# Game Design Document and Asset Plan

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Dv8 Sussex
Dv8 Games Development Level 3 (2018-19)
Devoted Blood
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[Student ID No.]

# Unit Criteria:

This document covers the following unit criteria:

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Unit 60 - L04
Unit 62 - L02
Unit 63 - L02
Unit 65 - L01, L02

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- **0**
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*Level 3 Games in Brighton do not have to complete sections marked with an asterisk above as they are no longer entering Unit 65.

**Game Synopsis**

(Unit 62, L02 P2)

My game is called Devoted Blood.

The game takes place in the far year of 3355 on the diplomatic space station Birlik 8.The game follows the twirling fates of bloodlines and history long past of the blood lost by a eternal spirit and the mask long since forged.The gamer takes control of a half-vampire Leon Alysiva who lives on the station the story revolves around the character dealing with a murder case as he also unravels the plots and deceit of politics,his past and dealing the gangs as he tries to combat the murderer and take what's left of his forefathers past through the mask.Over the game the character meets an array of characters human and alien with strange powers called spirits.choices affect the story as important characters can be influenced join with or disposed of.

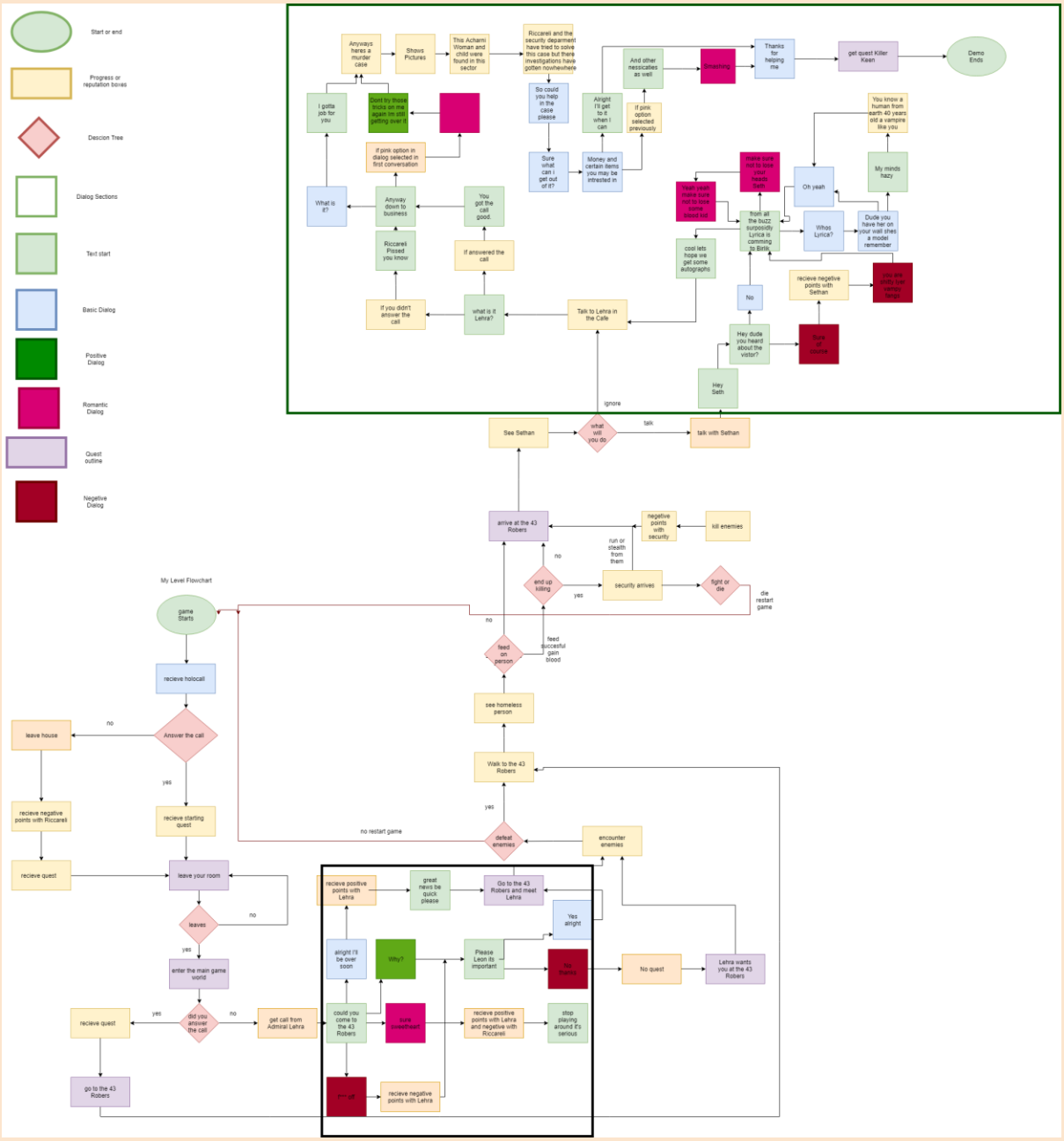
# Game Mechanics and Functionality

(Unit 65, L02 P2)

