

# Engineered

A Game Design Document

By: Callum Scott

## Concept:

The idea for this game is that the player progresses through their world by exploring and accomplishing goals and tasks. The goals and tasks will be related to engineering by either having the player create a solution, to fix an existing solution, or to diagnose a problem within a system. This game will have a similar feel to games like The Legend of Zelda: a link to the past. The goal of the game is to help as many people along your journey to becoming the greatest engineer to ever exist.

## Genre/Audience:

This game will be a problem-solving game that will work towards complex problem-solving. The games audience will have to be young teens and older, mostly geared towards older-aged teens. Young children probably will have a tough time playing due to the difficulty of the obstacles and the lack of problem-solving abilities.

## Gameplay/Mechanics:

This is an exploration-based game. It is up to the player themselves which way they want to accomplish their goal because it is not a game that determines progress through levels, but by a score. The player will explore the small world and interact with NPC's to find tasks, gather information about the world and its resources. The player will continue to help people to expand the area they can explore by overcoming a physical obstacle (like a river) or a social obstacle (too low a reputation). As the player meets NPC's and completes goals their reputation will continue to grow. As reputation grows you gain access to areas with more wealth and more

reputation able to be gained. Ultimately the player will have access to the capitol building where they will be able to complete large tasks for glory and kaboodles of reputation. At that point, the player would have been considered to have beaten the game.

Item Collection - Player will be able to collect resources and items found around the world. These items could be used to find/create a solution or bought and sold at a shop

Bartering- The player can buy and upgrade tools in a shop. Better tools and gear will allow for more possibilities and higher efficiency play.

Reputation - The Player's reputation will allow them access to certain areas and tasks within the game. When the player completes a task they will be granted a certain amount of reputation. By reaching a certain reputation point you will have accomplished your goal of becoming the greatest engineer to ever exist.

Puzzles -There will be a variety of puzzles for tasks that require the player to fix a system or mechanism. Not every puzzle will be the same, and not every obstacle has an explicit puzzle.

"Bosses" - Some tasks may have some sort of NPC trying to stop your progress. The bosses will not be able to affect the player, just their progress.

## Audio:

The game will have background music playing the whole time. The music will change depending on the area you are in. throughout the game it will have a continued relaxing enjoyable 8-bit type music. A good reference would be the Petalburg city and Castelia city themes in Pokemon Ruby/Saphire/Emerald and Pokemon Black/White. I am hoping to be able to use the music as an aid to create this good-hearted helpful feeling to fit the gameplay.

## Art/Setting:

The game takes place in the fantasy world of Voria. The land of Voria is governed by those of the highest reputation in a sort of council. Besides cultures, histories, and other civilizations and societal factors Voria is just like our world with most of the same properties. For art, I will be using pixel art. It will help to create an easier canvas for the player to play on, but also make it slightly more difficult for the player to collect resources.

## In-Game Options:

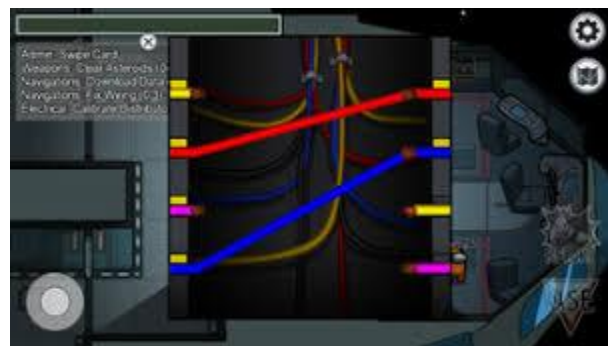
Within the game, ideally, the player will have a free range of decisions. They will go where they like when they wish so long as they have gained access to the area. The player can also decide to help people or not, all it does is affect the rate at which you can gain reputation. Players can trade for items and The hardest part will be creating a world that will allow a player to solve a problem in a variety of ways. realistically all of this may not be doable, but I will be able to allow for a large bit of decision making.

## Game sketch:

The game will be a 2D, top-down exploration game. As well as the use of pixel art, the game will end up looking a lot like the games of our childhood like *The Legend of Zelda: A Link To The Past*. When comes time for the player to do a specific puzzle, the player would simply interact with something and the puzzle would take up the screen. It would pop up with the player's screen behind it just like in the game *Among Us* when a player wants to do a task.



*Legend of Zelda: A Link To The Past*



*Among Us wire task*

## Feel of the game:

The game aims to create this relaxing engaging environment around the player. The pixel art style will keep the art simple helping to avoid any feelings of being overwhelmed. Hopefully, the music as well will help to reinforce the calming and engaging aura of the game. If the simple art and happy go lucky music was not enough to set the feel of the game for the player, then surely the purposeful exclusion of certain common game aspects like enemies(continuous) and money will aid. The player should not feel stressed or driven to make money and defeat people, instead the player is driven to help people and gain a reputation to achieve a goal set for the player by the character.

## Mechanic from P1:

This game was inspired by the game of Minecraft and its commitment and evolution of exploring. With all the new ways to explore the world and different areas of it, Minecraft has allowed players to explore the vast world with more efficiency than before to find valuables. On top of that players never wanted to travel too far from their bases for fear of mobs and losing all their items. I wanted to create a game that the player wasn't exploring for valuables while having a fear of enemies out to kill you. In this game, the player explores freely as they attempt to reach the goal, without the constant fear of dying. Engineered uses the idea of self-righteousness as means of motivation over the use of greed.