

# Intro and Preface

# Monarch Odyssey GDD

This document contains all the relevant information and goals for the Monarch Odyssey Project.

This is the most recent and official document. Revisions and retcons occur here that render previous documentation obsolete, including the cutting of content or ideas.

Made using <https://wwwx.cs.unc.edu/~pozefsky/seriousgames/NewDesignDocTemplate.pdf>

**Finished**

**Currently being worked on**

**Not completed**

Currently WIP/Incomplete (mostly just an outline), needs to be finished and codified in order to provide a clear course for the future of the project.

# Title Page

# Monarch Odyssey

Title Page (page and all elements are required)

- **Game Name** – This is more important than you think even in a non-commercial environment. It sets the tone for the game's use and gives it an identity.
- **Tag line** – a tag line is a statement or phrase that brands your game. Famous tag lines are “Just do it!” “Got milk?” “The King of Beers” Or from the video game world: Dark Souls: “Prepare to Die”, Dead Space: “Only the Dead Survive”, Deus Ex “Trust no one. Question Everything”, Pokémon: “Gotta catch em all!”
- Team – names and roles. Remember that your client is part of the team
- Date of last update

# Revision History

2. Revision History – only needed if you are working on multiple versions of the document or making major changes to the game. Probably not needed for most games in this class. However if I review a version that then significantly changes, include the history.

# Game Overview

Purpose of game: To give students a reason to visit locations on campus they otherwise might not.

Intended Use: While walking around campus.

Justification for the use: Entertaining way of acclimating students to campus

Target audience: ODU students

Genre: **Pokemon GO clone (scrapped-talk to Hasan)** Daily Idle type game, get daily quests, buy buildings to generate income, currently just a new idea, no work made towards this revision.

3. Game Overview (required of all games) – this is intended as a cohesive paragraph or two that lets someone understand what you are working on. It must include

- Purpose of the Game – pedagogical objective(s) for educational games, training goal, or intended social impact. If it is addressing a problem, explain what that problem is (for example, students have a hard time ...)
- Intended Use – How the game is to be inserted into a pedagogical scenario or how will it be used in training, therapy, rehabilitation, etc. You should distinguish between a game that is stand alone, a supplement to a class, or working with an instructor
- Justification for the use – Is there research that shows that this is apt to be successful? Are there other games or applications that take a similar approach? If this is an experiment to see if it will work, why does the researcher believe that it might?
- Target audience. There's a significant difference in a game teaching biology to a kindergartener or to a college student
- Genre(s)

# Gameplay

Objectives: Claim buildings(?), Do quests, walk around campus and explore.

Game Progression and Play Flow: do quests→claim buildings

If the change is made to push the game more to an idle experience rather than the Pokemon Go clone, then gameplay will be more like checking in every now and then, and getting notifications when something is completed or you are near a quest area. This could integrate well with the university announcements.

4. Gameplay – this section would tell a player what to expect. Not a lot of detail (that comes later).

- Objectives – What are the objectives of the game? Is it to reach a destination, retrieve the chalice, accrue the most money, or solve a puzzle in the fastest amount of time?
- Game Progression and Play Flow – How does the game flow for the game player? Is there an overall scoring and objective for the game or is it a progression of levels?
- Mission, challenge or puzzle structure

# Mechanics

Rules:

Model of universe: ODU campus

(current) Character actions: tank movement, interaction with characters and quests

If changed to an Idle game, character movement would not be as important, since you would not have the game constantly open. More focus would be put on quests and notifications, and the UI.

5. Mechanics (Key Section) -- These are topics that should be covered if relevant. All games are different and not everything applies. Consider this a checklist to help you capture all that is important. It should be complete enough that someone could build a clone of your game based on this detail.

- Rules – include both implicit and explicit rules.
- Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact? If it is a puzzle game, there may be no universe to discuss, but there is the layout and the structure of the puzzle. Included in the universe are
  - Physics – How does the physical universe work? If there are no physics, do not try to create them.
  - Economy – What is the economy of the game? How does it work? The economy includes the items that the player is trying to collect as well as a world economy.
  - How does a player earn or lose these items?
- Character actions. These include
  - Character movement --How does the character move?

