemies in a series of different locations, each round ending with its own boss type.

You will go from one place to another seeing remnants of the city in the distance the further you make it through the game, such as a silhouetted city skyline.

It will also feature set pieces such as classic 80s style arcade streets and buildings with bright neon lights, glowing ports and docks to show any off-land battles and a luxury hotel you fight your way through.

UNIQUE SELLING POINTS (USPs)

The biggest feature would be the two-player co-operative option to go through the entire game with another person. This will increase the number of enemies on the screen at once but will also give each player their own score to put toward the leaderboard.

Players can choose their ending, whether it is defeating the syndicate or defeating the leader and taking his place and controlling the syndicate. If you are playing two players in this game, you also get the opportunity to fight each other depending on the option each player chooses at the end.

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SECTION 4: GAMEPLAY

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SECTION 5: GAME WORLD

SECTION 5: GAME WORLD

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GAME WORLD

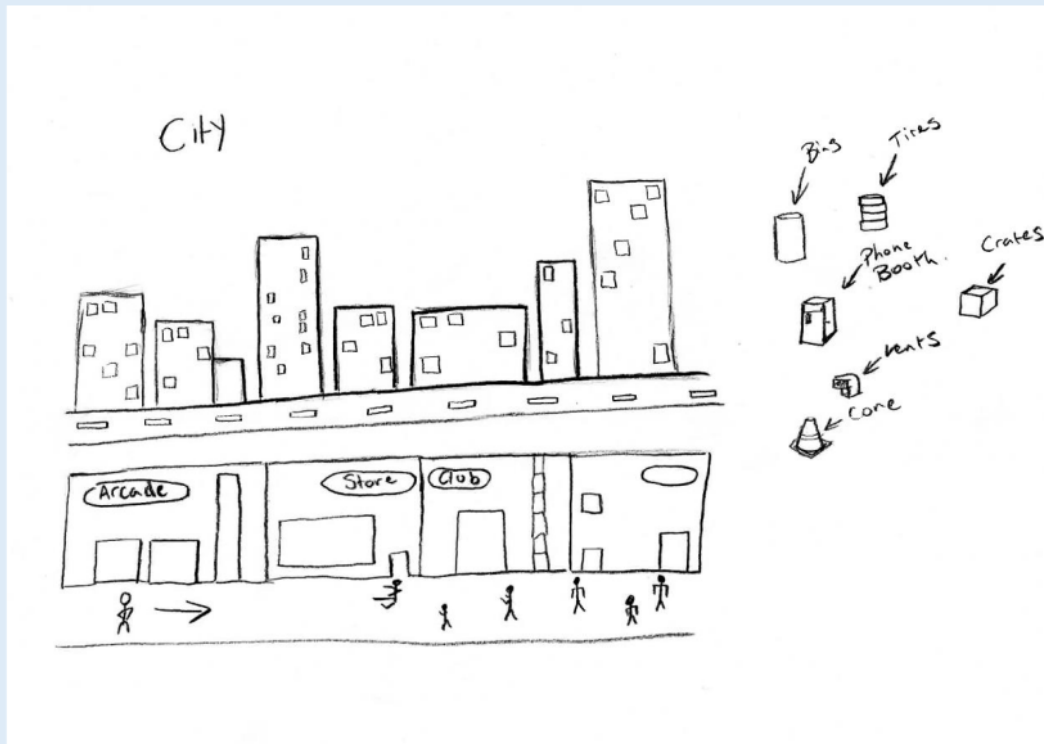


Figure 9, Sketch of Cityscape and Level 1, Source: [1]

The big city silhouette, and a sketch of level one.



Figure 10, Sketch of Beach Level and Dangerous Street, Source: [1]

SECTION 5: GAME WORLD

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 5

A beach themed level on the left with the city in the distance, and a darker more dangerous street level to contrast the first one.

LOCATION DETAILS	
NAME:	Round 1: City Streets
WHAT DOES IT LOOK LIKE?	This round design has lots of neon flashing lights showing different shop fronts, restaurants, and arcades.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	I want the player to feel engaged and thrilled, the light and atmosphere to creating a sense of excitement in the player.
WHAT KIND OF MUSIC WILL BE USED FOR THIS LOCATION?	Exciting, upbeat, synth/hiphop.
HOW ARE THE LOCATIONS CONNECTED IN THE GAME WORLD?	Each location is unlocked by completing the previous round. The player will always start on this location, and progress to the next when completed.
LOCATION DETAILS	
NAME:	Round 2: Inner City
WHAT DOES IT LOOK LIKE?	This round will consist of a lot of broken-down homes and dangerous back allies. Plenty of spray-painted walls, half torn posters and spilt trash cans. The colours will become duller and darker to represent a more dangerous location.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	I want the players to feel a sense of danger coming into a less public and more secluded area.
WHAT KIND OF MUSIC WILL BE USED FOR THIS LOCATION?	Slightly slower than previous, a more mysterious beat, keeping that hip hop beat.
LOCATION DETAILS	
NAME:	Round 3: Beach
WHAT DOES IT LOOK LIKE?	This round will have the characters play on the beach, with the ocean swaying in and out at the bottom of the level. You can see the city skylines in the distance with the lights of the skyscrapers. It will consist of dark blues, and yellows to show the nighttime beach themes.

SECTION 5: GAME WORLD

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

5

WHAT MOOD IS BEING
INVOKED IN THIS
LOCATION?

I wish for this location to feel more secluded than previous, and a sense of danger to increase with this lonesome empty beach.

WHAT KIND OF MUSIC
WILL BE USED FOR THIS
LOCATION?

Bring the tempo back in with a fast-paced beat, like round one.

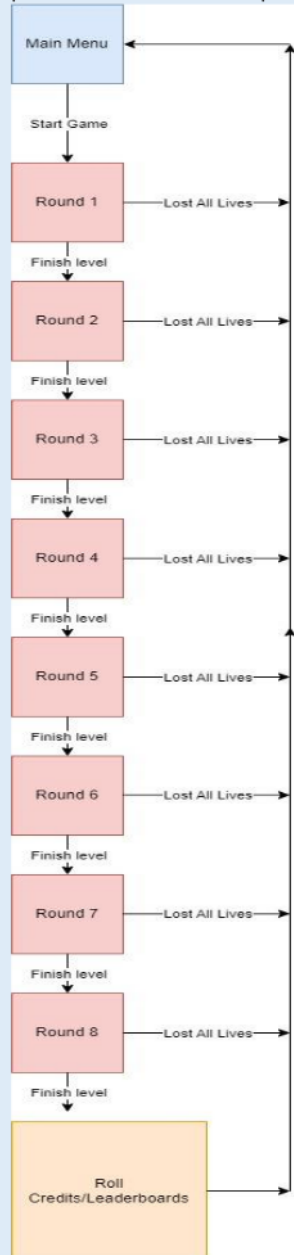
GAME FLOW

SECTION 5: GAME WORLD

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On the left you can see a flow diagram of how the game should be structured, a simple step by step process. You either complete the level or lose and start from the beginning.



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SECTION 5: GAME WORLD

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SECTION 6: GAME EXPERIENCE

SECTION 6: GAME EXPERIENCE

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 6

GAME EXPERIENCE

I want this game to be thrilling, making palms sweat and the body tense. I want to players to worry when seeing a new enemy or boss. I want to represent Hardcore themes, being able to out-battle a wave of enemies and overcome more experienced boss battles as the difficulty increases.

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

In terms of gameplay, the battling against waves of enemies will represent this badass nature. Being able to pick up weapons and use them to attack, throw enemies around and overpower those who are bigger than you. Player's reactions will be tested by having enemies move at them in real time, with small breaks between each round of battles.

ARE THERE ANY SPECIAL MODES OR INTERFACES FOR GAMEPLAY?

Grappling – When within range to grapple someone, the player should enter a grapple mode. In this mode you can mash the attack button to throw in some quick attacks, but you can manoeuvre around the enemy, and throw them away.

Special Ability – Per round the player will have access to one special ability, and can collect more by completing the round, or finding an ability somewhere in the level. The special ability can be used to deal damage to all enemies on the screen.

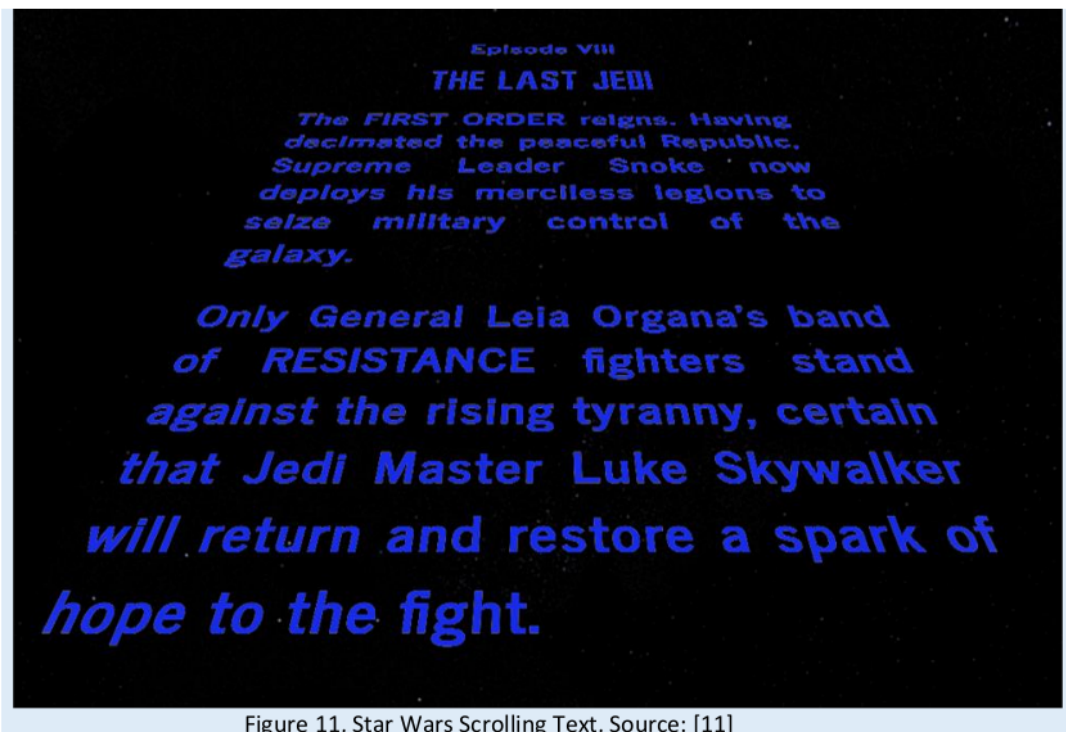
Difficulty – There will be multiple different difficulties to choose from in the options section of the home screen. The options will be Easy, Normal, Hard.

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

When the game opens, the first thing that the players will see is a scrolling wall of text very much like Star Wars, as shown in the reference image below. The wall of text will give the player some background on the current situation that they are in as players.

SECTION 6: GAME EXPERIENCE

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SECTION 6: GAME EXPERIENCE

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After the wall of text, the opening title will pop up. With that city scape in the background, and possibly the different player characters in the foreground, giving a quick insight to the different people the user can play as.

WHAT EMOTIONS ARE MEANT TO BE INVOKED BY THE GAME?

The game will be an action-based fighter, with themes of Power, Heroism, Persistence and Good vs Evil. I want the players to feel a sense of thrill, excitement and accomplishment, being able to reach the end goal and succeed.

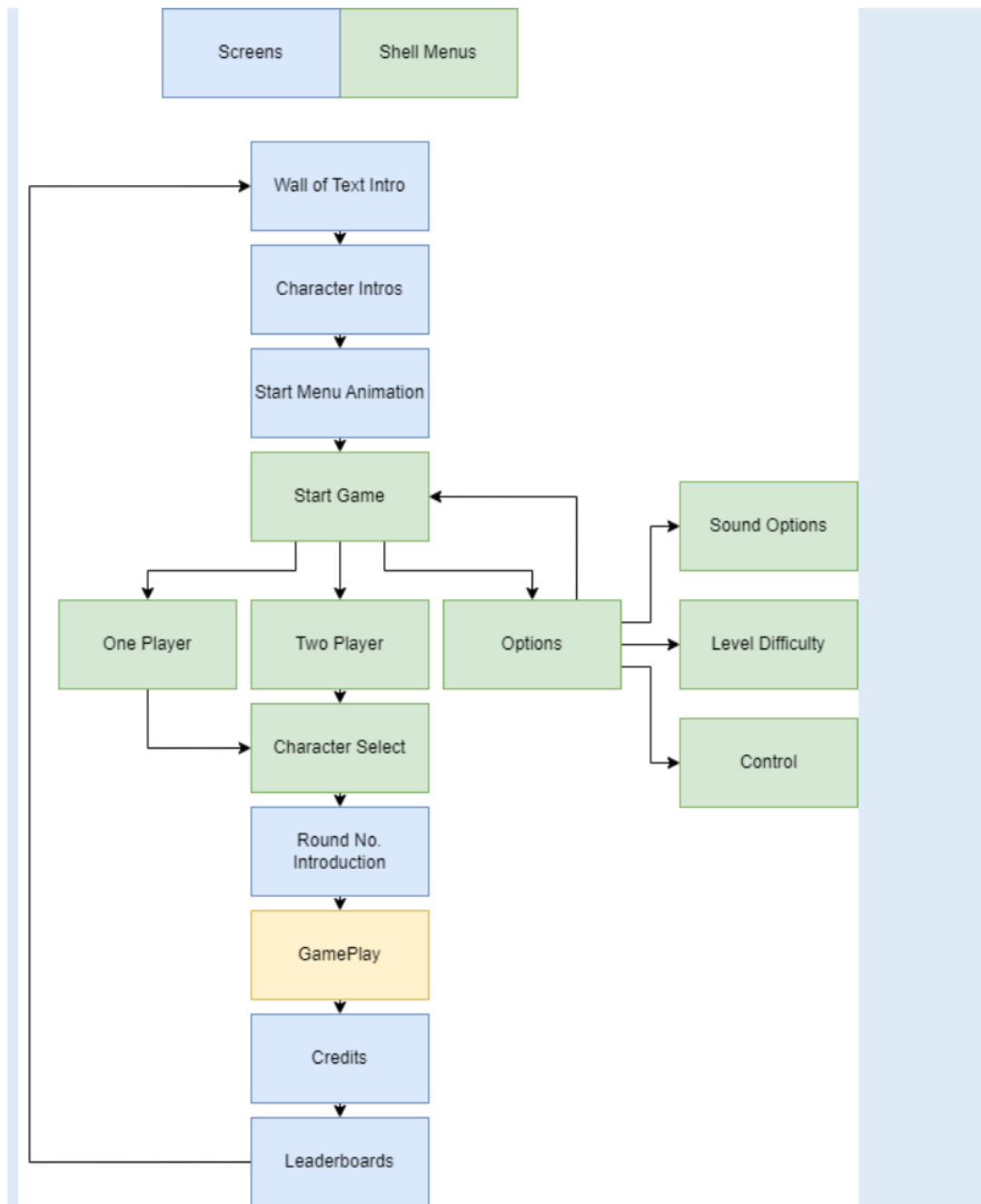
HOW ARE MUSIC AND SOUND GOING TO BE USED?

I want the music to invoke this sense of thrill and rush, an epic score to make the player feel amazing and cool. Then when the boss approaches, I want the music to keep the vibe, but increase the sense of oncoming dread, just to kick it back into gear again while fighting.

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

SECTION 6: GAME EXPERIENCE

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SECTION 6: GAME EXPERIENCE

Scott Rogers 'Ten-Pager' Template



SECTION 7: GAMEPLAY MECHANICS

SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

7

GAMEPLAY MECHANICS

MECHANIC: Destructible terrain pieces will be the main mechanic to consider when designing this game. Objects that are breakable that will drop power-ups.

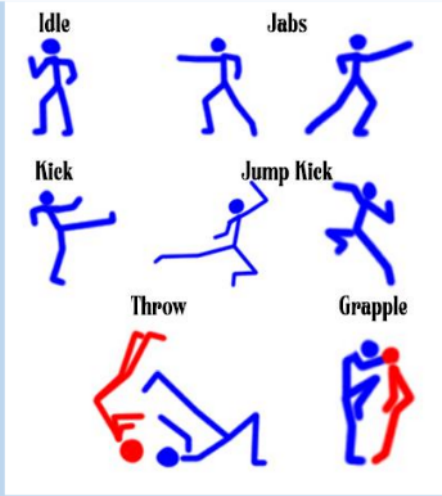
HAZARD: There will be more than just enemies to worry about when fighting through rounds. Environmental hazards such as holes to fall into which will lose health or lives.

POWER-UP: There will be a couple of different power-ups to aid the player through the course of the game, such as ways to regain health, lives or special moves.

MECHANIC DETAILS

NAME:	<i>Destructible Terrain</i>
WHAT DOES IT LOOK LIKE?	Health: This will look like a variety of different objects, such as crates, phone booths or vents.
EFFECT ON PLAYER:	When broken, it will leave behind power-ups for the player to use. Enemies can be thrown into them.
WHEN WILL IT FEATURE IN THE GAME?	It will be scattered throughout the whole game, a few per round.

MECHANIC DETAILS

NAME:	<i>Fighting</i>
WHAT DOES IT LOOK LIKE?	
EFFECT ON PLAYER:	Will allow player to defend themselves and attack enemies to proceed.

SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

7

WHEN WILL IT FEATURE
IN THE GAME?

Immediately on start.

HAZARD DETAILS

NAME:	<i>Bottomless Pit</i>
WHAT DOES IT LOOK LIKE?	<i>A black square hole that the players could get thrown, kicked or stumble into.</i>
EFFECT ON PLAYER:	<i>They will lose a life.</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Not in the early levels, it should show up mid-way through the game to increase risk and difficulty.</i>

HAZARD DETAILS

NAME:	<i>Timer</i>
WHAT DOES IT LOOK LIKE?	<i>It will be constantly ticking down at the top of the screen throughout every round.</i>
EFFECT ON PLAYER:	<i>If it hits zero, the player loses a life, and the timer should start again.</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>It will be present right from the start to always keep the player on edge and control the pace of each level.</i>

POWER-UP DETAILS

NAME:	<i>Extra Life</i>
WHAT DOES IT LOOK LIKE?	<i>It should look like small, pixelated version of the character.</i>
EFFECT ON PLAYER:	<i>It will give them another life to survive the whole game.</i>

SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

7

WHEN WILL IT FEATURE
IN THE GAME?

It will be rarely scattered throughout the game, minimum one per round.

SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



COLLECTIBLE ITEMS

There will be collectable points to pick up throughout the game, which does not influence the game during gameplay.

There will be multiple different types of these collectables to pick up all awarding different number of points.

COLLECTIBLE DETAILS

NAME:	<i>Gold Bar</i>
WHAT DOES IT LOOK LIKE?	<i>It will look like a gold rectangle block.</i>
BENEFIT FOR PLAYER:	It will increase their overall score.
WHEN WILL IT FEATURE IN THE GAME?	It will feature throughout the entire game as things you can find in destructible objects.
CAN IT BE USED AS CURRENCY?	No, it will not be used as a purchasing mechanic.
WILL IT EARN PLAYERS AN ACHIEVEMENT?	You will achieve a higher score on the leaderboards, but no external or internal achievement system will be affected.

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SECTION 7: GAMEPLAY MECHANICS

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SECTION 8: ENEMIES

SECTION 8: ENEMIES

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 8

LIST OF ENEMIES

There will be a variety of different enemies in the game that can be categorised into two different categories. Henchmen and Bosses.

Henchmen: Henchmen will be repeated enemies that are often seen throughout the game's length in different forms with slight varying ability.

ENEMY DETAILS

NAME:	<i>Galsia</i>
WHAT DOES IT LOOK LIKE?	A Jean jacket, denim legwear wearing hoodlum with spiky hair and leather gloves.
ATTACKS:	This regular henchman can do almost anything the player can do, apart from jumping and kicking. A standard three hit combo, grappling, and using weapons.
WHEN WILL IT FEATURE IN THE GAME?	From the start.
HOW DOES THE PLAYER DEFEAT IT?	Dealing enough damage.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	A continuation into the next section of the game.

SECTION 8: ENEMIES

Scott Rogers 'Ten-Pager' Template



GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 8

LIST OF BOSS CHARACTERS

Bosses will be larger and more dangerous enemies with health bars. Harder to hurt and have abilities and move sets unique to them.

The bosses will appear at the end of each level. You will have to defeat each one if the player wishes to progress onto the next level.

BOSS CHARACTER DETAILS

NAME:	<i>Antonio</i>
WHAT DOES IT LOOK LIKE?	A large, white man with a wide chest and shoulders, who is taller than the average man. Wearing double denim and has slick hair with dark glasses. He will also wield a boomerang.
ATTACKS:	Throws boomerang which goes out and comes back. Kicks players back if they come to close.
WHEN WILL IT FEATURE IN THE GAME?	This will be the game's first boss.
HOW DOES THE PLAYER DEFEAT IT?	<i>Getting up close by dodging the boomerang and dealing damage, enough to bring its health to zero.</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>Advance to the next level.</i>

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Luke Thomas

SECTION 8: ENEMIES

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SECTION 9: CUTSCENES

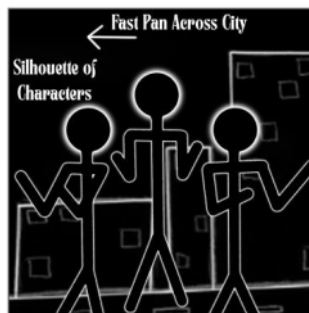
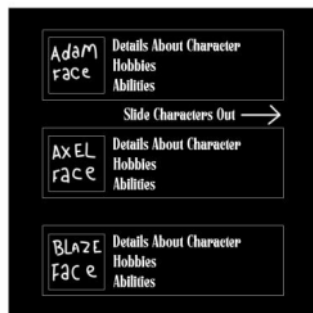
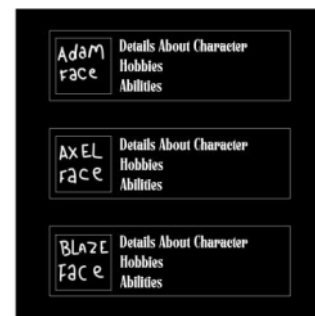
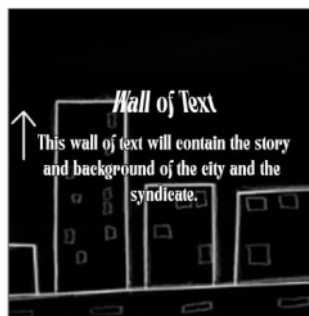
SECTION 9: CUTSCENES

Scott Rogers 'Ten-Pager' Template



CUTSCENES

Opening Cutscene



CUTSCENE DETAILS (use this table for each unique cutscene you include)	
VISUAL STYLE:	2D pre rendered cutscene
BRIEF DESCRIPTION OF SCENE:	The city is slowly panning in the background as the wall of text describes the city's current state, then we meet our three main characters, with names and brief descriptions about each of them before seeing full body shots.
WHEN WILL IT FEATURE IN THE GAME?	The moment the game is opened.
PURPOSE:	The purpose of the cutscene is to introduce the player to the world and the characters, represent the themes and genre and to encourage player engagement.

SECTION 9: CUTSCENES

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

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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

Once the game is completed, the player should unlock and even harder difficulty with harder to beat enemies which also deal more damage.

REPLAY VALUE

The main replay value will come from the Leaderboard system, where you can submit your score at the end of the game with your name attached and it will save your position.

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SECTION 10: BONUS MATERIALS

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SECTION 10: BONUS MATERIALS

Scott Rogers 'Ten-Pager' Template

Luke Thomas - Game Design Document - 2317980 - Final Draft

GRADEMARK REPORT

FINAL GRADE

75/100

GENERAL COMMENTS

1. Engagement With Literature Skills (71%)

Research and referencing have been evidenced in the submitted work, with citations in text and a bibliography presented in the GDD. Research covers broad themes and the Bibliography is presented in IEEE format. Good work.

2. Knowledge & Understanding Skills (74%)

A very good understanding of the Game Design Document as a concept is evidenced with the submitted work, with appropriate entries and formatting throughout the document.

It is clear through the information presented in the work that you have engaged with the game as well, which is always good to see.

3. Cognitive & Intellectual Skills (78%)

Good analytical skills have been demonstrated in the GDD through the use of imagery and diagrams – these clearly show an ability to take a game concept and to deconstruct and describe it in written and visual form. The flow diagram in section 5 could include a 'Game Over/Continue' box as part of the game flow as well (as this is part of the shell screens) but overall this is a good representation of how the game would play out.

The controller layout diagram is clear and simple, covers different input types, and would allow a dev team to map the controls with very little chance of misinterpretation. SoR has a very simple control system but the process is still valuable – the more complex the game, the clearer the control system has to be.

A good overview of the sequence of play is presented. The ability to summarise information in a concise form is essential for GDD production.

Sections 7 and 8 make good use of the table template. Even if you design your own GDD I would recommend using this same approach as it allows you to break down important information in a concise way.

4. Practical Application Skills (80%)

Use of diagrams and bespoke imagery is good to see – the representation can be simple as you would be presenting this to an art team to work on game content. Any inclusion of visual diagrams and sketches is helpful as the GDD needs to convey information quickly and you have included this as part of the submission.

The visual indicators of the character style, rolling text, cutscenes and settings are a great example of GDD content – you wouldn't usually have the luxury of referencing an existing game so the way in which you have presented these elements is very authentic. Expect to do more like this in future GDD projects where there is no existing game to base ideas on.

5. Transferrable Skills for Life and Professional Practice (70%)

All elements of the assignment have been completed and submitted by the deadline specified in the assessment brief. This is a good example of a GDD – hopefully this exercise will be of benefit when creating your own documents in the future.

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