GAME DEVELOPMENT

CSC 3150

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Design Documents
1. Game Mechanics
   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

2. User Interface
   2.1. Flow chart
   2.2. Functional Requirements
   2.3. Mock-up
   2.4. Buttons, icons, pointers

3. Art and Video
   3.1. Goals, style, mood
   3.2. 2D art and animation
       3.2.1. GUI
       3.2.2. Special Effects
   3.3. 3D art and animation
   3.4. Cinematics

4. Sound and Music
   4.1. Goals, style, format
   4.2. Sound effects
       4.2.1. GUI
       4.2.2. Special effects
       4.2.3. Environment
   4.3. Music
       4.3.1. Events
       4.3.2. System screens
       4.3.3. Level theme
       4.3.4. Situations
       4.3.5. Cinematic soundtrack

5. Story
   5.1 Backstory and world
   5.2. Character descriptions
   5.3. Game text, dialog requirements
   5.4. Sample scripts

6. Level Requirements
   6.1. Level Diagrams
       6.1.1. Flow diagrams
   6.2. Asset revelation schedule
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)
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 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 it into it while glowing

Moe's Tavern
TO SCALE
Downtown
07-06-06
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Relationships Between Units

- Heavy Armor
  - Traits: Tough
  - Materials: Metal
  - Effects: Smoke
  - Sounds: Clanks
  - Reference: Steampunk

- Brutes (Warrior)
- Futurions (Mage)
- Aliens (Rogue)

- Slow
- Low Damage
- Fragile

- Fast
- High Damage
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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?