

GDD SP7 On the Goose



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Summary

Our gameproject is a first person action-adventure platform game where the gameplay and metrics roots from Mirror's Edge with art direction following Overwatch 2. The environment setting is in a medieval fantasy world where the only inhabitants are animals. The player controls the protagonist who is a goose from a long generation of thieves. He's the only one that can't fly but wants to prove to their family that they can still be an **eggcellent** thief on the ground. On his path to glory he needs to perform a set of hard earned skills and navigate through the rooftops using his acrobatic maneuvers.

The mission is to steal one of many artifacts without getting caught.

Story

Characters

Main Character: You play as a goose that is a thief.

Side Characters: Grandpa goose leading the way, only seen/heard in the tutorial

Enemies: Static crossbow that shoots the player.

Setting

Description

The game takes place in a German medieval fantasy inspired world where the people are animals just like in Disney's zootopia. The style for the environment is inspired by Overwatch 2.

When is it taking place

It takes on the rooftops in the city and some on the castle. You will be led by obstacles that have colours that stand out from the rest of the environment.

Narrative

You play as a goose that belongs to a master thief family of birds. But for your whole life you've been an outcast of the family because you can't fly. To prove to your family wrong, you have decided to do your first heist and become a master thief.

Pitch

In a medieval world filled with creatures of all kinds, our little vigilante is on the run from the law! Traverse through the city in high speeds and break loose as a goose

Description Story

The game will be mainly about the player stealing some type of artifacts and is now running away from being caught and when caught the guards crossbows will shoot the player, giving them no reason to stop. It will have a tutorial where the player's grandpa leads the player through it.

Dialog

1. **Use** (SHIFT) to slide as I've taught you.
2. **Press** (SPACE) and you will jump over lower objects.
3. When seeing stuff **higher** than you **hold** (SPACE)
4. The Guards are after you, **avoid** their arrows!
5. I forgot how we wallrun, maybe using (space)?

Gameplay

- First Person
- Singleplayer
- Action-adventure platform
- High-pace
- Movement based

Design Pillars

Parkour: It's a first person parkour game. You will be able to jump, vault, wall run, all while you are running away from enemies.

Progression: The player will be progressing throughout 3 *levels*, showing off different types of ways to use parkour.

Story: It's a linear and level based game. The level starts with the player running away from stealing as they are being shot at by a crossbow, it's static and follows the player with its *bullets*. You're a goose on the loose and you're going on your first heist.

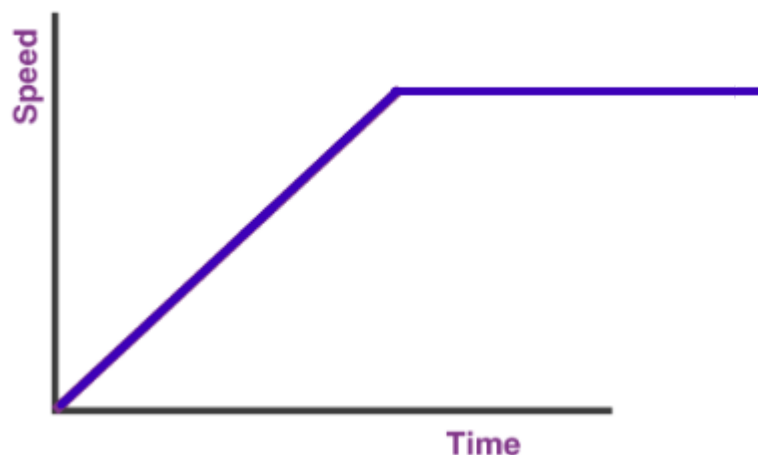
The 3Cs

Controls

Run

Description:

- There will be a walk button if the player wants to walk around and look at the scenery, it's not needed for completing the game it only enables them to walk slowly and stop. (button = ALT)
- The player is always running and is able to build up momentum the further they travel. After **1.5** amount of seconds the player reaches its max speed. There it will remain unless the player collides with obstacles or does **another movement mechanic**.
At full speed the player is able to go even faster and reach godspeed if they can keep their momentum up for 5 seconds, making them go 1m per second faster and increasing the pov and speedlines..
- Acceleration builds up and then remains at a linear level. (Speed meets Time.)



Gameplay reference:

▶ Mirrors Edge | Full Game Walkthrough | PC 4K60FPS | No Commentary
3:43-3:50

Extra thoughts (for anyone to write thoughts and ideas!)

