Student Design Document 2023-2024

ab2647@questar.org - Graphics
Sample Screen: INSERT IMAGE

Monster Fighting Game

1. A monster fighting and collecting game

2. Creepy cooking game

3. Main Character Artwork:

The main character (Tiva) a demon girl fights monsters and collects different parts from different monsters and puts it in a pot to cook it all.

Obstacles:
The main obstacles are monsters in different areas of a huge mansion and the character is going around to kill them to make herself dinner.

Point of View:
Side view to third person point of view

Controls:
WASD are used to move and left mouse button to interact/attack (might change)

PLACE IMAGE

User Emotions:
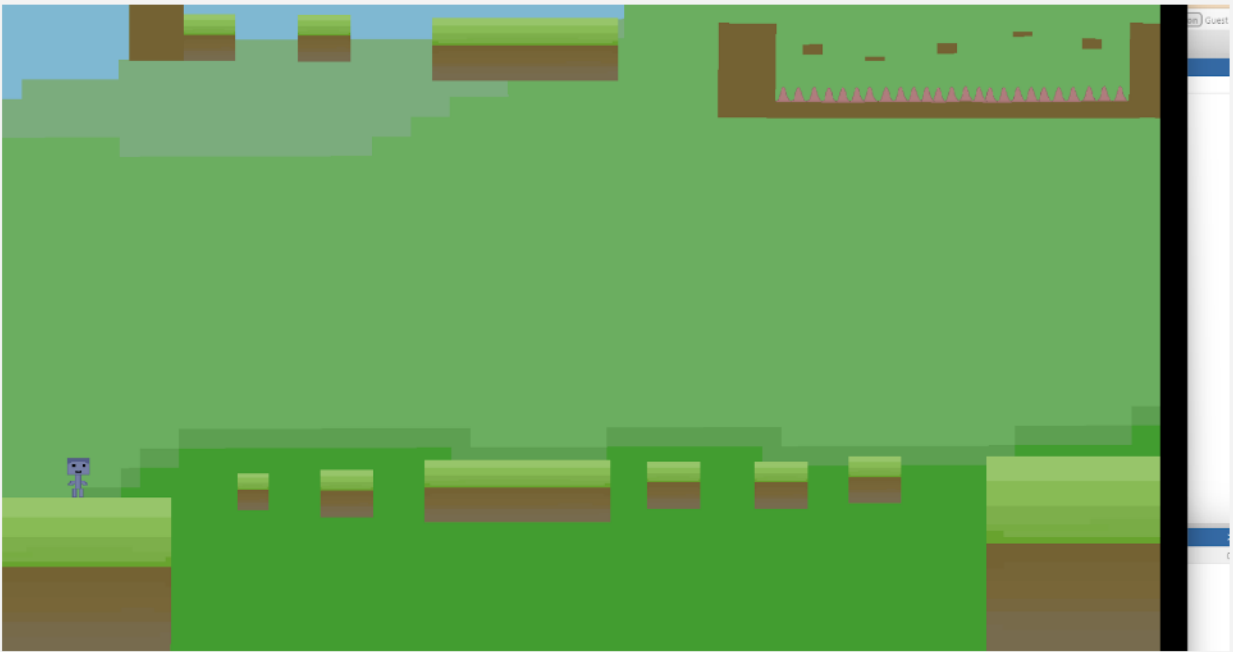slightly creeped out and happy if they finish collecting

Levels:
She goes through different rooms of the mansion to find different monsters for ingredients.

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DR2834@questar.org - Unsure

Sample Screen:

Game Explanation

1. Blue's Adventure is a 2d platformer game with a fun and simple style. You play as the character, Blue. He has just awoken in a random grassy area. Not knowing where he is, he makes it his own personal goal to make it home. Playing as Blue, the player must master the art of platforming in order to complete the game.

2. Fun, simple style of a game.

3. The final goal is to complete all of the levels and make it home.

4. Main Character:
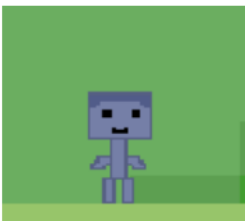
Obstacles:
There will be a variety of platforms, spikes, and enemies to get through.

