

# chloe nash gdd 2304981

*by* Chloe Nash

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**Word count:** 2654

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## *Nightfall runners*

### INTENDED PLATFORMS

*PC/console (switch, Xbox series X/S, PS5)*

### TARGET AGE / DEMOGRAPHIC OF PLAYERS

*The target age of this game will be 16+. The demographic of players will be players who enjoy cars and racing games also tuning. I have chosen this rating as this game includes illegal activities such as street racing.*

### INTENDED PEGI / ESRB RATING

**PEGI 16+**

### CONTRIBUTING TEAM MEMBER:

**CHLOE NASH**

## *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: TEN-PAGER TEMPLATE 2

### GAME STORY SUMMARY

*The Story of this game is a group of street racers who are constantly changing modifying and tuning their cars trying to win the race. You do not only gain points for performance but also cosmetics and style. There are Three characters Kiki Enzo and Chase who are all top rivals from 3 different street racing groups who race against each other to now claim the all-time street racing champion. They race in different areas such as the Wangen highway. Through bridges and residential areas and various places in Japan. Sometimes the police do catch up to them and this ordeal turns into a pursuit. Kiki Enzo and chase do not let this stop them and carry on with the race and if they get caught of course they instantly lose. You can pick your character, and each one has different strengths and personalities. The characters are friends with one of Japan's most famous tuners who creates different machines by combining two different cars. His cars are some of the fastest cars in Japan and have won many awards. So, with the help of the tuner KiKi chase and Enzo race different combined cars through the streets of Japan to win the label of nightfall runners street racing championship.*

### GAME FLOW

*A Racing game whereas you progress through races you unlock new tuning abilities and cars to be able to create the fastest car in the game.*

### CONTRIBUTING TEAM MEMBER

Chloe Nash

## 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

#### KIKI

Early 2000s girl wear

brown



Suki fast and furious [6]

#### ENZO

2000s grunge rock look  
Dark colours long blonde hair

#### CHASE

Tattoos  
Tank tops short  
  
Hair.

### CHARACTER DOSSIER / DETAILS *(Add/adjust categories as appropriate) in order of art left to right*

NAME:	KIKI, ENZO, CHASE
GENDER:	Female, Male, Male
SPECIES:	Human (applies to all)
AGE:	20, 22, 21
FACTION:	Street racer (applies to all)
KNOWN ASSOCIATES:	All street racers and the famous tuner.
(Extra categories)	
(Extra categories)	

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

### CHARACTER'S BACKSTORY

**KIKI:** KIKI is an avid street racer that learned most of her craft from her late farther. She now street races in his legacy and hopes to be the all-time street race champion and make her farther proud.

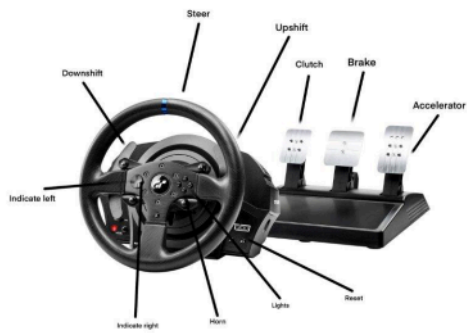
**ENZO:** Enzo is named after one of the most famous car manufacturers in the world Enzo Ferrari (1) his parents own a small car garage out of town where he spent most of his childhood helping them run the garage and has nothing to do in his spare time other than learn about cars.

**CHASE:** chase got into the racing scene as he grew older through his older brother. His older brother died in a street racing accident and Chase inherited all his cars he is now using all these cars to his advantage (sometimes older is better).

