

2015

Game Design Document

The title 'Paper Boat' is centered on a blue rectangular background. This blue area is framed by diagonal brown borders that create a layered, paper-like effect. The corners of the blue area are cut off, revealing a green background underneath. The text 'Paper Boat' is written in a white, clean, sans-serif font.

Paper  
Boat

11/13/2015

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# Overview

Paper Boat is an endless runner for mobile targeted to the audience of all ages. As the name says, the game focuses on a Paper boat's Journey to infinity. The Paper Boat dodges through a variety of obstacles while travelling down a brook engaging the player to experience a medium paced gameplay with simplistic, soothing and vibrant Environmental Graphics.

## Genre

Endless Runner

## Target Audience

All ages, Casual gamers

## Gameplay

The gameplay starts from a brook where a small child releases a paper boat that will float along the brook all the way to where the waters meet far away. Player has to tap on the water body to create ripples. The ripples force the boat to move away from the centre. Player should try to avoid running into obstacles which will cause the paper boat to get stuck and the camera continues to move forward. If the Boat is left behind and goes out of the scene, the game gets over.

## Objective

The main objective of 'Paper Boat' will be to score higher. Though the player does a lot of other stuffs to in the game like buys new boats, themes and accomplish various Achievements (integrated to Google accounts), the target is to compel the player to focus on one's score and have a sense of competition.

## Mechanics

### Gameplay

<b>Paper Boat (Character)</b>	Main Subject of the game Floats continuously along the brook Cannot drown	
<b>Ripples (Control Mechanics)</b>	Created by tapping on the screen Pushes the boat away from itself Does not have a count limit	
<b>Obstacles</b>	Lily Pad	Static on brook, normal obstruction
	Duck	Slowly moving in opposite direction
	Fish	Fast moving in random directions
	Island	Static on brook, partially obstructs boat in an area around
	Bridge	Player cannot tap on the water underneath
	Cataract	Pushes the boat away
<b>Collectibles</b>	Slips	In Game Currency
<b>Game Over</b>	Revive	Gives the player another chance
	Quit	Goes to main menu

## Game over

The boat gets obstructed by the objects on the brook but the camera still continues to move.

As soon as the boat moves out of the camera, Everything fades to black and the game over pop-up appears With revive and home options.

## Revive

### Pay Slips

Revive	Cost (Slips)
1st revive	200
2 <sup>nd</sup> revive	500
3 <sup>rd</sup> revive	1000

### Watch Video Add

This can be used only once. Player has to watch a 15 sec video to revive.

## Level Progression

Well the game is endless, hence we cannot have a number of levels in the game but there will be sets of variable difficulty that alters the gameplay for the player throughout the game so that the player does not get bred after playing the game for too long.

### Difficulty

<b>Set 1</b>	Default Speed
1min	This is the speed with which the game begins.
Obstacles	Default frequency

<b>Set 2</b>	High Speed
1min	Gives better scores, but tough to complete.
Obstacles	Less frequency

<b>Set 3</b>	Slow Speed
30 sec	Gives low scores but this is the set where the player is relaxed for a few seconds.
Obstacles	High frequency

### Aesthetically

We want the player to experience a change throughout the game.

Day	Default lighting
Dusk	Orange tone
Night	Dark Purplish tone
	Jugnu Particles
Dawn	Purplish + orange tone

# Scoring System

## Distance

This is the Basic Score Unit. Total distance is calculated in meters with decimal points.

## Slips

Slips are the Collectibles. These are dropped randomly during the journey according to the Drop Rate of the environment.

**Total Score = Distance travelled + No. of Slips collected**

# Visual Effects

## Slips Collection

Whenever the player collects a slip, a particle system appears.

## Fail

When the boat is left behind, the screen gets faded to black. And then the level failed popup appears with a fade in effect.

## User interface

We will be using single scene for all the UI screens.

The Main Menu is the gameplay Screen itself.

## User interface

<b>Main Menu</b>	Play	Goes to Gameplay screen
	Quit	Quits the Game
	Shop	Takes the player to the Shop Screen
	Achievements	List of all achievements accomplished and unaccomplished
<b>Shop</b>	Total Slips	Used to buy items
	Boat	Can be bought Using Slips
	Environment	Can be bought Using Slips
<b>Challenges</b>	Slip Collection wise	Player gets rewarded with slips and Google achievements
	Gameplay wise	Player gets rewarded with slips and Google achievements
<b>Pause</b>	Resume	Resume Game
	Home	Goes to main Menu
<b>Game Over</b>	Revive using Slips	Costs some amount of Slips
	Revive Using Video Ad	Watch 1 video ad to revive
	home	Goes to main Menu
	Share(Pop-up)	Share through Facebook to gain more slips

### Main Menu

*The main menu has no settings button since the game has no complicated systems. If the player wants to decrease the volume, he can use the default volume keys to reduce the device's system volume.*

*Any other screen*

### Play Button

Directly takes the player to the gameplay screen.

A small cute girl child holding a paper boat stands beside the brook, asking the player for help.

Agreeing to help the Child is the Play button.

### Quit

Exits the Game by asking for a confirmation.

### Gameplay

When the player presses the Play Button, The Child places the Boat on the brook and the player can then control the Boat.

## Shop

**Slips**- this is the in-game currency.

<b>Total Slips</b>	This Will Show the Total No. of slips Obtained after login
	Click on the Button to Buy More Slips
<b>Boats</b>	Buy new boats using Slips
	Every new boat has an increased score multiplier
<b>Environments</b>	Buy new environments using Slips
	Very costly but have a very Big advantage

### Buy Slips

No. of slips	Cost
700	49 Rs
1600	99 Rs
3500	199 Rs
7000	299 Rs

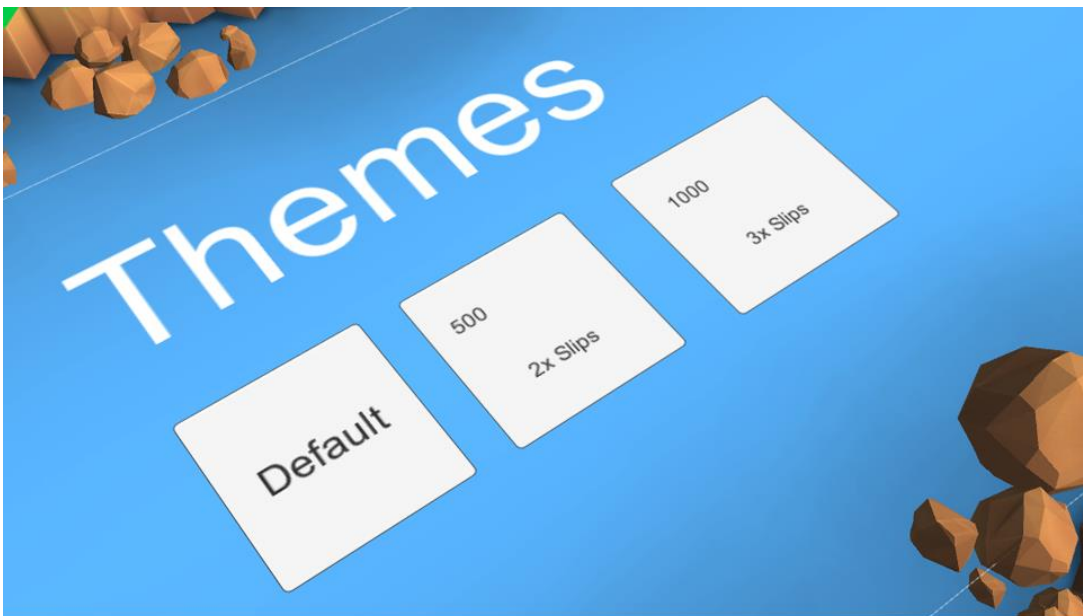
### Boats

Boat	Cost (Slips)	Advantage
Boat 1	Free	Default Boat 1x Multiplier
Boat 2	500	1.2x Multiplier
Boat 3	1000	1.4x Multiplier
Boat 4	1500	1.6x Multiplier
Boat 5	2500	1.8x Multiplier
Boat 6	6000	2.0x Multiplier

### Environments

Environment	Cost	Slips Drop Rate
Default	1000	1 per 6 seconds
Snow	2500	2 per 6 seconds
Arid	7000	3 per 6 seconds

- The images shown below are for a rough idea of how the Menu Screens will look.
- Fonts and image (with Proper colours) will be used according to the Objects placed in the scene to make the UI more User friendly.
- All fonts used in the Canvas will be Unity Font itself. This will save memory.





# Challenges

## Slip Collection

- Player will be rewarded according to the number of slips collected in one run
- Reward will be shown in a wrapped Craft paper that unwraps on tapping.

Collection	Reward
50	50 slips
100	120 slips
200	250 slips
500	700 slips

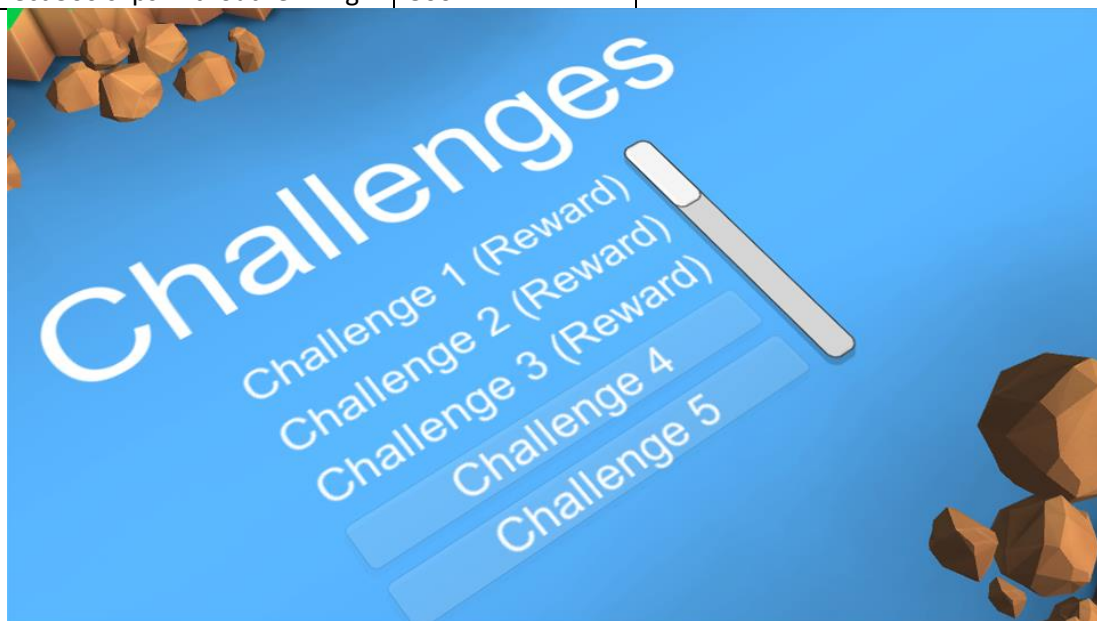
## Gameplay

- Player will be rewarded according to the way the game is played.
- Reward will be shown in a wrapped Craft paper that unwraps on tapping.

Task (in one run)	Reward
Complete 20m without colliding	50 slips
Complete 50m without colliding	150 slips
Complete 75m without colliding	250 slips
Cross 50m without revive	100 slips
Cross 75m without revive	200 slips
Cross 100m without revive	400 slips
Collide with 15 objects without revive	100 slips
Collide with 25 objects without revive	150 slips
Collide with 40 objects without revive	200 slips

## Combo

Task	Reward (slips)
Collect 50 slips without colliding	100
Collect 70 slips without colliding	200
Collect 100 slips without colliding	350
Collect 500 slips without colliding	600
Collect 50 slips without reviving	120
Collect 70 slips without reviving	150
Collect 100 slips without reviving	200
Collect 500 slips without reviving	300



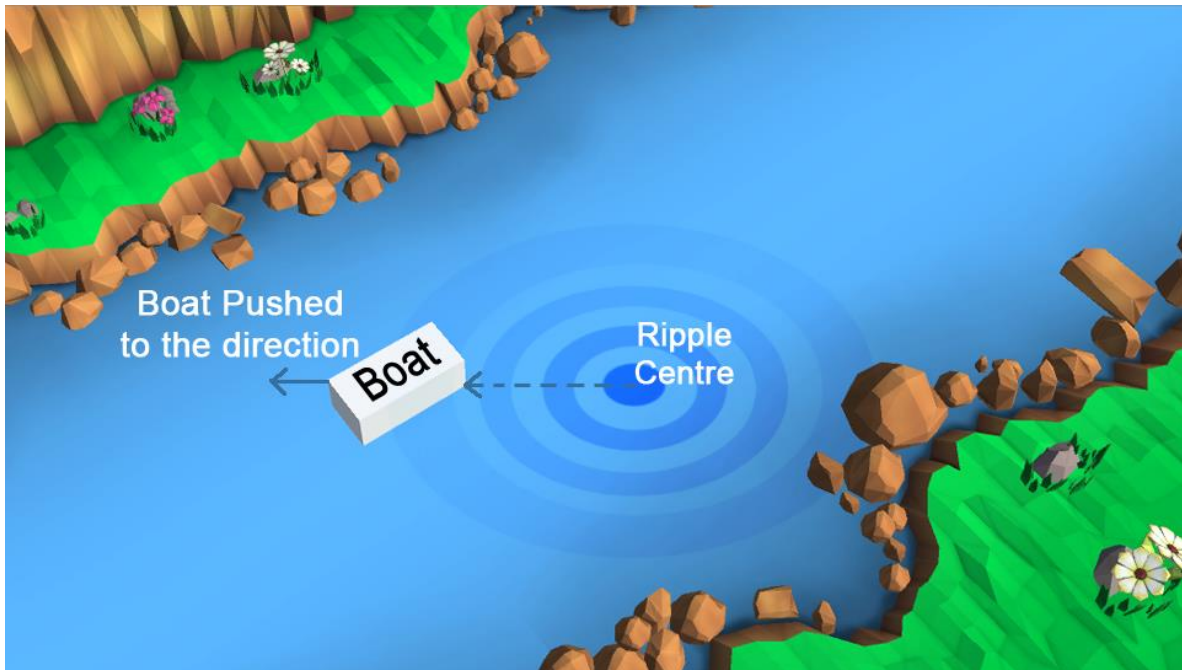
# Controls

The only verb in the Game is 'Tap'.

1 tap on the water body creates a ripple that pushes the boat with a force directed from the ripple's centre towards the centre of the boat.

## Ripple

- Created when tapped on screen. Holding or releasing does not to anything.
- Ripple has maximum force at the centre and this decreases towards the circumference as the ripple expands.
- The boat should be pushed only when the ripple touches the boat while expanding



# Interface Flow