Point of View:
side-scroller

Controls:
Using the D and A keys to move and the W to jump. While against a wall, the player can wall jump or "climb" the wall by holding W against it.

Level Progression:
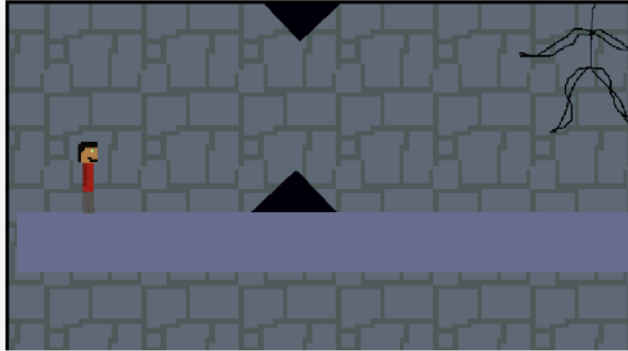The levels will become more difficult as it progresses.

User Emotions:
Entertained and satisfactory.

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JP1694@questar.org - Coder

Sample Screen:

Backroom Platformer

1. The selling point of this title is that it is a backroom based impossible platformer.

2. The goal of the game is to make the player quit.

3. Main Character Artwork:

Obstacles:
Spikes trying to prevent you from escaping and some of the enemies.
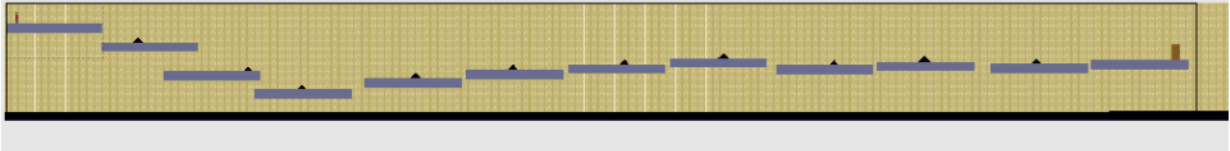
Point of View:
Sideways you see his side view and that's it.

Controls:

A is to go left D is to go right SPACE is to jump and there are respawn buttons in the game.

Level Progression:
It gets harder and it changes levels with the background.

User Emotions:
Anger that they can't finish the game.

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Sample Screen:

Untitled Game with Grim Reaper

1. Main character is the Grim Reaper and is going through different times in the world trying to find and kill their target.

2. It will have different levels representing different points in time.

3. Main Character Artwork:

4. Goal

Player will use clues to find target and lose points if killed wrong target.

Obstacles:
Mazes, puzzles, riddles.

Point of View:
Side view with depth

Controls:
Nothing unless next to door then a text saying "E" will pop up to let the player know to press "E" to enter it. WASD

PLACE IMAGE

User Emotions:
I want the player to feel emotional when playing as the player goes through the way the Grim Reaper feels when taking people to the end.

Levels:
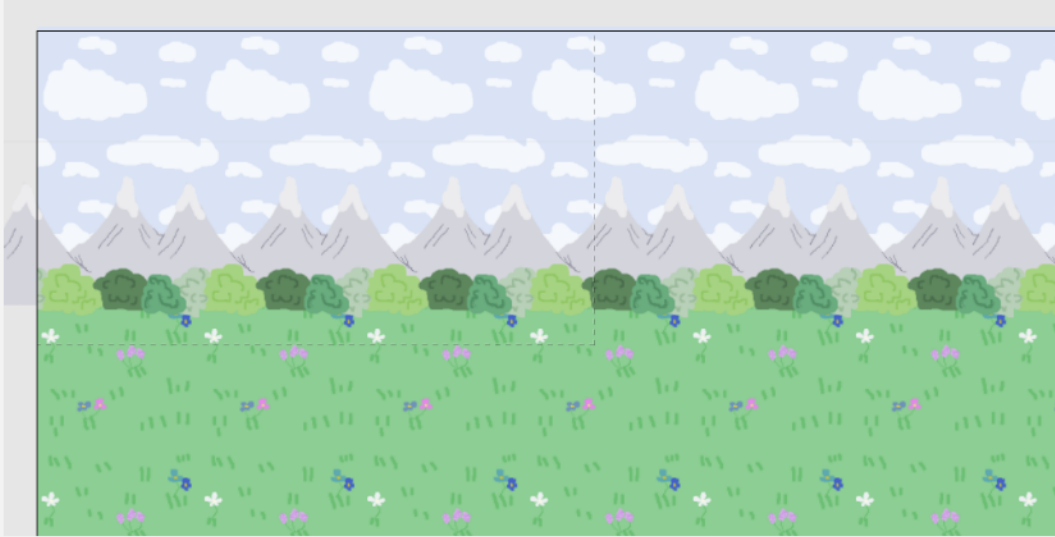The different levels will be in different times

