

<Whale Fall>

<IRIS HONG>

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Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Project Scope

Influences (Brief)

- <Influence #1, #2, #3, etc>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1 Teleportation & Rotation>

Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- 3D

- Sound

- Animation

- Code [optional]

Schedule

- <Brainstorm #1>

- <Structure the project#2>

- <Put project together #3>

- <Trouble shooting #4>

- <Final organization #5>

Overview

Theme / Setting / Genre

- <Presentation of the Fall of Civilization>

Core Gameplay Mechanics Brief

- <Gameplay Mechanic #1 Teleportation Mode 1(Normal moving)>
- <Gameplay Mechanic #2 Teleportation Mode 2(Move to other plane)>
- <Gameplay Mechanic #3 Rotation(Rotate the Camera by controller)>
- <Gameplay Mechanic #4 Slider Interaction(Changing light)>
- <Gameplay Mechanic #5 Button Clicking(Showing up texts)>
- **Targeted platforms**
- <Virtual Reality Headset, e.x. Oculus Quest 1&2>

Project Scope

- <Game Time Scale>
 - Three months-Five months(Later update)
- <Team Size>
 - <Solo>

Influences (Brief)

- <Influence #1, #2, #3, etc>
 - <Historical Programs on Television>
 - Reason: A lot of civilization disappeared in History, and this make me I think about the civilization now we have will disappear one day in future.

The elevator Pitch

It is a project that will recall people to think about the future of the society as they are looking back the history of human in the game.

Project Description (Brief):

This is a project about the history and the future of human civilization. People are able to walk in the stop moment of a falling of the civilization. By interact in the space, they will learn about history and think about future.

Project Description (Detailed)

This is a project contains a stop moment of a representation of the falling of human's civilization in present. People are able to teleport inside the game and observe the representation of this Phenomenon. They can also interact with the button and light inside the game and read the history of the falling of civilization. The game does not contain a start point or an end point. People can stay inside the space as long as they want to.

What sets this project apart?

- <The representation of the fall of human civilization combine with the music in the background and the teleportation.>

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1 Teleportation & Rotation>

-By using the ThumbTrigger on the Right hand Controller, players are able to teleport to any part of the plane. On the other hand, players are also able to teleport to some other planes that are not on the floor. Players are able to use the ThumbStick on the Left hand controller to rotate the camera and they can change the angle of viewing the space.

- <Core Gameplay Mechanic #2 Change the Light and Click the Button(UI interaction) >

- By using the IndexTrigger on the Right hand Controller, players are able to play with the sliders and the buttons inside the game. By sliding the sliders, players can change the weight of the lights in the game. By clicking the buttons, players are able to see the historical information about the falling of different civilization show up.

Story and Gameplay

Story (Brief)

<This is about a project telling the story of the falling of human civilization.>

Story (Detailed)

<This project contains the idea of describing the story of the falling of human civilization in three different ways. >

#1 The structure of the space represents the imagination of the falling of the present(the modern) human civilization.

#2 The historical information which were contained inside the game represents the research of the falling of the previous(the past) human civilization.

#3 After players enjoy the project, the experience might lead them to think about the possibility of the falling of the future human civilization.

#4 The lights around the world represent the parts of the falling civilization will be like the fire from Prometheus that will bring people in the next generation/civilization wisdom and knowledge.

Gameplay (Brief)

<Using the controllers to navigate inside the space, interact with the UI systems.>

Gameplay (Detailed)

<Gameplay>

#1 Navigate freely inside the space and look around the world with teleportation and rotation.

#2 Interact with the light sliders and button, this will change the atmosphere of the space and increase the understanding of the theme as well.

#3 Listen to the background music and think about the story that the game is talking about.

Assets Needed

- 2D

- Textures
 - Object Textures
- Research of History (If applicable)
 - Research articles about the fall of civilization

- 3D

- Characters List
 - The player's hands.

- Environmental Art Lists
 - Buildings and furniture.
 - Lights
 - The whale
 - The clocks(with animation)

- Sound

- Sound List (Ambient)
 - [FFXIV OST Amaurot Overworld Theme(Neath Dark Waters)]
by Masayoshi Soken

- Animation

- Environment Animations
 - The clock's animation

- Code [optional]

- Character Scripts (Player Pawn/Player Controller)
- Ambient Scripts (Runs in the background)
 - Changing the light by slider.
 - Teleportation
 - Rotation

- Clicking the button

Schedule

- **<Brainstorm #1>**
 - Time Scale
 - Oct 5 - Oct 19
- **<Structure the project#2>**
 - Time Scale
 - Oct 20 - Nov 17
- **<Put project together #3>**
 - Time Scale
 - Nov 18 - Dec 9
- **<Trouble shooting #4>**
 - Time Scale
 - Dec 10 - Jan 5
- **<Final organization #5>**
 - Time Scale
 - Jan 6 - Jan 13

