

Game Design Document for:

"The lost Island"

Stealth mode and Sci-Fi game, first person game.

All work Copyright © 2014 by
Imran Khalid, Suneel Karkee, Olga Valova,
Do Nguen Van

Version # 1.00

Table of Contents

1	GAME OVERVIEW	3
1.1	Game Description.....	3
1.2	Basic Game flow	4
1.3	Character Bios	5
1.3.1	Character robot (Cyborg)	5
2	MARKET	6
2.1	Target Audience.....	6
2.2	Market Analysis	6
3	USER INTERFACE	7
3.1	Controls	8
4	GAME WORLD	9
5	ARTISTIC STYLE	11

1 GAME OVERVIEW

1.1 Game Description

The game is set on a destroyed city. This game is a stealth mode game where a player is assigned to find out certain game elements. There are many hindrance/obstacles during the gameplay, which the player has to dodge and accomplish the given task.

The destroyed city once was a big sci-fi research company where cyborg and other advanced weapons were created. During an accident the whole city has been destroyed and nothing was left behind. Now the investor figures out that there are still some cyborgs and harmful weapons which could destroy the world. The investor decides to send a skilled man there named Kit. His task would be to find out the lost hard disk and to shutdown the network controlling cyborgs.

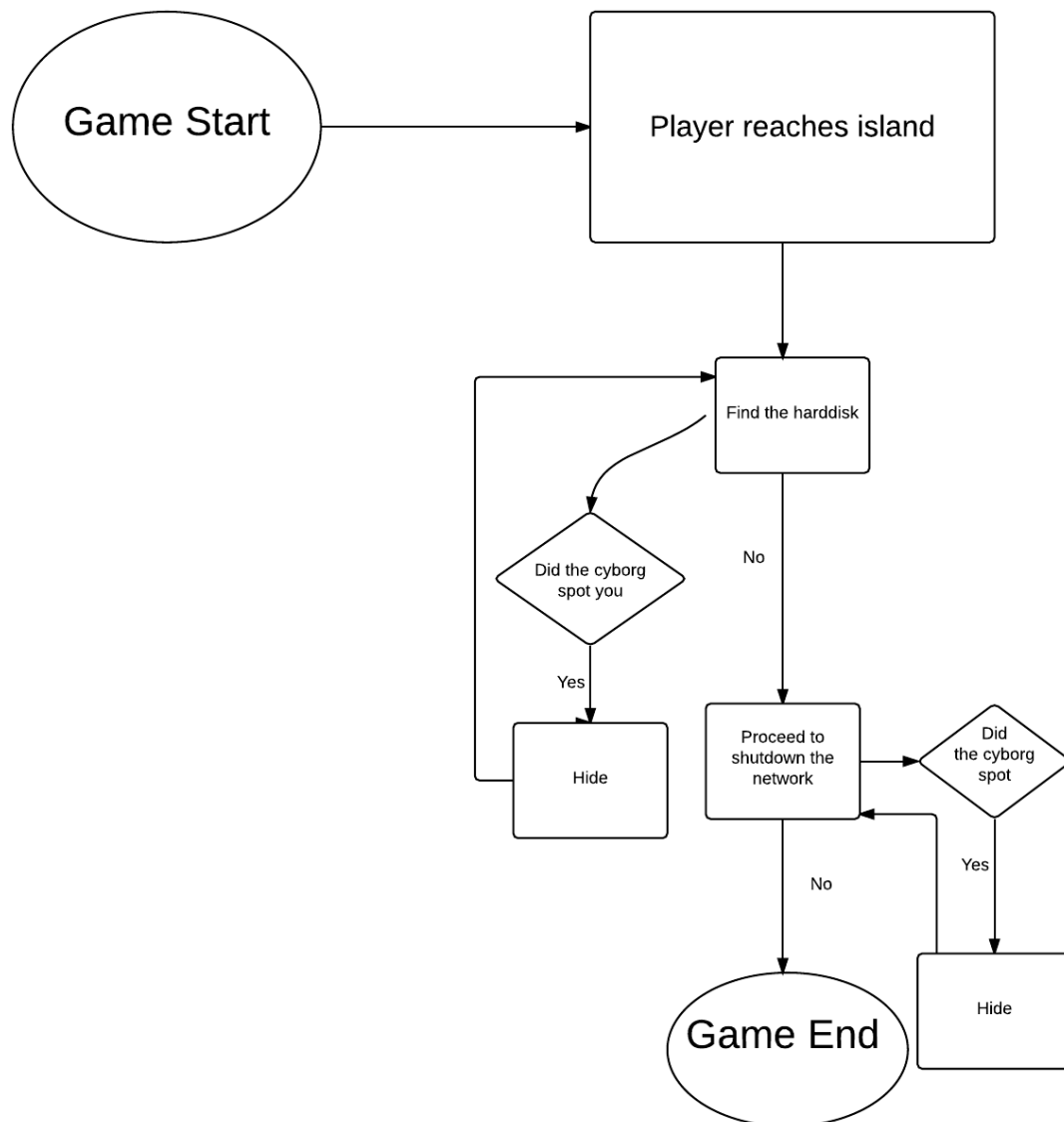
Kit is dropped by a plane into the destroyed island. His task is to find out the hard disk and shut down the network in a given time and dodge cyborgs.

