

Game Design Document (GDD)

For your Capstone Game

The primary purpose of this document is to act as what Will Wright calls a “living memory” for yourself and your team. No game idea should live and die in your brain. You should use a GDD as soon as you can to record all your design decisions, especially early in the process.

In some cases, you can use this document to explain your game to potential stakeholders. If future team members, publishers, or investors are interested in the project, you can build a presentable version of this document and pass it along to them.

Developing a GDD is not a formal process. Write in it as often as you feel inclined. Delete categories from this template that aren't relevant to your game, and add those that are necessary. Include images wherever they do a better job explaining than words. This document will eventually grow long and messy. You can always keep a presentable version on hand to share with interested parties outside the team.

Game Name: Brain Buddies

Game Designers:

Jose Garibay Padilla, Kevin Ibanez Flores, Marlinda Domnick, Alvin Zhen, Isaiah McGrath

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1. GENERAL GAMEPLAY

- a. **Concept:** *The game originally started out with the base idea of a mutant parasite taking control over a recently-deceased man and trying to be fit into society by completing everyday tasks/activities without raising too much suspicion. We ended morphing that idea into something different but still a little similar: a guy eats a burrito (the contents of which aren't exactly up to par) and ends up with an alien parasite in his brain who helps him complete a few tasks on his bucket list in exchange for helping the parasite free its brethren from a secret government lab later on down the line.*

All throughout the process, we've had a clear idea of what we want players to take away from the game in overall experience; lots of humor and fun characters, nothing too serious. Just a silly little game just about anyone can play and enjoy. This kind of game mentality is largely due to our main inspiration for the game: Octodad.

The original concept for the game's main mechanic also derived itself from Octodad.

Since the original idea was to have a parasite controlling the movements of a dead man's

body, we thought it'd make sense for the movement of the host's body to be wonky and limited; limbs move one at a time while the others hang limp and swing around with too much movement. In the end, we decided to trade that core mechanic in exchange for something more simple. As a way to impliment symbiosis into players' gameplay, we decided to use a hybrid control system; players must use two different sets of controls (ei: keyboard and mouse) in harmony in order to complete minigames and tasks.

- b. **Logline:** *Players make their way through the game playing various mini games while also dealing with hybrid controls. Fun characters and dialouge ensue.*
- c. **Key Features:** *Polar opposite protagonists who make for fun interactions, hybrid controls, environments that are vastly different from each other in both design and overall feel, and fun background characters.*
- d. **Player Experience:** *Our game was designed with the idea of giving players something to have fun with; we never wanted something to serious. Everything from the outlandish plot, to the mini games and scenarios, to the unique characters and their interactions was created with player enjoyment in mind.*


On the topic of characters, it should be known that they're the driving force that push players to complete the game. If players aren't motivated to play to further the plot, then they're playing in order to see just what kind of trouble the characters will get themselves into. The hope is that players will grow attached to characters, relate to them, and follow along as they grow and overcome obstacles throughout the story.

- e. **Mood:** *Very humorous and carefree; a silly little game with no real stakes. Players are there to have fun. Environments are filled with colors and little characteristics that make each unique from the others.*
- f. **Audience:** *Just about anyone can play this game, though it'd be more of a homerun for anyone in middle school and up.*
- g. **Core Mechanics:** *Hybrid controls; mini games require players to use both the keyboard and the mouse in tandem in order to complete tasks.*
- h. **Elevator Pitch:** *A depressed college dropout attempts to complete his bucket list with the help of a pseudo-evil alien parasite implanted into his brain via burrito.*

2. TECHNICAL

- a. **Platform:** Side scroller
- b. **Engine:** Godot
- c. **Saved Data:**
- d. **Revenue Model:** Game is free to play

3. ART

- a. **Visual Aesthetic:** Characters have long, thin limbs and no visible facial features. Outlines are thin and scratchy, and there's a bit of an influence from rubberhose animation (though some sharp edges can be found: bent elbows, knees, etc).
Backgrounds/environments are faded as to not interfere with any characters at the foreground (characters/objects in the foreground are the most bright while other characters/objects become more faded as they get closer to the background).
- b. **Aesthetic References:** Rubberhose animation, Adventure Time, anime
- c. **Concept Art:**
- d. **Font Guide:**  Font Guide

