

Game Design Document

INSECTA

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Core Concept

The playing experience of our game is a minimalist tower defence title, in which the player

buys bug-themed turrets when the progress bar has accrued enough berries.

Called: **Insecta**; bugs are a central part of the concept because irrational fears develop due to lack of exposure and environmental influence, it is our belief children only dread bugs due to their presentation. **Insecta** aims to showcase them in a positive manner, with hopes this will help prevent the common irrational fear, also fostering a deeper appreciation for the countless inhabitants sharing Earth. Bugs are essential to life yet we denigrate them early on, leading to indifference or celebration to their destruction.

Collecting berries for the bugs to eat is the gameplay objective, our win condition is of eating enough berries to satiate the appetites of the bugs to make them happy. Countering this the lose condition is not eating enough food and the bugs resulting in the bugs being sad.

A very simplistic combo system will be present. Foraging berries fill the combo bar, when filled turrets will be randomly upgraded.

Functioning the way it will for two reasons: one is the requirement of the project, the other is we

want it to be simple, we have it do the upgrade automatically otherwise it might be confusing.

Design Pillars

Simplicity

There are multiple considerations for this group game project, the key determining factors are time, functionality and enjoyability. Time is a huge constraint, there's a really limited amount of time to work with. A large reason this project will or won't be a success is how well we manage to race against the clock.

Functionality and time are almost collaborating to ensure life will be difficult, to complete this project we're going to need to learn new skills while keeping up with the work load. In essence this means we'll be forced to incorporate newly discovered skills basically the minute we learn them.

Enjoyability is the easiest to gauge, but the hardest to plan for. Obviously we want to make a game that meets the brief, however naturally as proud game developers we desire to create a brilliant experience for whoever plays our game.

Friendly

Primarily this is a focus for the artist, the goal is the bugs we'll look inviting and friendly. Abundant games include bugs and abundant games make them look terrifying. Since this game will be played by 3 to 4 year olds this is inadvisable for our approach.

Consequently a core pillar of our game is taking great care and attention to detail, so that we may avoid creating something inappropriate for our players.

Alongside this point, additionally we want to communicate through our game that presentation is a colossal responsibility in how people are raised to perceive things. Hopes are this will show bugs are not something to be feared.

UI Focused

One of the required elements of the game is not by our design, but designed with it in mind. UI focus is imperative, it must be at the forefront of the game capturing the majority of the gameplay attention.

Now an obstacle we're going to have to overcome is children can struggle to acclimate to UI heavy games, which by enlarge are targeted towards older audiences.

So much as we entice the player into pressing aspects of the UI, it's our belief this should be a problem we can confidently overcome.

Main Features & Mechanics

Firstly, I'll cover the features and Mechanics mandated by the brief for the project, furthermore I'll give a summary for how we intend to devise their implementation.

The theme is waves. Needless to say this theme has an array of interpretations, the sea for example. Tower defence and waves of enemies is the line of thinking we had.

UI focus, limited colour palette and a combo system were all forced upon features. Having already covered the UI requirement I'll keep this brief, the game will have a simplistic overlay giving the UI focus.

Limited colour palette is a tricky one since it's down to our interpretation but also means we can use as many colours as the artist can justify. A combo system had us dumbfounded for some time, how exactly does it fit into a Tower Defence? Once the progress bar mechanic entered our thoughts the solution was clear.

Forbidden Mechanics:

- Leaderboards
- Inventory System
- Currency
- Timer
- Health System
- Ketchup

Now not including ketchup was extremely difficult, but the timer, health system and currency mechanics being locked away that stung.

Often key components of a classic Tower Defence, we scooted around currency with the progress bar system, timers just weren't included.

Lastly, a clever system to take the place of a health system is the lose condition where if the screen has too many berries on screen you lose.

Target Audience & Target Platform

For this project the target audience we are aiming to cater to is the range of three to four year olds.

Challenging because at that age children are temperamental and they don't even really know what they want yet.

Adding on to that they are impatient and need to understand the game immediately as they will almost certainly not want to take the time to learn and understand its functions, why? Because they are three to four years olds.

Target Platform will be PC this is due to lack of options since our understanding of PC systems is greater than any other platform which makes it easier for us to create.

Similar Games & Genres

Bloons TD 6



I put the name in bold writing since Bloons TD 6 was the main inspiration for the game concept we conjured up. We picked it because it's so simple, place monkey and monkey shoot.

This is what we want for our game, place bug, bug shoot and done.



Plants vs Zombies a staple of tower defence games it stands as a monolith in the genre. Of course this means it had to inspire us. There's a limited amount of units for you to use against the zombies but the gameplay is not at all limited in its potential for strategy, something we want to capture. Giving all children playing our game multiple ways to succeed.

That covers all the games which inspired us. Now we look forward to the end result and hope it meets our expectations of being amazing and a great player experience.