- Objects – how to pick them up and move them. Are there key objects of importance that should be identified here? Is there an inventory that the player maintains or are all interactions transitory?
- Actions – What else can the player (or character) do? Include any in-game switches and buttons that are used, interacting with objects, and what means of communication are used
- Combat – If there is combat or even conflict, how is this specifically modeled? What are the differences in weapons?
- Screen Flow -- How each screen is related to every other and a description of the purpose of each screen
- Game Options - What are the options and how do they affect game play?
- Replaying and saving
- Cheats and Easter Eggs if there are any

# Story and Narrative

Backstory: Alternate digital ODU campus, big blue + evil older brother

Plot elements: Buildings (~~covered in vines-scrapped-too much work to redo models~~) tinted blue (change texture/material) because of '83 (big blue's old 80s era big brother), player has to capture/unlock buildings to un-blueify them.

Game Story progression: Monarch Odyssey archive has the full written story quest, although that will likely be altered in the future.

6. Story and Narrative -- If you have a puzzle game, there is probably no backstory or story. As soon as you add an avatar of any sort, you have a story. It may be as simple as who the character is.

- Backstory. If there is no plot or narrative in the story but you need to understand the background, that is a backstory. The backstory can also be setting the stage for the story that is going to unfold.
- Plot elements. There are multiple patterns of a plot: the 3-act play, the hero's journey, episodic, ... Use one of the models to describe the story of the game.
- Game story progression. Explain how the progression of the plot is exposed to the player. Remember that there are different approaches to the narrative: how it is exposed, who is telling it and the sequence that things happen. If you are using cut scenes to progress the story, describe the cut scenes in detail.

# Game World

The look and feel of the current world is that of a google maps style ground, with 3d models of buildings. Currently the game takes place only on the main campus. Each of the current minigames is a separate experience, and vary widely in look and feel.

7. Game World – describe the general look and feel of the world. Of particular importance is whether the world is broken up into different areas that are relevant to the game. If it is, describe how they are connected, how the player moves between them, and how they relate to levels.

# Characters and Opponents

The player character is currently a lion (paid placeholder asset, must be replaced). The archive contains full characterization for a variety of characters, but there are no models for them and they are not in the game. The current animal models in the game are all paid placeholder assets from the unity store. In the future the player character should probably not be a lion to avoid confusion with big blue and '83. Alternatively if the game does get turned into more of an idle game experience, the player character might become unnecessary, and the npcs would just address the camera as if directly addressing the player.

## 8. Characters and Opponents

- Player avatar. Indicate if the user has the ability to define their own avatar and what options they are able to define.
- List of characters in the game: identify which are playable and which are not. If there are characters that are relevant to the game but never seen, be sure to include them. Include enemies and opponents. If the enemies are classes only, that is fine. Identify the class and if there is a specific number of them, etc.
- For each character, give their backstory, personality, appearance and abilities
- Explain the relevance of each player to the story and their relationship to other characters. If certain of the characters only appear in certain levels or areas, explain that as well.
- This is also the place to describe any AI that is used for these characters.

# Levels

There is currently the main “level” of the world, and a few areas that allow you to access the current minigames. Each minigame is its own “level” and do not have a lot in common with each other, either asset or gameplay wise. In the future, one of the things to alter about the minigames would be to ensure they have a consistent look, so that it seems like they exist in the same game.

## 9. Levels

- General description of how levels are used. If they are very similar, the detailed level descriptions need not be very long.
- For each level, describe what additional skills or information they are learning?
- For each level, give a synopsis of the level and the objectives of that level. If there is introductory material that is required, how is it provided? There are two key aspects to cover in each level: the game play changes and the content changes. In some cases, both change; in other cases, only one does. For example, as levels progress, you may give the player less hints so that they learn the content better and you may increase the frequency of enemies.
- For each level, describe how the map changes and whether it is a crafted or procedurally generated map. If it is procedurally generated, what are the constraints or requirements that put on it?
- Is there a training level or a playable tutorial?
- How is the player’s progress assessed at the end of the level?
- Are they allowed to replay levels? Does progression through the levels require a specific level of accomplishment (that is are subsequent levels being unlocked)?

# User Interface

The user interface is being worked on to be more homogenous throughout the project. We are also working on making sure it looks correct for a mobile configuration.

## 10. User Interface

- What is the visual system? Specifically,
  - If there is a HUD, what is on it, how is it displayed and how is it accessed?
  - What menus are included and how are they navigated?
  - What is the camera model?
- Control System – How does the game player control the game? What are the specific commands?
- Audio, music, sound effects
- Game Art – intended style
- Help System
- Settings – what can the user change?

# Feedback for Player

There is not really any feedback for the player, the closest thing is failing the minigames.

12. Feedback for the Player – How can the player tell if they are doing well? Are there mechanisms to tell them what they are doing wrong?