### CHARACTER CONTROLS / PLAYER CONTROLS

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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CONTRIBUTING TEAM MEMBER:

Chloe Nash

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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## *SECTION 4: GAMEPLAY*

### *SECTION 4: GAMEPLAY*

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## SEQUENCE OF PLAY

*There will be multiple maps in this game and different difficulties. You must play maps to unlock additional maps. As you gain more points you will unlock greater tuning opportunities and different cars to help you progress onto other areas of the game.*

*There will also be free play modes where you can test out cars race against the computer and free roam around maps. There will be small objects to collect while free roaming to make it worthwhile such as car parts decals and more and even options to create custom decals.*

*There will also be an online mode where you can race other players that are at the same level as you to keep things fair. Different cars have distinct categories, and you will be placed in a lobby where people have the same number of categories unlocked. There will be about 10 maps you are able to unlock.*

*There will also be a story mode which includes all 3 characters and the tuner where you help him run his shop and uncover secrets from the racing world of Japan. Unlocking new locations collecting money and car parts finding old cars in locks garages and abandoned in the middle of the woods even finding out secrets about the world-famous tuner and who he really is and what his life what like growing up. You will even be able to compete in races with side characters to complete objectives and move further in the story board. This story mode will be short having about 6 hours of game play depending on how long it takes you to complete different sections of the game.*

*There will also be a game leaderboard that runs in real time and achievements can be unlocked for climbing the leaderboard. You can also add and message friends and send race invites or map location*

## SECTION 4: GAMEPLAY

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 4

### UNIQUE SELLING POINTS (USPs)

There are many unique selling points to this game including being able to combine and merge different cars bodies and engines which has very rarely been done in this style of game. Also, the option for a story mode and free roam which there is a lack of in the racing game market. This game will sell well as it combines every game most fun and popular feature and puts them all into one big racing free roam game. There will be mini games also included such as time attacks where the player will be able to gain money and unlock new achievements and items.

### PLATFORM-SPECIFIC FEATURES

Some platform specific features will be if you are on Xbox or play station there will be a custom body shop option to get a livery of the consoles on your car to promote the brand. On pc there will be an option for a steam decal sticker. Even decals promoting the newest games on those consoles.

CONTRIBUTING TEAM MEMBER:

*Chloe Nash*

## SECTION 4: GAMEPLAY

*Scott Rogers 'Ten-Pager' Template*



## *SECTION 5: GAME WORLD*

### *SECTION 5: GAME WORLD*

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## GAME WORLD



[2]

This is the Bayshore route on the Wangan expressway one of the most famous highways in Japan. This is a popular spot for street racers in Japan in real life so using this map will make players feel a lot more connected to the game. The aim is to give players a life like Japanese racing experience without them having to be there. This game was heavily inspired by the midnight club (3) a car club formed in Japan in 1987. They were some of the most infamous street racers of all time and used to race on this exact highway.

## SECTION 5: GAME WORLD

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LOCATION DETAILS	
NAME:	<i>Bayshore route Wangen highway</i>
WHAT DOES IT LOOK LIKE?	<i>Dark and light mode</i>
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	<i>Dark mode creates an illegal street race mood frm the 80s to erly 200s whereas light mode creates more of a daily commute style.</i>
WHAT KIND OF MUSIC WILL BE USED FOR THIS LOCATION?	<i>Eurobeat (extremely popular in the japanese car scene at the tim ethis game is based)</i>
HOW ARE THE LOCATIONS CONNECTED IN THE GAME WORLD?	<i>The locations are all connected as they are locations around japan.</i>

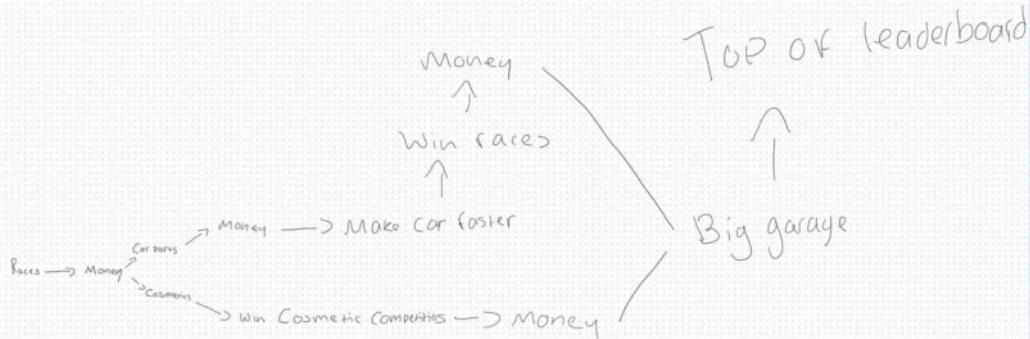
*(NOTE: Copy-paste the table in this section as necessary for each location you wish to feature.)*