	Font	Why	Dialogue Example
Guy the Gas Station Attendant	Comic Sans MS	<ul style="list-style-type: none"> - "Eveyrone has low expectations when it comes to _____. I've been impressed by less." A statement applicable to both Guy and Comic Sans - Basic. Ordinary. Boring - Either one makes you go, "Wow... Is that it?" 	"I can't afford to have any life-altering diseases right now-- I work minimum wage, I can barely afford a 10 piece McNugget!"
The Parasite	Bitter	<ul style="list-style-type: none"> - Thin and sharp. English majors probably encounter this font often - Compared to Comic Sans, this font seems more refined, more educated. It's got things to do, people to manipulate, businesses to capitalize on, etc. - The name of the font honestly speaks for itself 	
SECRET AGENTS	Staatliches	- Lowercase letter do not exist	

		with this font-- something the agents can relate to - Bold and slightly imposing. Seems like the type of font to be on an official government document	
Valley Girl	Comfortaa	- A bubbly sort of font. Not a whole lot of sharp edges with this one	
Biker Grandma	Amatic SC (Bold)	- Frail and thin (like a grandma), but also sharp (like a shank) - For some reason this font just screams floral print wallpaper	
Trucker Dude	Raleway (Semi-Bold)	- Looks tough and sturdy, but also pretty ordinary	

e. Color Specifications:

	<i>Concept Art</i>	<i>Color Description</i>	<i>Values</i>
Gas Station			
City/Town			
Abandoned Factory/Secret Lab			

f. User Interface Atlas:

4. SOUND DESIGN

a. Audio Aesthetic:


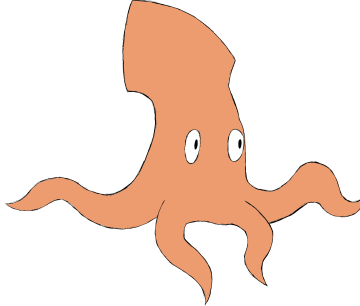
b. Audio References:

c. Music:

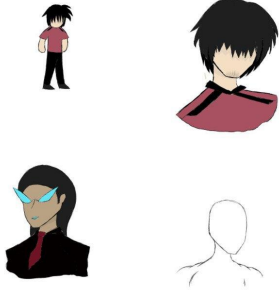
5. NARRATIVE

a. **Plot Overview:** Using some inconspicuously packaged “meat” that he happened to have seen fall out the back of a passing semi truck, Guy decides to what any functioning adult would do and makes himself a burrito. He soon realizes that along with ingesting that burrito come some consequences-- food poisoning, yes, but also an alien parasite that connects itself to his brain and recruits him on a mission to help free its fellow alien brethren from a SECRET GOVERNMENT FACILITY. Guy, unfortunately, has zero faith in himself and his abilities, so the Paraité decides to boost the man’s self-esteem by helping him complete the bucket list he’s put together over the years.

b. **Player Characters:**

	Image	Description
Guy the Gas Station Attendant		<p>- An incredibly below average college dropout -</p>
The Parasite		

c. **Other Key Characters:**

	Image	Description
SECRET AGENTS		<ul style="list-style-type: none"> - TALK IN ALL CAPS - The whole Men in Black getup (black suits, black ties, black sunglasses)
Valley Girl		- Typical bubbly teenage girl
Trucker Dude		- Average joe who happens to drive trucks long distance
Biker Grandma		- Old and wild, but also still pretty sweet

6. PRODUCTION

a. Team Roster:

	Role Within Group
Dakota Jull	<i>Sole programmer</i>
Isaiah	<i>Lead Art Designer, Concept Artist (characters)</i>
Jose	<i>Co-Game Designer,</i>
Kevin	<i>Co-Game Designer,</i>
Alvin	<i>Team Manager & Co-Story Producer</i>
Marlinda Domnick	<i>Lead Story Designer, Concept Artist (environments)</i>

- b. Development Timeline:** November 2021 - May 2022
 - c. Budget:** No cost. All this may have cost us was spare time
 - d. Changelog:**
 - e. Archived Features:**
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