

# Age of Cube

## Game Design Document

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Game Wizards Production Project

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## **Game Story**

In a world where advance in science has become the only thing humanity cares about, an unknown artificial intelligence calling itself W.A.V.E emerged from nowhere with the only goal of eradicating organic life forms thus marking the beginning of the World Annihilation Vitality Eradication program. And humanity in the desperate need of finding an answer to save themselves, they created the Complete Utility Bending Experiment or better known as C.U.B.E., but the experiment did not go as planned...

## **Gameplay**

Set in a 3D environment with 2D single player controls, the player will control a cube in a unknown location, and he will discover that he has the ability to absorb and change his own material in need of the situation, as the player advances through the level, he is going to uncover interesting things about the level, and by combining the different game mechanics, his own abilities and knowledge to find a way out of each chamber.

## **Game goals**

The game is set in a futuristic environment, meant to create an interesting atmosphere, the player will need to observe the environment in each level, acquire specific powers and the goal is to use the power to solve different obstacles set for the player and find a way out of the chamber.

## **Development ideas**

Material transformation is the core component of the game, we want to focus on this mechanic by adding different material and color, some development focus is adding a animation when the player switch material with sound effects and also we want to add a specific death effect to each material.

# Controls

- The keys to move left and right will be the direction buttons W and D.
- The keys to jump will be the SPACEBAR.
- The keys to switch materials will be the number keys 1, 2, 3, 4, 5. Including num pad implementation

# Screens

Start Screen – (Play Game, Controls, Options, Credits, Quit Game)

Control Screen – (Control information display, Materials explanation)

- There will also be a C.U.B.E avatar with material switch available to show the player each material and their power

Options Screen – (Various game options)

Credits Screen – (Project participants name display)

Ending Screen – (Level completion information)

# Mechanics

## *-Material Transformation-*

The player will acquire access to five different materials: Normal, Wood, Metal, Glass and Energy. The environment will have obstacles and objects that will interact differently depending on the material and vice versa.

Normal is the cube material with a neutral weight, skills include climbing and sticking to the walls.

Wood is the cube material with a lighter weight, skills include floating on water and strong wind currents.

Metal is the cube material with a heavier weight, skills include going through fire and stay within strong wind currents.

Glass is the cube material with a heavy weight but lighter than metal, skills include going through laser pointers and reflect certain laser to destroy obstacles.

Energy is the material with a similar weight to wood, skills include going through anything, floating on water, pass through laser pointers and fire, with great power comes limited usage, so player will need to choose wisely when to use this power.

# Game Components

## 1. Environments

- a. Futuristic Sci-Fi environment
- b. Abandoned Basement
- c. Water processing plant
- d. Factory production plant
- e. Laser utility room
- f. Wind generation plant

## 2. Objects/Obstacles

- a. Laser beams
- b. Obstacle boxes
- c. Static platforms/moving platforms
- d. Water pipes
- e. Intractable computer station
- f. Sticky platforms
- g. Magnetic fields/Magnetic walls

## 3. Character

- a. The player will be controlling C.U.B.E.
- b. The enemy artificial intelligence known as W.A.V.E.

## 4. Challenges

- a. Doors that require keys or actions to open
- b. Obstacles that require the access to other materials to go through them
- c. Need of material transformation on the run in specific situations
- d. Objects in scene that require material interactions (\*Using laser to cut)

# Game Art/Level Design/Audio

All the assets pieces are going to be modular, able to be pieced together to form a larger level. Ideas for the level design include basement level, water processing plant and factory production plant, in the first level, the player will acquire different material in each room, learning how to switch and using each material in proper situations. Each UI elements, jumping, material switch and death are going to have corresponding sound effects, with a calm and sci-fi style background music.