## GAME FLOW

*(Scott Rogers suggests that a simple map or flow chart diagram should be provided to indicate how the player will navigate the game world.)*

## SECTION 5: GAME WORLD

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CONTRIBUTING TEAM MEMBER:

(YOUR NAME HERE)

## SECTION 5: GAME WORLD

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## *SECTION 6: GAME EXPERIENCE*

### *SECTION 6: GAME EXPERIENCE*

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## GAME EXPERIENCE

*The theme of this game is the Japanese car scene in the late 80s to early 2000s*

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

*The levels will have a feeling that is thrilling and exciting. With the adrenaline rush while you are getting chased by the police while trying to win a race but also trying to escape them.*

## ARE THERE ANY SPECIAL MODES OR INTERFACES FOR GAMEPLAY?

*There will not be any special modes unless the DLCs are purchased for the game and if they are there will be different modes such as unlocking cars from different countries such as America Germany France and the UK.*

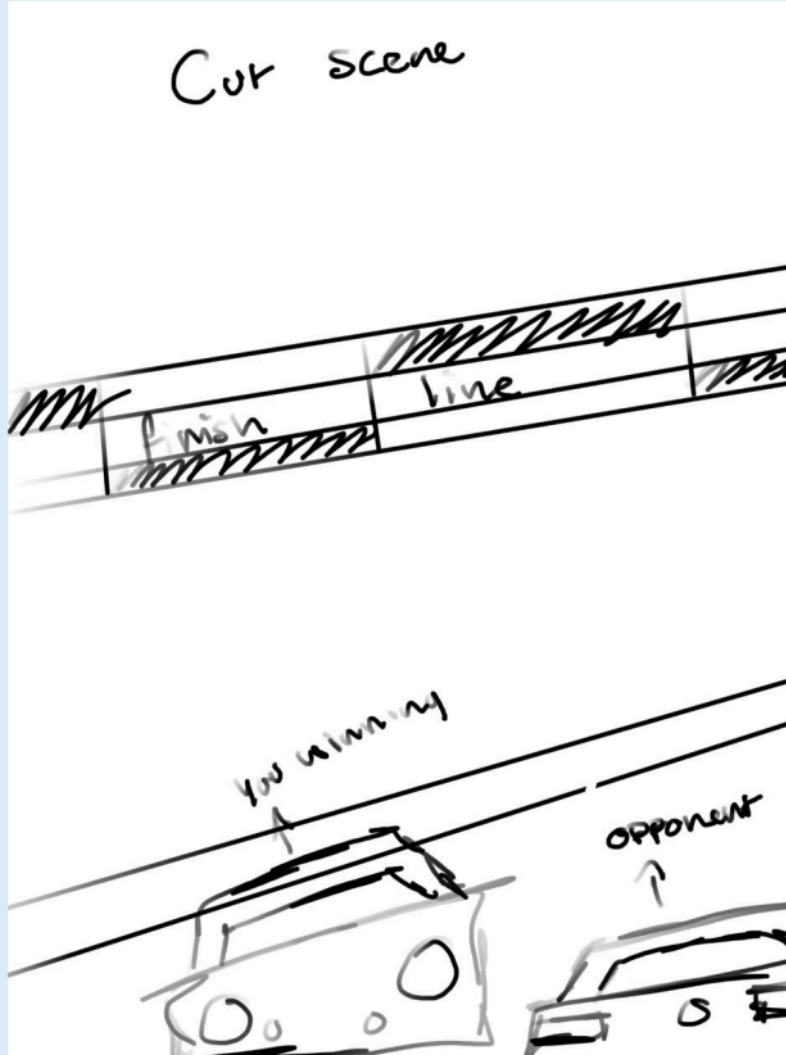
## SECTION 6: GAME EXPERIENCE

Scott Rogers 'Ten-Pager' Template



## Cut scenes

When player wins race



## SECTION 6: GAME EXPERIENCE

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## WHAT EMOTIONS ARE MEANT TO BE INVOKED BY THE GAME?

*There are many different emotions displayed while playing this game. These emotions are emotions such as excitement while you are racing through the streets of Japan at night.*

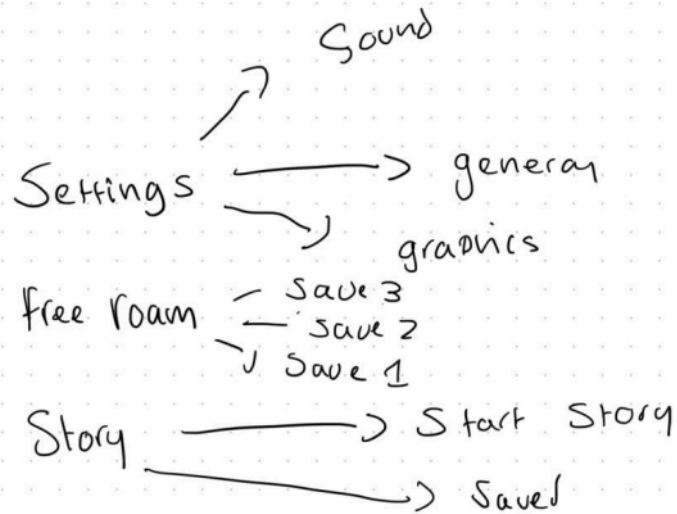
## HOW ARE MUSIC AND SOUND GOING TO BE USED?

*The way music will be used in this game is by using music that relates to the time and setting. As this is a street race i will be using upbeat music set around the time such as dance music and most famously Eurobeat heavily inspired by the anime Initial D [4].*