This game is quite similar to the game developed by Unity called “Stealth”.

Player can hide himself in the woods and buildings to dodge cyborgs. The challenge is if cyborgs find him out the player has to run away from them and hide in a safe place. There are plenty of small ponds in the game.

The entire game environment has been downloaded from unity free asset resources. Also there will be several items added in the environment from the unity resources as well.

1.2 Basic Game flow



1.3 Character Bios

Kit is the imposing middle age man. He was born in Glasgow in the typical family. When 6 year old he created his own computer game. After that he started to develop his knowledge in computer technologies. Kit has served in the Army and got survival skills and knows how to be "invisible". Nowadays, he likes travelling and knows a few foreign languages. Moreover, his work is to solve any difficult seemed impossible problems in any part of our world.

1.3.1 Character robot (Cyborg)

Cyborg is an artificial intelligence machine. Cyborg looks like a human but with a more physical power. Cyborg has an embedded action algorithm, but that algorithm changes every 24 hours

2 MARKET

2.1 Target Audience

The targeted audience of our game would be start from 16+ and older. Also, the genre of the game is Stealth and Sci-Fi, this game is targeted to those people who love to play both genres. This is a non-violent and logical game; this game is targeted to them as well. This is a single player game that people who like single player gaming are also targeted.

2.2 Market Analysis

There are several games similar to this game, some popular games are Thief, Far cry 3, Assassin's Creed, Stealth game (unity). These games have a good story background, good quality graphics, sound effects are real, dialogues are realistic, and payback value is strong.

Since all of these games are violent, it can be disturbed to some audience that doesn't want violence. The User Interface in these games seems to be complicated and takes time for player to understand.

Our game has a simple user interface, easy to understand and memorize, and non-violence. The story background is fascinating; the background music and sound effects are realistic, and it is easy to follow the game task.

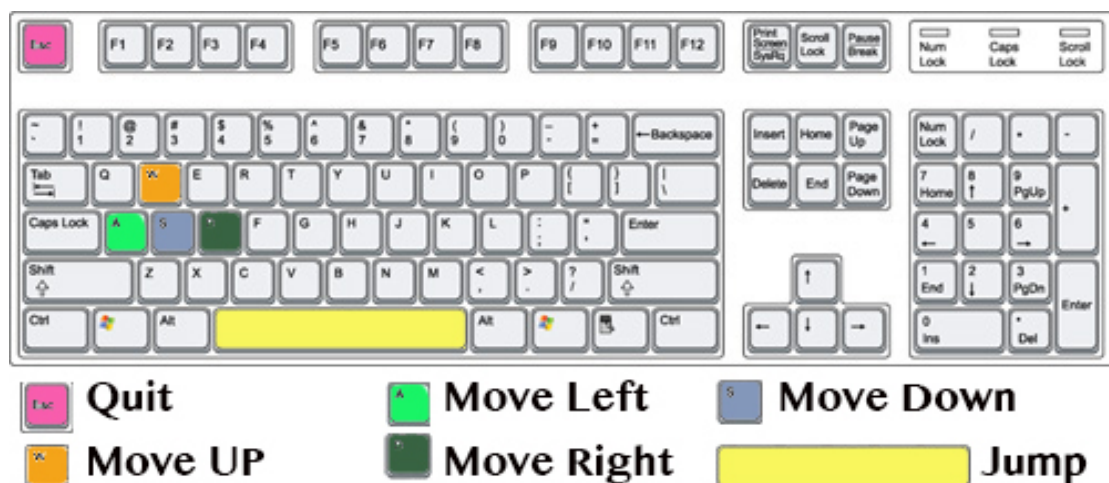
Players can find the game to play quite easy and at the same time very logical. Other elements in the game can be found interactive during the game play.

3 USER INTERFACE

The very thing of the game would be a start menu where players can see game title and start button.



Player controls of the game done through keyboard and mouse.



The exit button for the game is “esc” key.

3.1 Controls



4 GAME WORLD

The game world is located in a destroyed island in Pacific Ocean, which is supposed to be a modern weapons developing company. During an accident the whole island is destroyed, but there are still few top secret information and some cyborgs. The player “Kit” is supposed to find out the hard disk and shutdown the network of cyborgs.

The game consists of only one level. Game elements like fog, water, fire, etc are present in the game. Also player can interact with the game elements.

The audio effects like background music, alert sound, collide sound, element pick up sounds are present. Gravity for the game is same as game engine.





5 ARTISTIC STYLE

Kit body and face (<https://www.assetstore.unity3d.com/en/#!/content/124>)



Cyborg (<https://www.assetstore.unity3d.com/en/#!/content/16383>)



Items (<https://www.assetstore.unity3d.com/en/#!/content/8952>)



Game world