In my game the player would go around the space station trying to complete jobs from clients and finding any information about  his main task the player would also have to buy drugs needed by the character to control his condition and finding suitable people to suck out their blood,The game would have a day/night cycle and NPC's and enemies would do different things everyday and sometimes new people would come, The player can also do stuff like going to shops to get whatever they have at the moment, go to clubs to play Spades and participate Fighting championships and going to restaurants and also talking to NPC as well with a vast array of ways of talking to them(such as talking to them nicely, being aggressive or seductive). The games narrative would involve the main character unravelling the overarching mysteries and finding more about his confusing lineage as the situation aboard the station grows more tense you'll find yourself surrounded by many enemies as the fabric of reality tears around you. The gameplay pillars are that of consistent top notch fighting and consistent player interaction and  a detailed interactive game world.

# Game Design Flowchart

(Unit 65, L01 P1)



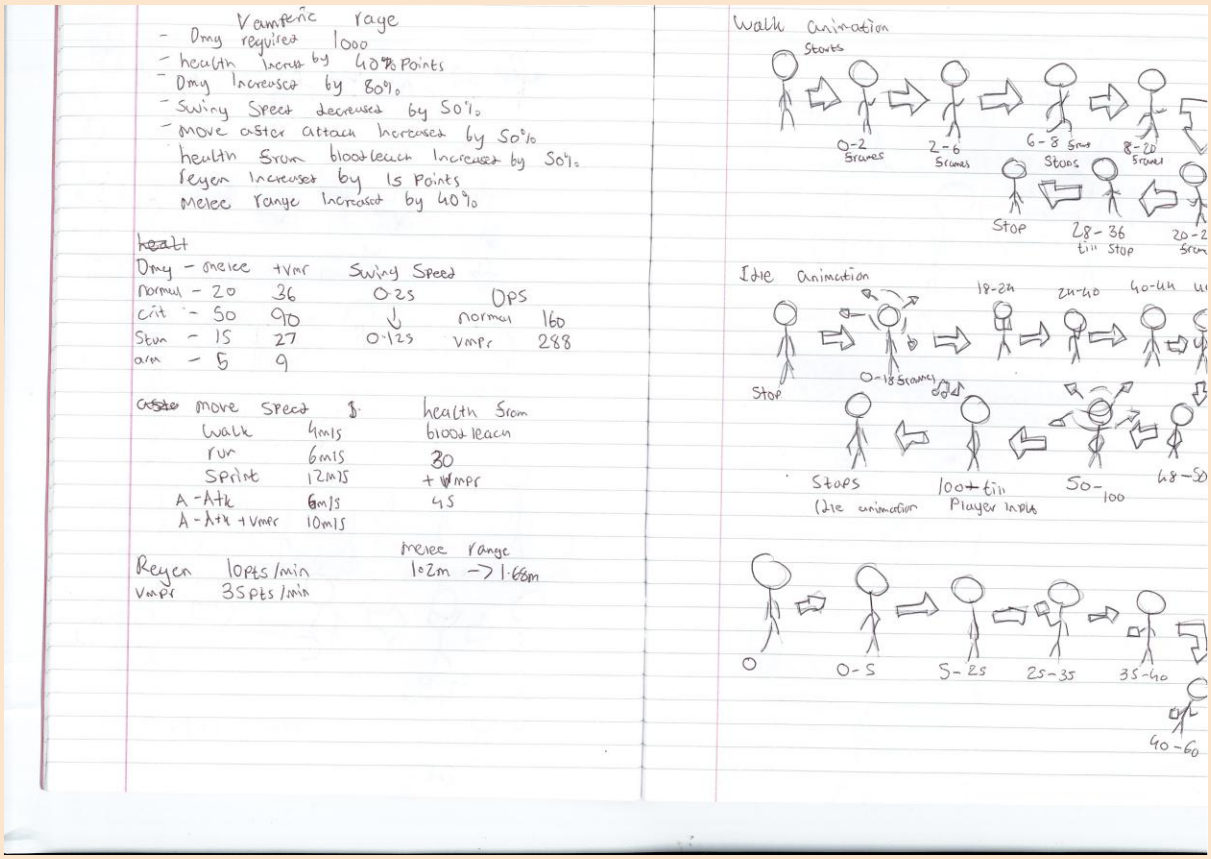
## Target Audience

(Unit 63, L03 P2 / Unit 65, L02 P2)

