Jewels in Space

Game Design Document

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GRFX 3713

Assignment 1

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Executive Summary

Brief Overview

Do you like puzzle games where you have to collect a certain amount of things with enemies in the way? Well, this game, Jewels in Space is a puzzle game where you have to collect 6 jewels in each level while going through a path of obstacles and enemies. The baise story of the game is that there is one crewmate who is a rolling ball on a planet that is here to collect 6 jewels. There will be 5 gameplay elements you will read about the game and how the game will be played out. The overall idea of this game is meant to be fun and simple for players to enjoy with a challenging twist in the game.

Audience

Trouble in Space can be enjoyed by audiences old and young. Ages 8 and up can play this game and the rating for this game E for everyone.

Concept

The concept of Jewels in Space is to test players' mind skills while going through obstacles throughout the game. Also, to test to see if players have the patients and take a challenge in beating this game. Moreover, the most important thing, this game is guaranteed to be fun and challenging.

Description of Setting

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Story / World

The story takes place in a world called alien planet. The world is 3D. There's one space crewmate who is a rolling ball that is on a spaceship landing on the alien planet to collect a certain amount of jewels. What the crewmate didn't know was that the planet had enemies and obstacles they had to get through. But they were up for the challenge to get those jewels.
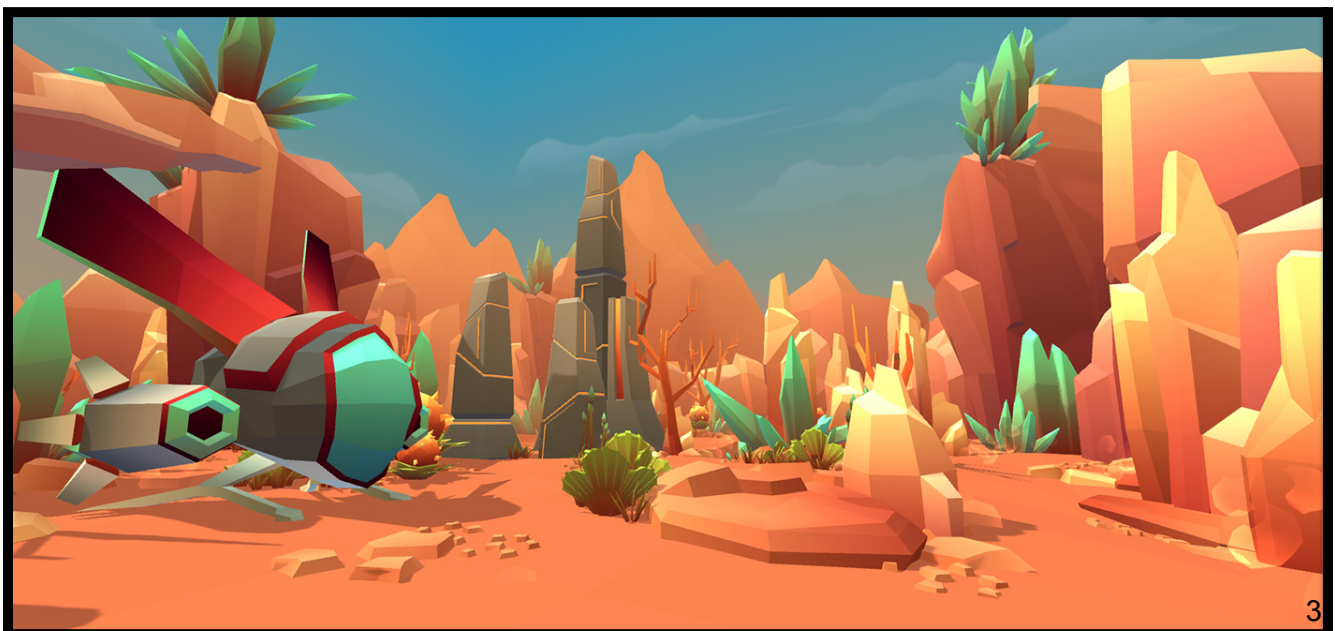
GamePlay

Gameplay Elements

There are 5 gameplay elements of the game, rules, components, mechanics/controls, goals, and user experience. There are only two rules for "Trouble in Space" is that the players will travel through the aliens' planet while going through obstacles and watching out for the aliens and the objective of the game is for the players to collect all 6 jewels. As for the components, there are 5 aliens, which are the enemies. There will also be token coins that players can collect as collectables. The mechanic/controls for players is that they can roll and jump. The game can be played on a computer with a keyboard and mouse. Players will use the spacebar to jump and to jump on enemies heads to kill them. They will use the WASD or arrow keys buttons to move the character and players will have 3 lives throughout the game.

The overall goal for players is to collect all 6 jewels and that's how players win the game. To lose the game if the player dies by losing all 3 of their lives and will have to start over. The feedback the players will get on progressing towards the goal will be letting the player know how far they come after collecting a jewel. As for user experience, players will start on the aliens planet with instructions on how to play.

Sketches and Visual inspirations

Two of these sketches I made on a website called autodraw.com. The red and gray character is the rolling ball crewmate spaceship and the black and green character is the alien who is a rolling ball as well. Those two sketches are to give you an idea of what they look like. I got my inspiration from the crewmates in the Among Us game with my own ideas. As for the alien sketch character came from pictures I saw online and I was inspired by it and what my alien characters will look like.