Interface:
Text boxes, inventory, character list, maybe a health bar

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Sample Screen:

Untitled Game

1. The main character is walking around and solving puzzles in an effort to find his older brother who wondered off. Along the way he talks to NPCS and can receive items from them to help with future puzzles. Eventually he finds his older brother and the game ends.

2. Lots of nicely designed character's with different personalities .

3. Main Character Artwork:

The main character is a younger teen 13-14. he wears an oversized hoodie and basketball shorts with sneakers. His hair is a light brown and his eyes are dark brown,almost black.

4. Goal

To find the elder brother through story telling and puzzles

PLACE IMAGE

Obstacles:
Mazes, puzzles, riddles.

Point of View:

3rd person/over the shoulder

Controls:
Arrow keys and a button used to interact with items

PLACE IMAGE

User Emotions:
Confused, proud, happy, a little frustrated.

Levels:
Some levels will have riddles in character dialogs, others will require you to know a code to continue, other levels will include, hedge mazes and memory games.

Interface:
Text boxes, inventory, character list, maybe a health bar

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Kkinn2539@hudsoncsd.org

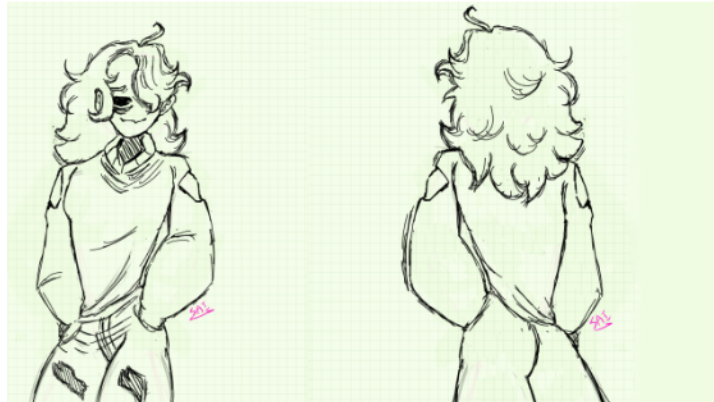Sample Screen:

INSERT IMAGE

<u>Title</u>

1. I don't have one yet.

2. I don't know.

3. Main Character Artwork:

Obstacles:

Goal:
there is no goal at this current point

Point of View:
Third Person

Interface:
I don't know how to describe it

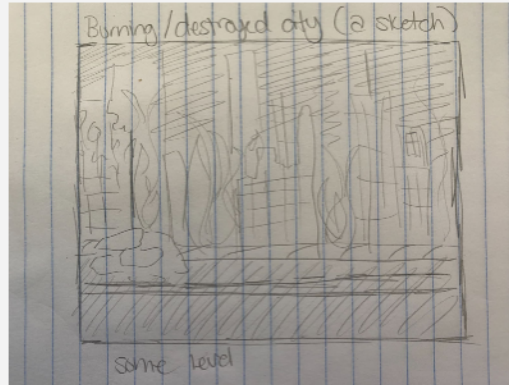**Controls:**
Keyboard, A, S, W, D, arrow keys, mouse

PLACE IMAGE

User Emotions:

Levels:

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lm7180@questar.org

Sample Screen:

"Title"

1. The game's set in a world plagued by magical warfare, the gods and goddesses of multiple religions/beliefs (ex. Greek, Egyptian, Asian etc.) all having been manifested through past years of worship. Though they're still mentioned in the present time, they're no longer worshiped, and this has caused some to become enraged. Now the gods are split, divided, some wish to punish the humans for losing their faith, others wish to protect and keep the humans safe...(There are also beings and creatures of magical descent or origin, either made for good or for bad.) Where the game begins, your character has just awoken in a leveled town, in an altered form... All the player can remember is their name Otto, a large magical essence wiping the town, and that they were once human. They're still somewhat humanoid, but.. not anymore. Now they're stuck wandering desolate lands, in hopes of finding who they once were, and maybe to gather the understanding of "why"... Aside from the storyline, this is an interactive fighting, puzzle game with a slight horror-like theme.