My games audience would be those who enjoy brawling beat em ups and mystery games with GTA like elements and also those who like a game with numerous options.The audience would be around the ages of 15-25.

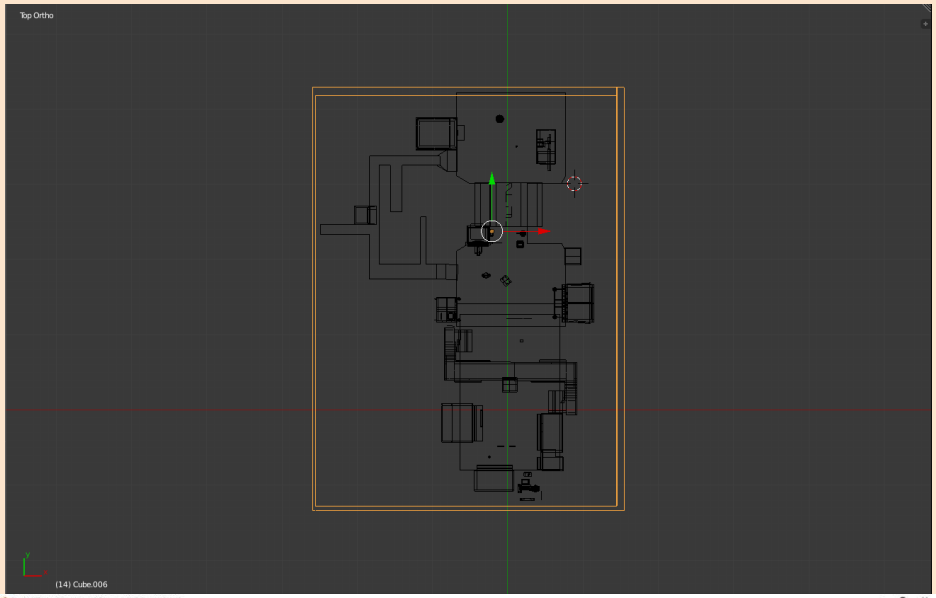
# Background/Environmental Visuals/Animations

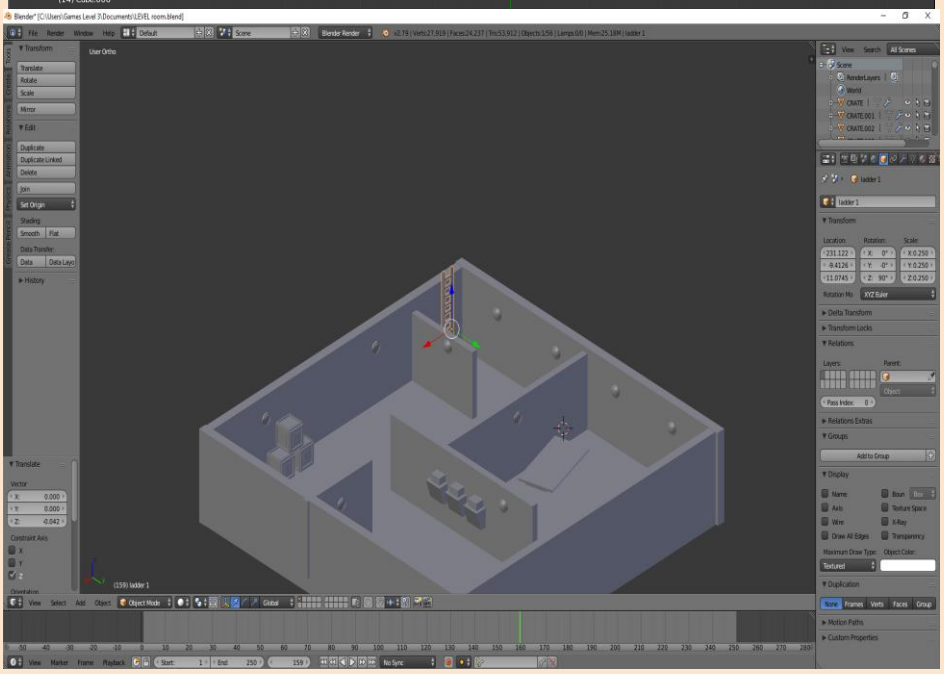
(Unit 62, L02 P2 / Unit 60 L04, M2 / Unit 65 L02 P2, M1)