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

## SECTION 6: GAME EXPERIENCE

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CONTRIBUTING TEAM MEMBER:

Chloe nash

## SECTION 6: GAME EXPERIENCE

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## *SECTION 7: GAMEPLAY MECHANICS*

### *SECTION 7: GAMEPLAY MECHANICS*

*Scott Rogers 'Ten-Pager' Template*



# GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 7

## GAMEPLAY MECHANICS

There will be different mechanics in this game such as the ability to exit vehicles the ability to enter different cars and buildings the ability to spend money and enter body shops and car part shops.

### MECHANIC DETAILS

NAME:	<i>Exiting cars</i>
WHAT DOES IT LOOK LIKE?	<i>Simply exit vehicle after opening door at the click of a button.</i>
EFFECT ON PLAYER:	<i>Helps player escape from the police and enter other buildings.</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>When not present in a race.</i>

### MECHANIC DETAILS

NAME:	<i>Enter shops</i>
WHAT DOES IT LOOK LIKE?	<i>Small icon appears when near shop doors</i>
EFFECT ON PLAYER:	<i>Helps player create a better car.</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Features in story mode and customise mode.</i>

### HAZARD DETAILS

NAME:	<i>police</i>
WHAT DOES IT LOOK LIKE?	<i>Will chase you if caught speeding.</i>
EFFECT ON PLAYER:	<i>If player is caught player will instantly lose the race theyre in.</i>

## SECTION 7: GAMEPLAY MECHANICS

Scott Rogers 'Ten-Pager' Template



## COLLECTIBLE ITEMS

Collectible items are items such as collecting car parts in story mode and achievements and collecting coins for car parts.

