GAME DEVELOPMENT

CSC 3150/9010

Instructor: Dr. Edward Kim
Design Documents
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   1.1. Core Gameplay
   1.2. Game Flow
   1.3. Characters/Units
   1.4. Gameplay Elements
   1.5. Game Physics
   1.6. Statistics
   1.7. AI
   1.8. Multiplayer

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   2.2. Functional Requirements
   2.3. Mock-up
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Observation from Stone Librande (EA/Maxis)

- **Problem**: Most people don’t read past the first page or screen.

- **Solution**: Only use one page.
The World of DHack - Normal Difficulty

Small town with healing shrine and identify shrine.

Small outdoor area with cave

Outdoor area DRLG
(This is for demo purposes and can be any size.)

Mines (Levels 1 - 5)
It was once a prosperous mining operation but now it lies in ruins. What caused this destruction?

Level 1 - Mines
(Up and down stairway plus 1 random tile)

Level 2 - Mines
(Up and down stairway plus 3 random tiles)

Level 3 - Mines
(Up and down stairway plus 5 random tiles)

Level 4 - Mines
(Up and down stairway plus 7 random tiles)

Level 5 - Mines
Swarm Level
(Up and down stairway plus 4 random tiles)

Swarm Level
Every 10th level, starting with the 5th, contains only one type of weak monster in large numbers.

Caves (Levels 6 - 10)
The first group of miners that broke through to this vast underground cave system unleashed horrors beyond comprehension.

Level 6 - Caves
(Up and down stairway plus 1 random tile)
### Level 13: 20 minutes (1:30-1:50)

10) WiddowsTier
- **TattooedCorpse**
  - **Melee**
  - Runs when hurt
  - Eats dead for health

- **DeathClan**
  - **Melee**
  - buffs DeathClan

- **DeathClanShaman**
  - **Melee**
  - Gets +damage buff

- **RazorDemon**
  - **Range lightning**

- **VerminLord**
  - No direct attack (runs)
  - Seeking poison cloud

- **StoneBlight**
  - **Melee**

### Level 13: 10 minutes (1:50-2:00)

11) Winterstone
- **Fallen**
  - **Melee**
  - Runs away when another monster dies

- **DarkOne**
  - **Melee**

- **FeralKin**
  - **Melee**

- **Balog_Winterstone**
  - (Q#? Boss)
  - Random Name

### Level 14: 20 minutes

12) Neph...

### Level 12: 20 minutes (1:20-1:30)

9) CathedralofLostHope
- **Fallen**
  - **Melee**
  - Runs away when another monster dies

- **HorrorMage**
  - **Range fireballs**
Main Gate
If you want to start a Guild battle, click on the Main Gate.

1) If members of your Guild are already in a battle, and that game is not full, then you will join them.
2) If there is no battle to join then you will start a new game.
3) After matchmaking with another Guild, then a transition occurs and you are removed from your “Quest Guild” and placed in a “Battle Guild.”
To Get Beer:
1) Jump over main counter
2) Climb on drive-thru counter
3) Jump up
4) Collect beer

Krusty Burger
NOT TO SCALE
Commercial, Indust., Downtown
07-10-06
To Get Beer: 1) Pick up from bar

To Get Invention Part:
1) "Use" the pool table
2) Homer shrinks to ball size
3) Push all the pool balls into the pockets
4) If the 8-ball is the last ball then it glows
5) Collect 8-ball by rolling into it while glowing

Love tester
"Use" to test your love. Get "Hot Tamale" and a Homer power-up appears.

Moe's Tavern
TO SCALE
Downtown
07-06-06
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**Storyboards**

**Choose a Creature**
Select a creature you have built in the CSA.

**Egg Hatches**
The egg wobbles around then cracks open.

**Baby Appears**
It is tired and hungry and will cry to get your attention.

**Care and Feeding**
Give your baby food and water. It will grow over time but cannot learn tricks.

**Kid Phase**
2-3 hours

**Training**
Over the next few days (weeks?) the owner trains the creature to do simple tricks.

**Rewards**
Pet him or give him treats when he does something you like...

**Punishments**
...or smack him if you disapprove.

**Adult Phase**
Unlimited

**Specialize**
Your creature can now learn advanced tricks such as gymnastics, dancing and painting.

**Earn Money**
Certain tricks can earn you money. You must do better than a rival (Ali) creature.

**Start a Family**
You can have 2 creatures in the cage at a time. Adults can help take care of babies.

**Invite a Friend Over to Visit**
Give your friend your "address" and she can visit your place.
Will your creatures play or fight?