# Level Design for Multiple Levels

(Unit 60 L04 M2)

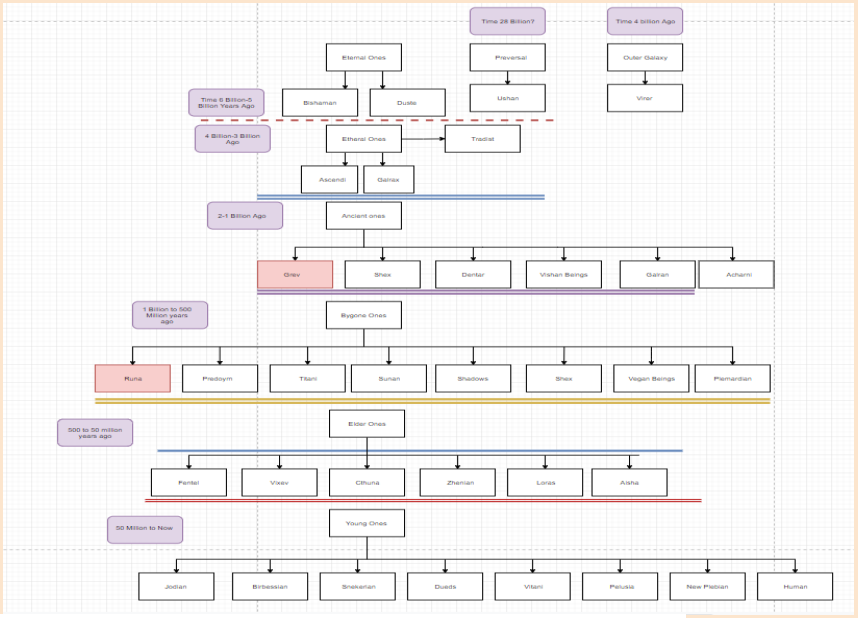


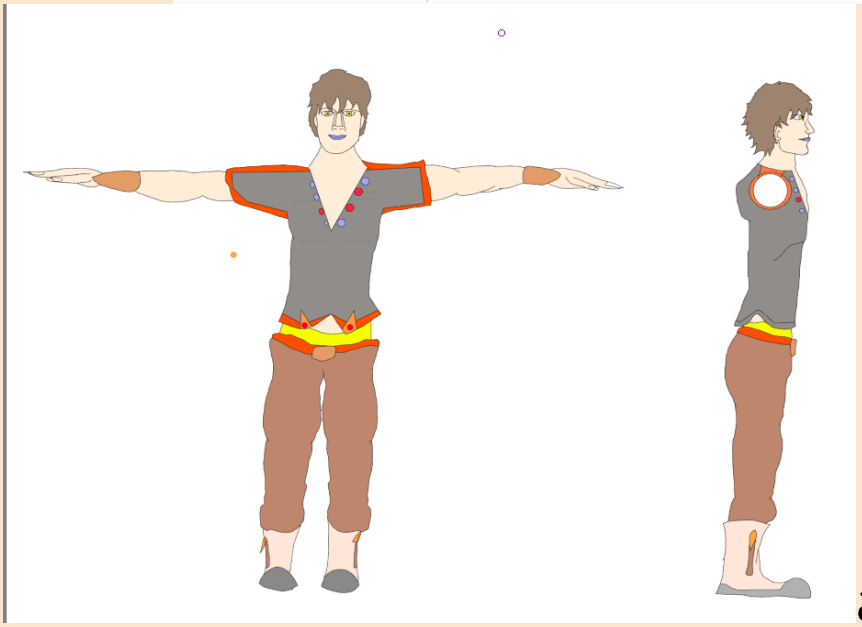



# **Character Profile/Designs/Animations**

(Unit 63 L02 P2 / Unit 65 L02 P2 / Unit 60 L04 M2)

Some characters/enemies that would appear in the game would include.;https://docs.google.com/document/d/1jwA3xLQ2mmIPemBRGEQoOYBCUcwN3xVWQgIbWzD2G-Y/edit



aliens include.

