

GAME DESIGN DOCUMENT

.MADELA

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Game Story

Welcome to Istanbul. Play as Aiden, an ordinary young man, and his wife, Madeline, they love each other however something happened on their life's.

Mission Statement

Follow a thrilling storyline and try to manage your life.


Genre

Role Playing, Simulation

Platforms

PS4, XBOX ONE, PC

Storyline & Characters

Character	Description	Characteristics	Misc. Info
<p>Aiden</p>  A screenshot of the character Aiden Pearce from the game Watch Dogs. He is a man with short brown hair, wearing a light blue button-down shirt, looking directly at the camera. The background shows an outdoor urban environment with other people and a yellow car.	<p>The main character and is an important part of the game</p>	<p>Normal ordinary man in-game story</p>	<p>3rd person, Animated enter & exit to car, etc ...</p>

Gameplay

Player Experience

The player can experience realistic game when walking in the Istanbul Streets and also can see some city objects

Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

Gameplay Mechanics

The game has been produced creatively and also based on reality, and each levels are connected to each other and following one story.

Character Attributes	
Character	Movement Abilities / Actions Available
Aiden	TPS Controller
Game Modes	
Game Mode / Difficulty Name	Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
ARX Coin	ARX is a new cryptocurrency without need a mining or hardware requirement and gamer can earn that coin with spending time on game and also can spend that coin in game for example player can buy new cloth or new car!

Level Design

We designed 25 levels for that game and all levels are in Istanbul.

Levels	
	<p>Ataturk Airport :</p> <p>The name of first level and realistic designed from Ataturk Airport in Istanbul.</p>

Schedule & Tasks

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design				
Storyline	Aynaz Alejalil	22/3/2018	29/3/19	100 %
Level Mechanics	Ridha alabas			
Art				
Level 1	Habib Alejalil	12/4/2018	22/5/2018	100 %
Special FX	Ridha alabas			
UI	Habib Alejalil			
Engineering				
Production Pipeline	Arash Tabari			
Prototypes	Hamid Sepehri			
Audio				
Sound Design	Sorosh Tbabri			70 %
Milestone: GamePlay Features & Music	Sorosh Tabari			70 %
Testing Phase				
Test Plan	Hamid Sepehri	5/5/2018		
Beta Testing	Mohsen Esmaili	7/1/2019		
Milestone: QA Testing	Mohsen Esmaili			
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				