

Working Title "Closure"

Game Design Document

*(Game Title subject to change)*

Team Project Two

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# *Game Overview*

- The game will be a top-down 2D storytelling game, the player will have a mini-town to explore. The mini-town will include AI's that players can interact with and discuss about obtaining the objectives for the game. There will be enemy AI's that will be detecting the player in restricted areas. The game will have a partial real life focus on gun violence and politics.

# Story

- The story follows 17-year-old Oliver Henderson, who lives in small town named District Town. The mayor of District Town has been accused of buying out stores and using the money to increase the amount of guns in the town. The mayor has gone out and made a public statement to deny these claims. However, Oliver isn't buying it, he has set a goal to expose the mayor and prove that the mayor used the town's money to increase the guns and weapons in the town, allowing more gun violence to take place. Oliver must search around the town for clues and restricted documents that will help them expose the mayor for promoting gun violence and using the money for fraud.

# Oliver Henderson

- Oliver Henderson: A white 17-year-old teenager who lives with his mom and two brothers. His dad was a victim of gun violence during an armed robbery inside his hardware store. Oliver is determined, intelligent and a problem solver. He was a happy, cheerful and a great brother to his sibling until his dad's death. He shows characteristics of person who is now full of anger and determination. He started a campaign which involves the accusations against the mayor for promoting gun violence by buying stores and schools to bring in more guns for the law enforcement and citizens. Oliver wants to see the mayor out of office and wants justice for his father's death. He finds a friend within Maya Freeman to help him out.