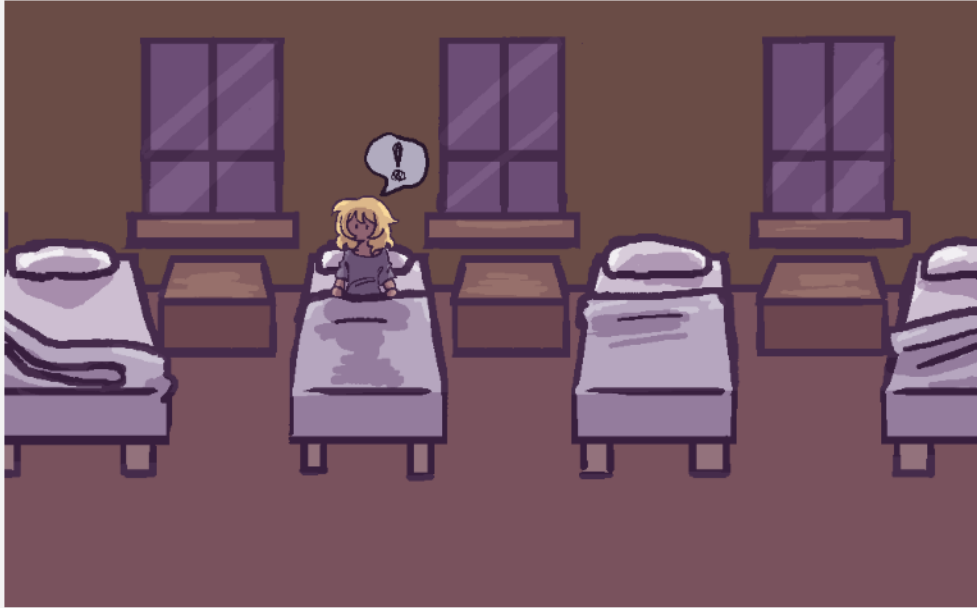2. Not too certain yet.

3. Main Character Artwork:

Otto's got a tall stature, tanned, and freckled skin. He's got a human form, with the addition of two long horns located on the front of his head (one broken), a long, frail tail, two large and sensitive ears, and four eyes. His eye color is a soft brown, whereas his sclera is black, he also has glasses that sit in front of his "main pair" of eyes..

He wears dull blue cargo pants, tucked into buckled combat(?) boots, with the addition of a belt, which for some reason contains potions... His top half wears a tethered shirt under a dark patterned poncho, his arms are littered in lazily and haphazardly done bandage wraps.

Obstacles:
They will encounter some magical entities and creatures trying to either knock them off their path, defeat them, or help guide them. Their main premise is to stay on track, but there are some side quests that must be completed.

Goal:
The player's main goal is to retrieve back their memories and their original form. Yet, their curiosity causes them to delve deeper than intended.

Point of View:
Platformer or 8 direction style

Interface:
Keyboard, mouse

Controls:
The main controls will be the typical WASD, I plan to use the left click for attack on the mouse, and possibly the spacebar to move along dialog (that is if i can do dialog).

User Emotions:
Peace, confusion, slight fear, relief, sadness and probably more.

Levels:
You'll move through scenes of desolate and barren lands, as well, there will be abandoned or partially destroyed cities and towns. There also may be safe havens from the friendly gods to travel through and rest.