## COLLECTIBLE DETAILS

NAME:	<i>coins</i>
WHAT DOES IT LOOK LIKE?	<i>Golden coins</i>
BENEFIT FOR PLAYER:	Able to buy car parts and make car faster
WHEN WILL IT FEATURE IN THE GAME?	When the player is in a race
CAN IT BE USED AS CURRENCY?	Yes, when customising car.
WILL IT EARN PLAYERS AN ACHIEVEMENT?	If used in the right way this can create faster cars that results in the player winning a race.

## SECTION 7: GAMEPLAY MECHANICS

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## GAME ECONOMY

Players collecting money during races. Coins will show up in a line format like Mario kart [5]. Money can also be gained by selling car parts and winning races. Races will always have a cash prize and the higher rank a race is the higher the cash prize will be.

There is also an option to buy items in this game and unlock maps like a fast-track option. If you do not want to wait to level up, you can play more races which will gain you XP as well as coins to be able to pay to level up.

You can buy custom decals and decorate your own garage space where all your cars are kept. You can use this money to decorate or buy more garage space therefore being able to hold more cars.

The more money you have the bigger your garages can be there are different types of ways you can spend your money in this game two of them being you can either use it to create a very large garage where you can hold multiple cars of a loner tuning ability lover power and lower customisation opportunities or 2 or 3 really high powered leaderboard topping race cars that you keep in hiding until it is time to bring them out. This is all down to the player and how the player chooses to live their life within this game. This shows there is many opportunities for decision making and how every player will have completely different personalities. Some players may be more focused on the customization side wanting to create nice looking cars and go for a small race here and there whereas the other group of players may want to create the most powerful cars and top every leaderboard in the game.

## SECTION 7: GAMEPLAY MECHANICS

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# GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 7

CONTRIBUTING TEAM MEMBER:

*Chloe Nash*

## SECTION 7: GAMEPLAY MECHANICS

*Scott Rogers 'Ten-Pager' Template*



## *SECTION 8: ENEMIES*

### *SECTION 8: ENEMIES*

*Scott Rogers 'Ten-Pager' Template*



## LIST OF ENEMIES

Enemies are other street racers and the police. The police are the main enemies, but the street racers are a remarkably close second. You race through the streets running away from the incredibly quick police while also trying to overtake and outrun your teammates. This makes for an adrenaline rushing competitive game which will keep you hooked for plenty of long hours of extremely fun game play.

## ENEMY DETAILS

NAME:	<i>police</i>
WHAT DOES IT LOOK LIKE?	<i>Black uniform in a japanese car with a police livery</i>
ATTACKS:	<i>Ramming off road ability to lose your race.</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Whilein a race or speeding in free roam.</i>
HOW DOES THE PLAYER DEFEAT IT?	<i>Outrun them</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>Achievement and coins.</i>

## ENEMY DETAILS

NAME:	<i>Street racers</i>
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## SECTION 8: ENEMIES

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 8

WHAT DOES IT LOOK LIKE?	<i>A few different styles of characters.</i>
ATTACKS:	<i>Winning in a race and slowing other racers down.</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>While in a race or sometimes in free roam if a race is entered.</i>
HOW DOES THE PLAYER DEFEAT IT?	<i>Win race</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>Achievements and coins and a place on the leaderboards.</i>

### SECTION 8: ENEMIES

*Scott Rogers 'Ten-Pager' Template*



## *SECTION 9: CUTSCENES*

### *SECTION 9: CUTSCENES*

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 9

CUTSCENE DETAILS <i>(use this table for each unique cutscene you include)</i>	
VISUAL STYLE:	<i>Pre rendered cut scene of charatr winning or losing the race.</i>
BRIEF DESCRIPTION OF SCENE:	Car crossing the finish linepeople clapping on the side lines.
WHEN WILL IT FEATURE IN THE GAME?	When a race is over
PURPOSE:	<i>Make the player feel like they have achieved something.</i>

*(NOTE: Copy-paste the tables in this section as necessary for each cutscene you wish to feature.)*