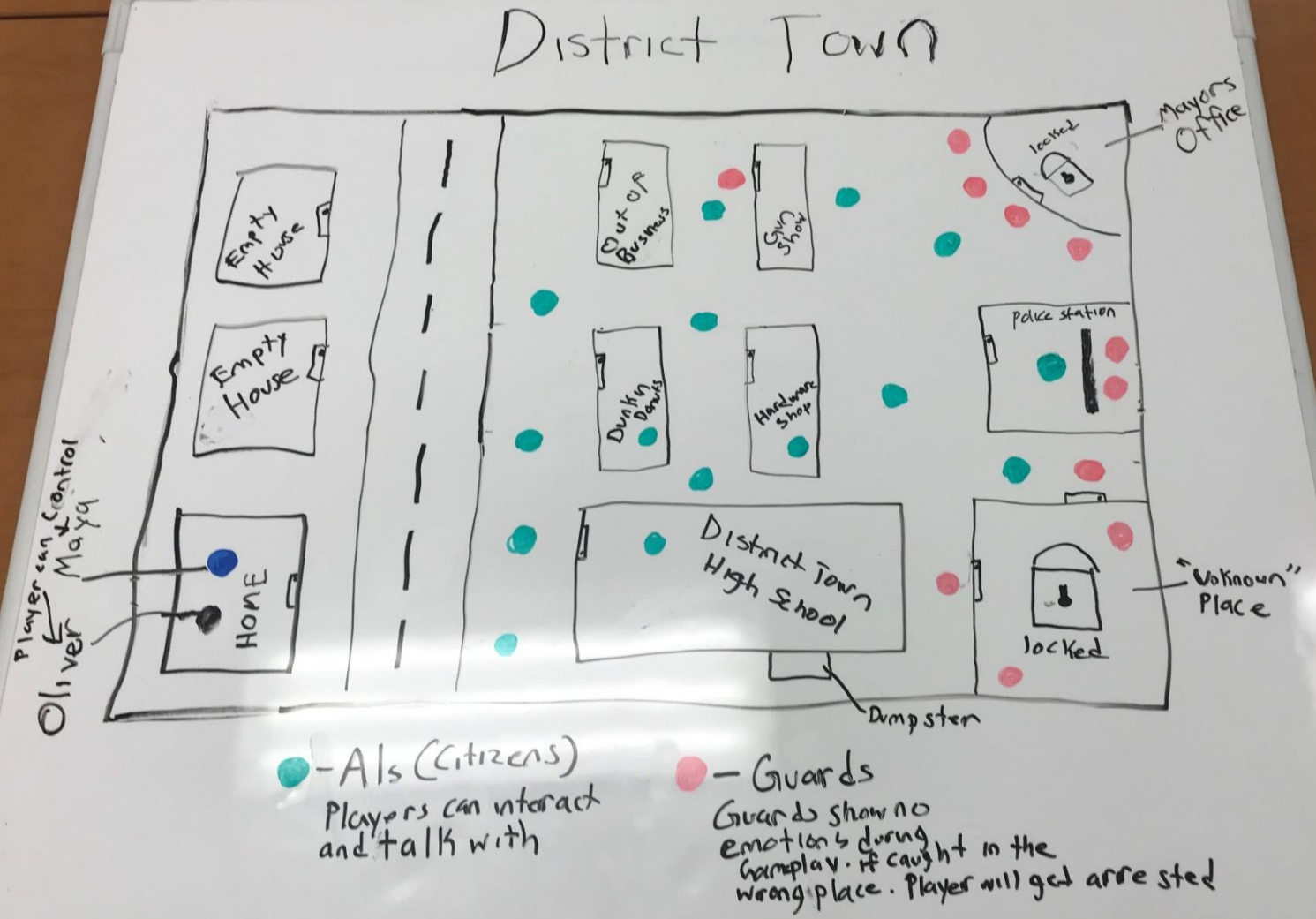
# The Mayor of District Town

- District Town has recently has elected a new mayor for the town since the town has gone through several different mayors. However, the mayor that they have elected had many promises in terms of protecting the town from violence. The mayor has campaigned for guns to be allowed in the town and allowed for citizens to own. A year later.....a gun violence incident happens in the town. Oliver's Dad, Martin Henderson, is shot and killed in his own hardware store. The controversy picks up by the sudden closings of shops and stores. Police are holding military style weapons in the streets and citizens are owning guns at 18 years and up. The mayor see all this as a step for a better town with less crime. He has now made his statement that set the town on fire.

# Settings: District Town

- District Town is a fictional town that Oliver lives in. The town is very small and it has one of the lowest populations in the state. There isn't too many shops. The high school that Oliver attends isn't very far, in fact the entire shops and places in District Town are all at a walk distance for him. The mayors office is at the upper right corner of the town and it is most guarded place in the town. The town will be filled with police/guards that players will not be able interact with. Police Men and guards will be blocking certain places that players cannot get into (unless they find a way). District town should be a easy environment that should be easy to navigate around.

# Map Visual Idea

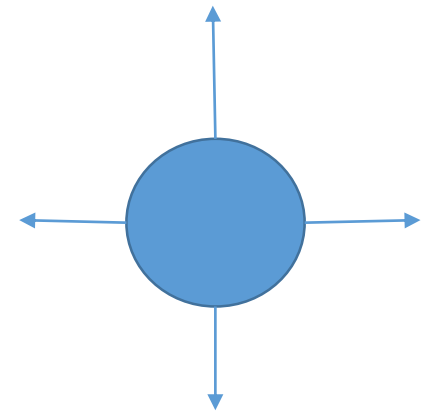


# **Gameplay and Mechanics**



# Movement

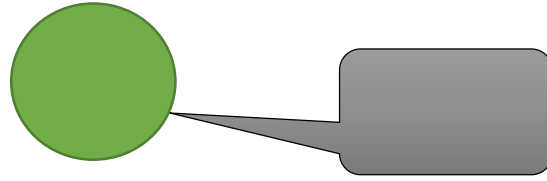
- The player will have movement to explore the environment.
- The player use regular W,A,S,D to get around the environment.
- The possibility of animations will be incorporated to player to add character interest.



# Storing Items

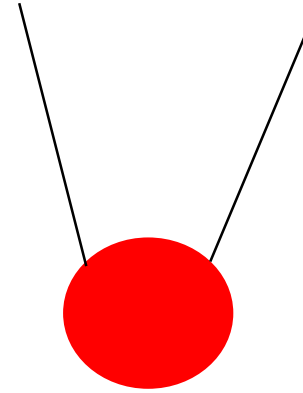
- Players (during in-game) will have a UI display with where they will keep track of the items they have. Players will have the option of picking up items in the game, the UI will update the weapons/traps they have. Players will also have to view any clues before storing it away.
- (We hope to have add an Inventory in the future)

# Player Interaction

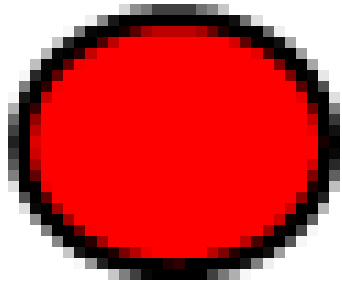


- Players will have the ability to interact with Distract Town by entering different houses and explore different places/buildings where they can interact with AI's (Choice Based Dialogue will be a feature in the game) and search for clues or ideas on where documents can be located
- There are citizens all over District Town and inside Buildings that players can interact with
- Players cannot interact with the police men as they are technically the enemy but player cannot be caught in the restricted area with them as well.

# Enemy (Police/Guard)

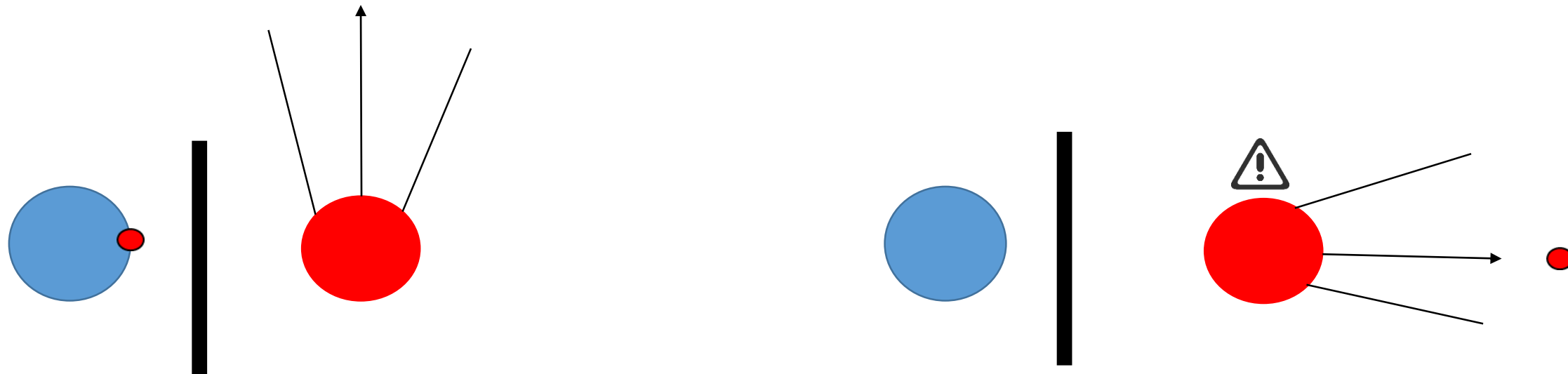


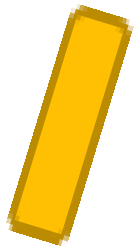
- The enemy in this game will be the police men, they will all over district town carrying weapons. Even though they will not cause any harm to player, if the player is caught by the police men in any restricted area then they will be arrested on sight. Restarting the entire game.
- The enemy AI will feature a Ray casting that detects Player Movement and items thrown (and if possible, will detect sound movement as well)



## Blinker

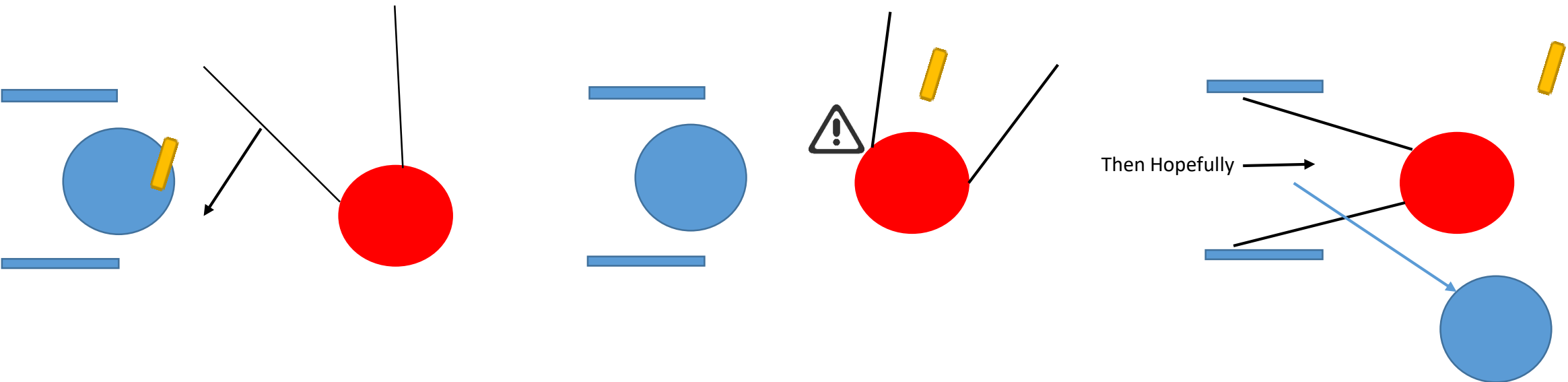
- Blinkers are one of two tools players are able to use to distract the police when entering restricted area.
- There will be a "Pick-up and Throw" mechanic that will allow the player to throw the blinkers to distract the police men, allowing the player to go past them to get to their goal.





## Empty Bottle

- Empty Bottles are one of two tools that will also be accessible to player during the game.
- The empty bottle is supposed to be a quick distractor, which means that if a police man is within inches of the player then they can throw the bottle for a quick hit and run.
- If possible, the enemy AI should look back quick at where the bottle was thrown seconds after the player throws it.



# Audio and Fonts

- Audio will be a crucial part to the game, there will be sounds in the game for players to get a feel of the environment or any actions that are done.
- There will be a font that represents the style and theme of the game.

# Art Style

- The art for the game will feature basic 2D shapes that will a representation for certain characters like the player, citizen AI's and guard AI's.
- District Town will also be created using basic shapes as well.



# Ending Branch Plan

- Players will have options to how they want to end the story after capturing three main documents.
- They can either expose the mayor or reason with the mayor. (Choice is subject to change)

# Game Build

- The game will be build using Unity2D