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Sample Screen:

Title

1. A little girl who is haunted by monsters

2. A pixelated 2D horror game

3. Main Character Artwork:
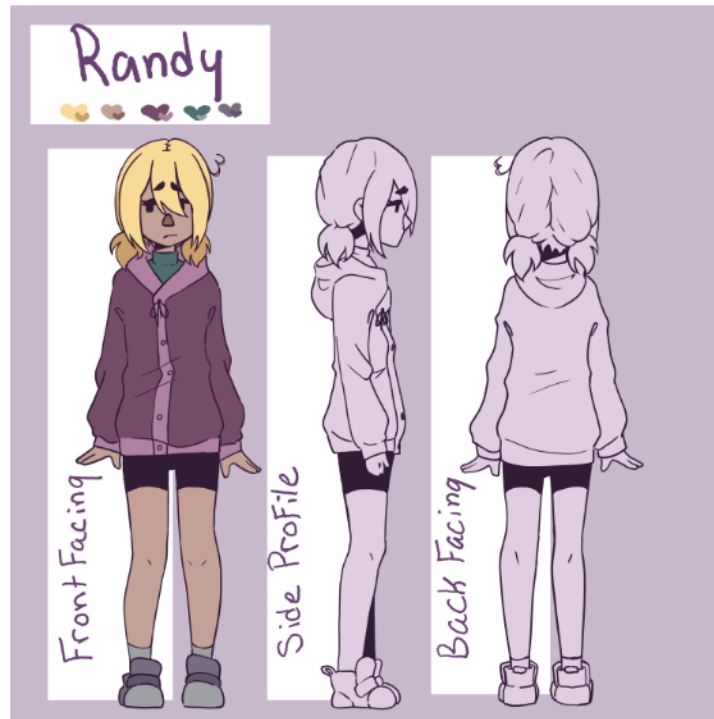
An 8 year old girl. She has short blonde hair in pigtails, black eyes, and peachy skin. She's fairly shy and often carries a cat plushie around. She wears a pink jacket, black shorts, a green turtle neck underneath the jacket, white socks, and purple shoes.

Obstacles:
The main obstacle the MC will encounter are monsters that chase her around and she has to escape them without dying.

Goal:
there is no goal at this current point

Point of View:
3rd

Interface:
I don't know how to describe it

Controls:
WASD

PLACE IMAGE

User Emotions:
fear

Levels:
Different distorted rooms - of a house or backyard - and dream-like levels.

Student Design Document 2023-2024

xo8862@questar.org - **Graphics**
Sample Screen: INSERT IMAGE

<u>"The Ones"</u>

1. "The Ones" is a zombie apocalyptic story based shooter. You play as a 15yr old boy, who has just been left behind from a government selection called the "Mass Survival Selection"(Which is a government societal selection of people based off of wealth, career, IQ, school scores, etc. and bringing them to a redacted bunker located somewhere in Canada, in an effort to save humanity). This selection was started because of the newfound virus created in a bio-weapon lab in modern-day Russia with a horrifying survivability rate. But the weapon went terribly wrong and started to infect the general population of Moscow, leaving thousands not dead but into terrifying faced monsters. The virus started spreading throughout the eastern hemisphere and at the setting of the game just got its first cases in southern Texas. Due to the rising cases in the US the government began the MSS(Mass Survival Selection) and left everyone else not selected to be killed by the virus. The game will begin 5 days before the virus on the main character's birthday and throughout the game they will see the chaos unfold of the virus.

2.Not a popular city in games and to my opinion, the story is good.

3. Main Character Artwork:

Obstacles:
Story turn arounds and changes

Goal:
To play the story and overall enjoy the game

Point of View:
Platformer or 8 direction style

Interface:
I don't know how to describe it

Controls:
W,A,S,D

PLACE IMAGE

User Emotions:
The emotions of the characters

Levels:
From cities to country area and interiors of buildings

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yt5131@questar.org - Graphics

Sample Screen:

"Title"

1. FIGHT GAMES LIKE MORTAL KOMBAT

2.FUN FOR A Challenge

3. Main Character Artwork:

INSERT IMAGE

Obstacles:
Story turn arounds and changes

Goal:
to sell the most copy's of the games

Point of View:
3rd person

Interface:
2d

Controls:
arrow keys

PLACE IMAGE

User Emotions:
sad

Levels:
different level = different trap and monster