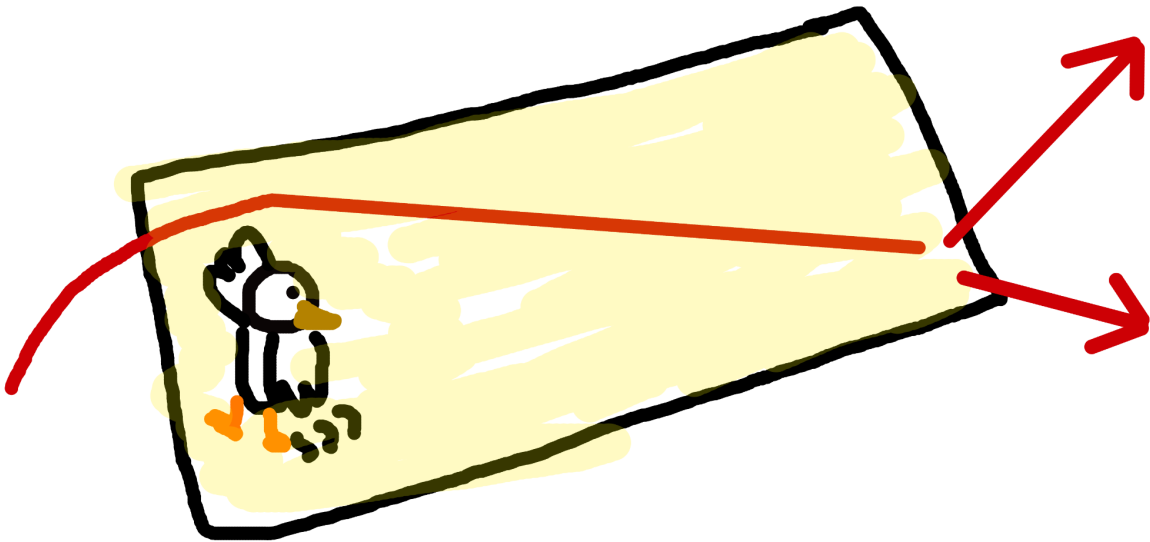
David-(ui changes upon reaching max speed (visual feedback)/ animation on hands quicker, update graph to mirror metrics)

Maybe the walk button is needed for not falling off an edge when entering it at high speed!?

Wall Run

Description:

- When a player is close enough to walls they can Latch on by pressing space and then either 1. upon release jump or 2. click space again to jump!
- The player can only wall run when they are below Y velocity, The player will then gradually lose velocity during the wall run. Velocity meets Time
- During the wall run the player can control the camera pov however the further away the pov is from the wall the mouse speed will decrease in sensitivity. Making it harder to rotate away from the wall.
- During the wall run the player can jump away from it, this jump will be further than the normal jump. The jump direction is decided by the forward vector of the player camera. Gets force at the direction they're looking (wall normal + look direction)
- Can jump between walls and continue the velocity



- (Duck animation one wing on wall the other is flapping) think about how our animations blend between each other. jump towards the wallrun.

Gameplay reference:

[▶ COOP PARKOUR IN MIRROR'S EDGE IS SO SATISFYING](#)
(modded for coop but

Extra thoughts

Slide / crouch

Description:

- Being able to slide under objects in the world (collision)
- Accelerates movement and gets momentum when in air jumping out of slide regains “normal” movement on impact with ground.

- Height over X units is counted as high drops.
- If the player’s speed is lower than X the player will start a crouch instead. Making them able to go under objects or path through long pipes.

Gameplay reference:

[▶ Mirrors Edge | Full Game Walkthrough | PC 4K60FPS | No Commentary](#) (slide)
12:27-12:32

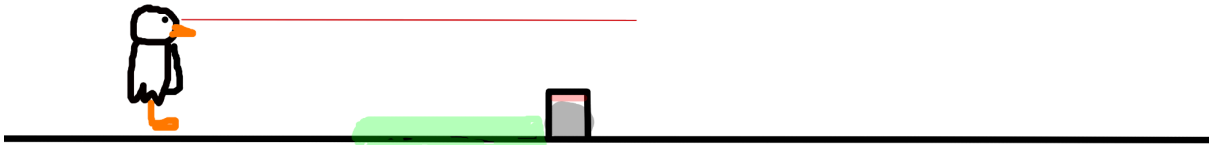
[▶ Mirrors Edge | Full Game Walkthrough | PC 4K60FPS | No Commentary](#) (crouch)

Extra thoughts

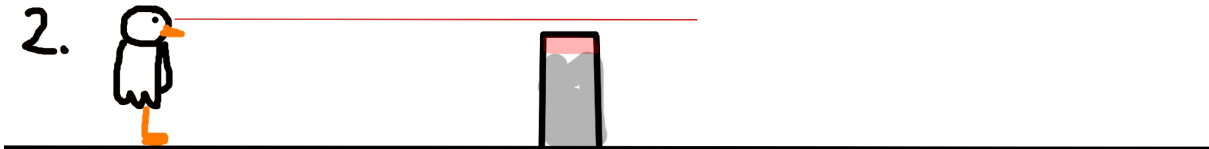
Vault

- 1. The player will be able to maneuver over the vault quickly or by jumping.
- 2. The player will reach the top and then climb over the last part. will always be below the players eyesight.
- 3. The player needs to gain elevation by using ramps boxes etc to gain elevation to reach the top so that they then can climb over.

