**GAME DESIGN DOCUMENT**

**Headless Dino Game Studios**

**Denver Public Schools**

A Musical RPG

Spooky Blues



**Last Updated:**

9/9/18

**Prepared By:**

Dr. J. Moriarty

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# Game Analysis

Spooky Blues is a top-down RPG style game, where players control up to 4 characters of different classes as they explore the Mississippi Delta, collecting items and gaining skills. Once they have collected all of the proper instruments and other items, they face the final boss in a blues-off at the crossroads.

# Mission Statement

Learn about the various historical people, places, and events in the birth and development of the Blues within the Mississippi Delta as your team of brave musicians fight epic musical battles, gain skills, collect instruments, and save their souls at the crossroads!

# Genre

Top-down RPG game, in the style of the original three Final Fantasy NES games.

 Edutainment

# Platforms

PC

# Target Audience

Audience includes Blues fans, students and teachers looking to learn about Mississippi Delta musical history, and players interested in 8-bit RPG games.

# Storyline & Characters

The player is a Bluesman that has sold their soul. They must gain enough friends and musical chops by collecting items and practicing their craft in order to return to the crossroads and challenge the devil to a duel to regain their soul.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Guitarist Bluesman (player chooses name) | African-American male with guitar | Character is able to fight off (out play) various low-level monsters and demons but must quickly add to his party and inventory lest he become overwhelmed. | Initial weapon is homemade cigar-box steel string guitar. |

# Gameplay

## Overview of Gameplay

This game will be extremely similar in gameplay to the original NES FF1. The player’s avatar will walk around on a top-down map, where enemies will randomly generate. Once generated, the player’s screen will shift to a battle screen, where players can choose from various attacks, abilities, and items to win the battle. The main map will also contain portals, through which players can move to smaller sub maps.

## Player Experience

The player begins with one character, in the guitarist class. As they play, they must find and invite at least 3 other musicians into their group. These musicians may be other guitarists, or may be of other musical classes, including bassist, vocalist, drummer, or pianist. Each class of musician has different stats (i.e. HP, MP, attack, etc) that aid in completing the game. Different musicians can also pick up different items and learn and use different skills.

## Gameplay Guidelines

This game is intended to potentially be used in a K-12 educational setting, so violence will be limited to cartoonish, abstract “musical battles”. There will be no sexual content or drug references.

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| As players fight various enemies, their stats and skills go up, making them stronger and able to tackle stronger enemies | During battles, players may lose enough HP to be defeated. If this occurs, they lose several items and are transported to the start of the map. | Enemies and bosses gradually become more difficult as players progress through the game, though players are always able to return to easier levels to “grind” |

## Gameplay Mechanics

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | (researched and implemented by student developers) |
|  |  |
| **Game Modes** |  |
| World BattleBoss Battle | Various monsters and lesser demons that challenge players to musical competitionsSingle strong enemies that push a player’s limits if they are not properly prepared |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Money | Dropped by monsters, can be used to buy items |
| Potions | Can be used to refill HP and MP |
| Instruments | Used as “weapons” in game |
| Clothing | Functions as armor in game |

## Level Design

This section will be researched and implemented by student designers.

|  |  |
| --- | --- |
| **Levels**  |  |
|  |  |

# Control Scheme

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| Up/Down/Left/Right | Moves character around on map, or selects options from battle screen |
| Enter | Select an option |

# Game Aesthetics & User Interface

Game will import actual historic pieces of open source blues music for backgrounds to various maps. Sound effects will be musical in nature (i.e. instead of a “slash” sound when attacking, different chords will be played).

The various maps will be designed to appear similar to 8-bit style RPGs, but will be modelled after geographical landscapes found in the Mississippi Delta. Environments will include cotton fields, levees, rivers, and forests. Structures will include cotton gins, shotgun shack style cabins, and juke joints. Compared to the original Final Fantasy series, the color schemes will be much darker with bright accents, as much of the game will be played during the world’s night time.

# Schedule & Tasks

|  |
| --- |
| **Tasks to Complete & Schedule** |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** |
| Design |  |  |  |  |
|  Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
|  Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
|  Level 1 |  |  |  |  |
|  Special FX |  |  |  |  |
|  UI |  |  |  |  |
| Engineering |  |  |  |  |
|  Production Pipeline |  |  |  |  |
|  Prototypes |  |  |  |  |
| Audio |  |  |  |  |
|  Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |