# LOST

# **GAME DESIGN DOCUMENT**

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#### 1.0 | Title Page

#### 1.1 | Game Name

Lost

#### 1.2 | Developer

**Cloud Games** 

#### 1.3 | Game Version

0.1

#### 2.0 | Game Overview

The Game Lost is casual adventure 3D side scrolling game for pc by Cloud Games; the game takes place in a mysterious jungle where the player takes the role of the kid Joe who traverses through the jungle. The player goal is to make the kid to reach his home by crossing those dangerous obstacles inside the jungle.

#### 2.1 | Target Audience

The game Lost is mainly targeted for the people who like to play casual games. According to the market survey we took around Chennai, 40% of people like to play casual games. In Chennai most of the people likes to play casual games in leisure time, so we planned to do this game for everyone.

#### 2.2 | Target Platform

The game Lost is mainly targeted for PC according to the survey results PC games having highest selling rate around Chennai. So we guys doing this game for PC.

#### 2.3 | Key Feature

The game Lost is a casual adventure game. The major features are

- \*Game Play
- \* Visual

Toon shading will be implemented in this game.

#### 2.4 | Story

In a forest a 12 year old kid is walking to his home while the kid crossing a wooden bridge it getting shatter and he falls down in a cave and the game starts here, the kid has to pass through the mysterious cave in order to go home.

#### 2.5 | Environment

The game takes place inside a jungle. The first level takes place in jungle environment and the second level takes place in a mine environment.

# 3.0 | Character



## 3.1 | History

The Character Joe is a 12 year old kid. He was on the way to his home from school unfortunately he falls inside a cave and getting lost.

#### 3.2 | Description

Name: Joe Age: 12 Sex: male

Abilities: Run, Jump.

Appearance: Black sweater on white shirt, blue trousers, brown shoes and a grey ball cap.

## 4.0 | Level Design

#### 4.1 | Objective

The main objective in this game is the player has to make a way to the kid Joe to his home on the way the player has to overcome some obstacles.

#### 4.2 | Obstacles

There will be some basic obstacles like falling spike balls, swing, etc. the player has to evade or jump to overcome the obstacles.

#### 4.3 | Player Advancement

The level takes place inside a jungle first level will be in a mysterious cave the player has to travel and overcome inside the cave with obstacles. There will be some health pick up for the player when he gets hit.

#### 4.4 | Difficulty settings

The game will be having some small complicated obstacles. This game won't have that much difficulty to win we just wanted the game to be easy so that everyone can play.

### 5.0 | Game Play Mechanics

#### 5.1 | Game Genre and Perspective

The game genre is adventure casual game and the perspective of the game is going to be side scrolling.

#### 5.2 | Game World

The game lost takes place in a jungle.

#### 5.3 | Player Controls

Left arrow/A- move left Right arrow/D - move Right Space - Jump

#### 5.4 | Power ups

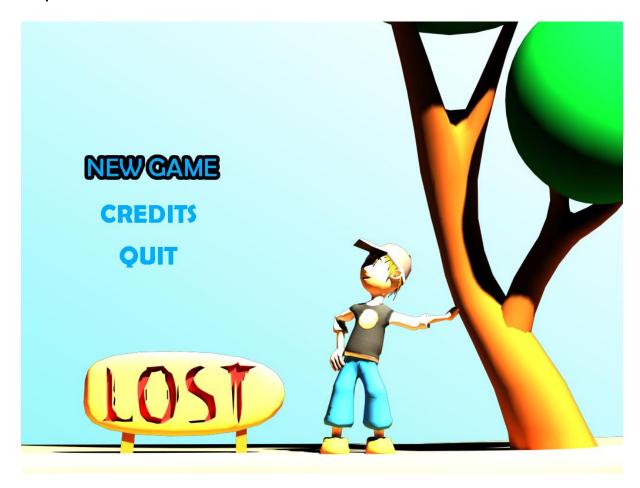
In the game there will be some apples, that is for health pickups. If the player gets hit by the obstacle he can restore his health by picking health pickups.

#### 5.5 | Elements

There will be lot of elements in the game. Like spike balls, apples for health pick ups etc

# 6.0 | User Interface

# 6.1 | Main Menu final one



# 6.2 | HUD

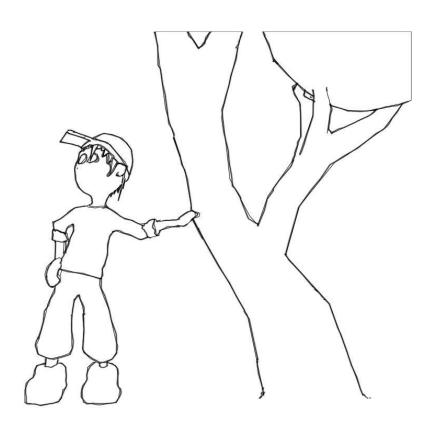




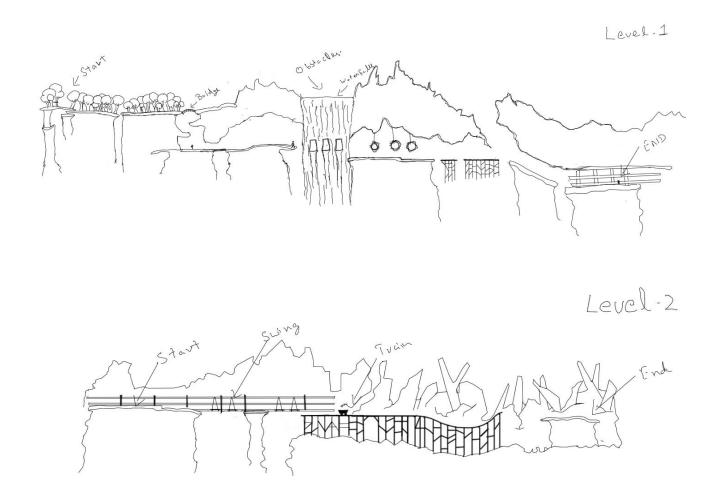
# 6.4 | Sounds

We planned to add ambient noise in the background to give the forest feel.

# 7.0 | Character Concept Arts



# 8.0 | Level Concept Arts



## 9.0 | Game Engine

Unreal development kit: a complete development framework. Few features have been implemented, such as level streaming, Kismet scripting, complex material and particle editors. Integrated Partners Program licensees can select from many third-party components to integrate into their games. Its renderer supports many advanced techniques including HDRR, per-pixel lighting, and dynamic shadows, and builds upon the tools available in previous versions of the engine.

# 10.0 | Media Delivery

DVD or Downloadable content.