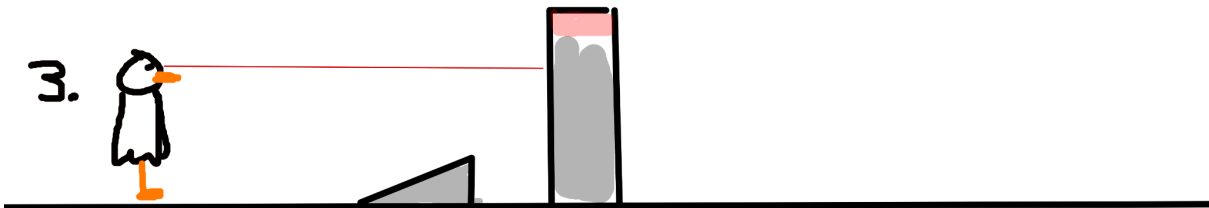
1.



2.



3.



Gameplay reference:

<https://www.youtube.com/watch?v=NDWpXTg3koc&t=130s>

02:22-02:30

Extra thoughts

(Zipline/Long roof slide)

<https://youtu.be/NDWpXTg3koc?t=715> (roof slide)

11:55 -12:12

<https://youtu.be/NDWpXTg3koc?t=149> (zip line)

02:29 - 2:39

Enemies

Summary

The enemies will be static guards with an automatic crossbow following the player.

The player will be followed by a collision box that is connected with the arrows from the crossbow, when the player gets slower the collision box will get closer and their aim will get better and more precise. When hit the player will experience some type of visual feedback like a red vignette and camera shake.

Level Design Document

Tutorial

Objective: Learn the basics

Gameplay: Run, jump and learn the movement.

Location: Off in the corner of the city

WOW-moments: wip

Sound: More relaxing and less tense

Content enemies: 0

Level walkthrough: wip

Level flowchart: wip

Level 1

Objective: You stole a recipe and are now on your first heist.

Gameplay: you'll learn how to evade enemies

Location: On the roofs of the city.

WOW-moments: wip

Sound: wip

Content enemies: wip

Level walkthrough

Level flowchart

Level 2

Objective:

Gameplay:

Location

WOW-moments:

Sound:

Content enemies

Level walkthrough

Level flowchart

Level 3

Objective: Retrieved the family heirloom from the royals,

Gameplay: Fast pace, multiple choice, keeping the flow and rhythm repetition.

Challenging the player

Location: Royal fortress

WOW-moments:

Sound:

Content enemies:

Level walkthrough

Level flowchart

Metrics

Player Camera

- Eye height $z = 1.6\text{m}$.
- Bounding box. $1\text{m} \times 1.7\text{m}$
- Field of view 100

<i>unreal</i>	- Eye height: $x \ y \ z \ 152\text{cm}$
	- Bounding box $60 \times 176 \text{ cm width / height}$
	- Field of view:
<i>unity</i>	- Eye height $1.5\text{-}1.7\text{m}$
	- Bounding box $1 \times 1.8/2\text{m}$

Player controls

[FeatureGym Unreal](#)

Jump metrics

Max *height* = 1.5m

Max *distance* with max speed, no vault = 6.5m

Max *distance* with max speed, with vault = 8m

Air control = 0.8

Vault metrics

$0.5\text{m} >$ = Player will use it as a stepping stone, moving over it without needing to press space.

1.5m = Player can vault over it without jumping.

2.5m = Max height for the player to vault over when combined with a jump.

Vaults higher than 2.5m need either a ramp or a wall run to get over.

Video link: <https://youtu.be/Tv3m7zrfGr4>

Acceptable jumping distance

2m vault = a distance of 5m

2.5m vault = a distance of 4m

Slide metrics

1m = The player can slide under objects, 1m is the lowest height the player can slide under.

11m = The player can slide 11 meters and with a 1.5 second duration.

Eye height $z = 1.6\text{m} > 0.6\text{m}$ during slide with a 0.3 second duration.

Video link: <https://youtu.be/Lvp6VSTI8NM>

Run metrics

The player will gain momentum during their sprint and will lose it if they stop or collide with the environment

Max speed = 7 meters per second

Acceleration = rate of velocity change 500

Duration from still to max speed = 6,5 meters and 1,5 seconds
Duration from no speed to Godspeed = 42.5meters and X seconds

Extra thoughts

Camera movement in Mirrors Edge if done wrong makes it easy to become motion sick,
minimum camerashake

Environment assets

- Door: 1.3x2.5m (width/height) minimal
- Box 1x1m =1 unity block (height)

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- Bridge width
- Minimum size 1m (height) tbr
- Maximum size 5m
-

Intractable assets

- Table (slideable) =