**Soundtrack Plan**

(Unit 65 L02 P2 / Unit 50 L03 P3, P4, M1)

Music in the game would be music that would play in combat,in the hub areas in other areas in clubs and in combat and also ambience.

# Cutscene Plan

(Unit 62 L02 P2 / Unit 65 L02 P2)

# Programming Plan

(Unit 65 L02 P2)

# Props/Assets Plan

(Unit 62 L02 P2 / Unit 65 L02 P2

# Legal and Ethical Issues

(Unit 50 L03 M1 / Unit 60 L04 P5)

## Age ratings

I think that my game would get a age rating of 18+. This is because of things such as violent and sexual content(there are many violent ways to dispose enemies and there will be often blood on the screen as you need to take blood from others to survive. Also you'll go to places that are very sleazy such as hostels and strip clubs and you'll often engage in sexual activities)Also there are uses of bad language real or made up there are also other bad things like drugs and gangs.

## Character Representation

Due to the setting I wouldn't feel to worry about character representation this is due to a lot of the cast of the game being Aliens,mutants and other

such things this means I wouldn’t worry about representation.

## Depiction of violence

In Devoted Blood many acts of violence would be against those who participate willingly though in some cases combat starts with opponents who aren't so willing to fight,but due to the open nature of the game and also the mechanics(i.e. Taking blood from others) means the player can participate in violence against innocents or violate people without consent.The game also wouldn’t really frown at such actions though characters in game might and react accordingly.

## Copy Written content

When looking at my game I haven’t really found alot of things that could be ‘copyrighted’ though there are some issues this is due to certain characters and spirits being named affter things

like music and stuff(examples include spirits called Starman,Holy diver,Poker face and others).

# Production Schedule

(Unit 60 L04 P5 / Unit 50 L03 P4)

Narrative-1 week

Character Design(Leon+Lehn done the rest in 5 weeks NPC enemy or friend neutral and spirits) -5 weeks designing 6 weeks digitally drawn

Level design(first hub done 2nd and 3rd hub 1 week in total all other levels such as hanger lower levels and interior of the buildings in 3 weeks)-4 weeks thinking and visualising 5 weeks modelling level basic overview.

Dialogue(character dialogue and combat dialogue)-1 week

Engine(easy use the unity engine due to experience with it)-1 week

Cutscenes(1 week designing and directing scenes 5 weeks animating it)-6 week

Animations(1 week character animations 1 week facial animations 3 week other animations e.g. ambience)-5 week

Physics(character physics 1 week object physics 1 week)-2 weeks

3D models(character models 3 weeks,iterm models 2 3 weeks buildings furniture etc.) weeks-9 weeks

Graphic design(2 week posters for characters 1 week posters for levels 3 weeks for things such as video etc.)- 5 weeks

Audio(character voices 2 weeks ambience 3 weeks custom music in combat or clubs 3 weeks.)-8 weeks

AI(enemy+friendly 2 week neutral 1 week)-3 weeks

Advertisements(video 3 weeks posters 1 week)-4 weeks

Bug-fixes(feedback from alpha put into game 2 weeks)-2 weeks

https://docs.google.com/spreadsheets/d/1fpL5_g2iW4poe5AnW0bJKX0McafCn8qg15rQqix-kuA/edit#gid=0

**Launch Date**

(Unit 60 L04 D1)

From my schedule my game would be released in a period of 47 weeks although this may become shorter depending on circumstance.

**Game Budget**

(Unit 60 L04 D1)

I am not really sure what the game budget would be though I estimate it to be in the range of £800-£1000

**Market Trends**

(Unit 60 L04 D1)

With a look at market trends I think that my game would sell well this is due to being similar to other games like the GTA series(235+million),the Yakuza series(10.7 Million),and Vampire the Masquerade Bloodlines(initial release 72,000 + 492,000+ on Steam) which are all well sold games and critically acclaimed.This makes me confident in that my game would sell well as it shares elements from these games.

**Release Platform(s)**

(Unit 60 L04 M2)

I feel that I would release it on PC,this is firstly due to the lower cost especially on sites like Steam as it has a low price of around £77-£80 this makes it easy to publish and release it to people around the world and also helps with the cost of distribution.Also the games that inspire my game are very popular on Steam or any other site. Another thing is that it allows the modding of games due to being on the PC platform.

# Game Audio Recce and Risk Assessment

(Unit 50 L03 P4, M1)