CONTRIBUTING TEAM MEMBER:	<i>Chloe nash</i>
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## SECTION 9: CUTSCENES

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## *SECTION 10: BONUS MATERIALS*

### *SECTION 10: BONUS MATERIALS*

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## GAME DESIGN DOCUMENTS: 10 TEN-PAGER TEMPLATE

### BONUS MATERIALS

Bonus materials are materials such as unlockable cars car parts different tuning shops and companies and opportunities to collab or be sponsored by other brands. By being sponsored by other brands you can earn more coins and create better cars. The whole objective of this game is to have the fastest most valuable car in the game.

### REPLAY VALUE

There is quite a wide replay value for the game. Maybe not for story mode but for free play custom and free roam and even getting to the top of the leaderboard there are infinite opportunities. You will be able to always unlock added items and find a way to upgrade your cars or find new people to race. There are endless opportunities in this game with how fast you can make cars how good you can make the cars look and even adding little accessories to make the cars look better. Some people play the game for the competitive element and some people play the game for the free roam and customisable element and I feel like I have catered toward all those different people here.

CONTRIBUTING TEAM MEMBER:

*Chloe nash*

Bibliography

## SECTION 10: BONUS MATERIALS

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## GAME DESIGN DOCUMENTS: 10 TEN-PAGER TEMPLATE

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- [2] speed hunters wangan midnight  
[https://www.speedhunters.com/2010/05/roadway\\_gt\\_gt\\_the\\_wangan/](https://www.speedhunters.com/2010/05/roadway_gt_gt_the_wangan/) [accessed december 2, 2024]
- [3] <https://www.midnightracingteam.jp> midnight racing team official site “midnight special” [accessed december 7 , 2024]
- [4] initial D anime fandom [https://initiald.fandom.com/wiki/Initial\\_D](https://initiald.fandom.com/wiki/Initial_D) [accessed december 5, 2024 ]
- [5] mario kart coins mini came [https://mariokart.fandom.com/wiki/Coin\\_Runners](https://mariokart.fandom.com/wiki/Coin_Runners) [accessed december 7, 2024].
- [6] suki fast and furious outfit and car <https://fastandfurious.fandom.com/wiki/Suki> [accessed december 7, 2024]

Further mentions books i used

Scott rodgers Level up second edition. [accessed november 20, 2024]

## SECTION 10: BONUS MATERIALS

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FINAL GRADE

62 / 100

GENERAL COMMENTS

**Marks Breakdown**

**1. Engagement With Literature Skills (64%)**

References in a Bibliography have been provided in the submitted work which adhered to IEEE format – good work.

**2. Knowledge & Understanding Skills (62%)**

Demographic has been outlined in the GDD and justifications have been made – are these based on the PEGI guidelines?

The sequence of play is discussed in the GDD with different game modes and how players can expect to progress. This is good – maybe provide a visual representation of this to help communicate the idea too.

Consider additional factors in the game experience section when asked how feelings of excitement and tension are going to be presented to the player. You can consider visuals, music, sound effects, etc. here.

Game economy options have been explored with alternative solutions to ranking up and acquiring content.

### **3. Cognitive & Intellectual Skills**

*(Not assessed in this assignment)*

### **4. Practical Application Skills (61%)**

Visual materials are good to see for characters – though not all of them appear to have visual references. It would be good to include a few more as this would help a dev team create concepts from the suggestions you place in the GDD.

Control systems are represented with visual imagery that is labelled clearly – this is good to see. Consider adding a table alongside this listing the controls as well – this will help with accessibility.

The flow diagram for the game world is a good inclusion though it might be an idea to replicate this digitally to help with clarity.

Consider producing some basic visuals for the cutscenes – even in a rough storyboard fashion or using AI generated images – this will help communicate your ideas to the dev team using the GDD to make your game.

### **5. Transferrable Skills for Life and Professional Practice**

*(Not assessed in this assignment)*

**Overall Mark: 62.2%**

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