

The Path to Grandma's House

Game Design Document



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Table of Contents

Section 1 – Analysis

Video Game Narrative.....	3
Target Audience.....	3
Delivery Platform.....	4
Review of Competing Games.....	4-5

Section 2 – Design

Player Characteristics.....	6
Game Mechanics.....	6
Challenge.....	6

Section 3 – Project Description

Walkthrough.....	7
Visual Map of the Game.....	8
Conceptual Art.....	9

Section 1 – Analysis

Video Game Narrative - Haoxiang and Onica

The Path to Grandma's House is the journey of a little girl by the name of Little Red Riding Hood who's heading to her grandma's house. Little Red Riding Hood's mother sends her to her grandma's house with a basket of goodies to take to her grandma. As Little Red Riding Hood starts to walk along the path she sees rocks are blocking the main path, so, Little Red Riding Hood must take other routes to continue her journey. There are two separate paths available; she can either take a right path or a left path. Both paths are dangerous since no one has been using them for many years and the road conditions are unknown. The right path is short, and the left path is a long way to go, but Little Red Riding hood still has to decide which path to choose.

During Little Red Riding Hood's walk along the right path, she remembers that there is talking among the people in her town about a wolf living in the woods. And just as her memories of thoughts starting to drift away, Little Red Riding Hood sees the wolf, runs and tries to escape from him. She loses the wolf and crosses a bridge, then suddenly, she sees a big tree; the tree splits the path into two ways. After passing the tree and losing the wolf, she chooses the correct way, and finally, she sees grandma's house is right ahead of her.

During the walking on the left path, Little Red Riding Hood sees a hunter, after seeing the hunter, she sees a cave and must choose either walk through the cave or avoid it and take another way. After the cave, she hears the wolf is getting near to her. Now, Little Red Riding Hood must choose either run or hide. To survive these dangers, she sees a lake in front of her, and she must decide how to get across the lake. After crossing the lake, she hears the voice of an old man coming from out of the woods and asking for help. Little Red Riding Hood must either choose to help or not help him and then continue her walk to grandma's house that is not too far away from her.

After completing the walk through the left or right path, Little Red Riding Hood arrives at her grandma's house. She then gets into the house and sees her grandma sitting on her bed in her bedroom. Little Red Riding Hood can sense that something is wrong with her grandma. As she gets closer to the bed, she realizes that that's not her grandma, it's the wolf. She runs out from the house yelling for help. The Huntsman hears her voice and comes to rescue her. The wolf dies, and Little Red Riding Hood now has a chance to save her grandma. The Huntsman becomes the hero of the day and safely takes Little Red Riding Hood and grandma her back to their town.

Target Audience - Haoxiang

This game is design for players around the age group of ten years old. This is a small and fun game; also, it won't let players getting addicted. There is no visual violence, even though you may fail the game, there are not too many descriptions of death sense, there is nothing to let the player feel scared and anxious. Player will learn to protect the little red by making right choices, stay alive and avoid danger. Hopefully, this will help players to stay alert and avoid bad decisions in the real world.

Delivery Platform - Charlie

Our game will be primarily on PC because platforms are the friendliest with the text-based games, more so than consoles. Plus, the users are more willing to accept this type of play.

Review of Competing Games - Haoxiang

1. Limbo

Developer(s): Playdead

Publisher(s): Playdead Microsoft Game Studios

Released in: July 2010

Platform(s): Xbox 360; PlayStation 3; Microsoft Windows; OS X; iOS, Android

Limbo is a puzzle-platform video game developed by independent studio Playdead. The game was released in July 2010 on Xbox Live Arcade and has since have ported to several other systems, including the PlayStation 3 and Microsoft Windows. Limbo is a 2D side-scroller, incorporating a physics system that governs environmental objects and the player character. The player guides an unnamed boy through dangerous environments and traps as he searches for his sister. The developer built the game's puzzles expecting the player to fail before finding the correct solution. The reason this game is similar to our game is both games character are young kids. They all looking for a way to stay away from dangerous and stay alive to the final destinations. But the theme of the game Limbo is dark and helpless, character's death has too many violent and bloody scene, which is not a game that everybody can accept it. Our game is more peaceful and easier to pass, which will give the player a better feeling of relaxing after they pass the game.

2. Little Red Riding Hood Run - Jump Girl Game

Developer: Hiba El mysoury

Publisher: App Store

Year: 02/2017

Platform: iOS

The Jump Girl Game is a game that little red need to keep running in the jungle, according to the developer, "he" (yes, he) is looking for food in the jungle, so he needs to keep running and collecting apples, keep jumping to make him stronger. The game is like our game is because we both making a game of little red riding hood, two games' environment is similar, they are all happened in the jungle. Our game is better because The Jump Girls Game is too boring. The only adventure in this game is running and jumping in this jungle. In our game, you have many different choices to make, player need to think about what is going to happen before they make a choice. In our game, there will be three different endings, unlike this jungle run. The player will feel satisfied after they passed our game.

3. Save The Date

Developer: Chris from Paper Dino Software's

Publisher: Paper Dino Software's

Year: Unspecified

Platform: Windows, Mac OS, Linux

Save The Date is a game that simulates the date with your girlfriend Felicia, you are going to the dinner with her. The player can choose where to go and what food to eat. During dinner, your girlfriend will have conversations; each choice could determine how the dinner is going to be. The ending can be different, but most likely your girlfriend will die in the end. The game progress can be long or short, depending on what the player chooses from the questions given. Save The Date game is similar to our game because they are all text adventure games. Player must decide at some point, and your decision will affect the ending. Our game process is shorter than this game; the player will not need to spend hours on exploring the right way to pass the game. Also, it saves player's time while they are having fun and relax.

Section 2 – Design

Player Characteristics – Charlie

We expect our players have some background knowledge on “Little red riding hood” even if it is not the brothers Grimm version. We assume that the player knows how text-based games work as well as adventure games. We expect that players know that one choice could lead to death at any point and that the game would have many endings.

Game Mechanics - Onica

What it is

In our game, the player is given instructions “Go to Grandma’s house and stay on the path.” And as the player explores, they enter counter many paths and obstacles on the way to grandma’s house. For the player to decide which path to choose and to overcome the challenges, the player must Type/Select an answer based on the given options.

What it can be

To play this game, you will need a keyboard. In the game, to go left or right, you'll have to type "Left" or "Right." Other options are, typing "Yes" or "No" when the choice of yes or no becomes a choice.

Challenge - Onica

In our Little Red Riding Hood Game, there is only one rule, that is, stay on the path. And there is only one goal, get to grandma’s house. If you disobey our rules, you’ll surely die. To play our game, the player will have to make choices and answer questions. The path to grandma’s house is never certain. If you do not make the right decisions or answer the questions correctly, the wolf will certainly get you.

Section 3 – Project Description

Walkthrough - Luis

Start

You start by Mother giving instructions

You begin the game as you know a dangerous wolf is stalking you

- You find the boulder blocking the path

Either take left or right, your choices set the environment and pace of the game.

- Right

Find the river, be fast, or the wolf would get you.

Red doesn't know how to swim to get past the bridge. Cross the bridge follow the path to grandma's house

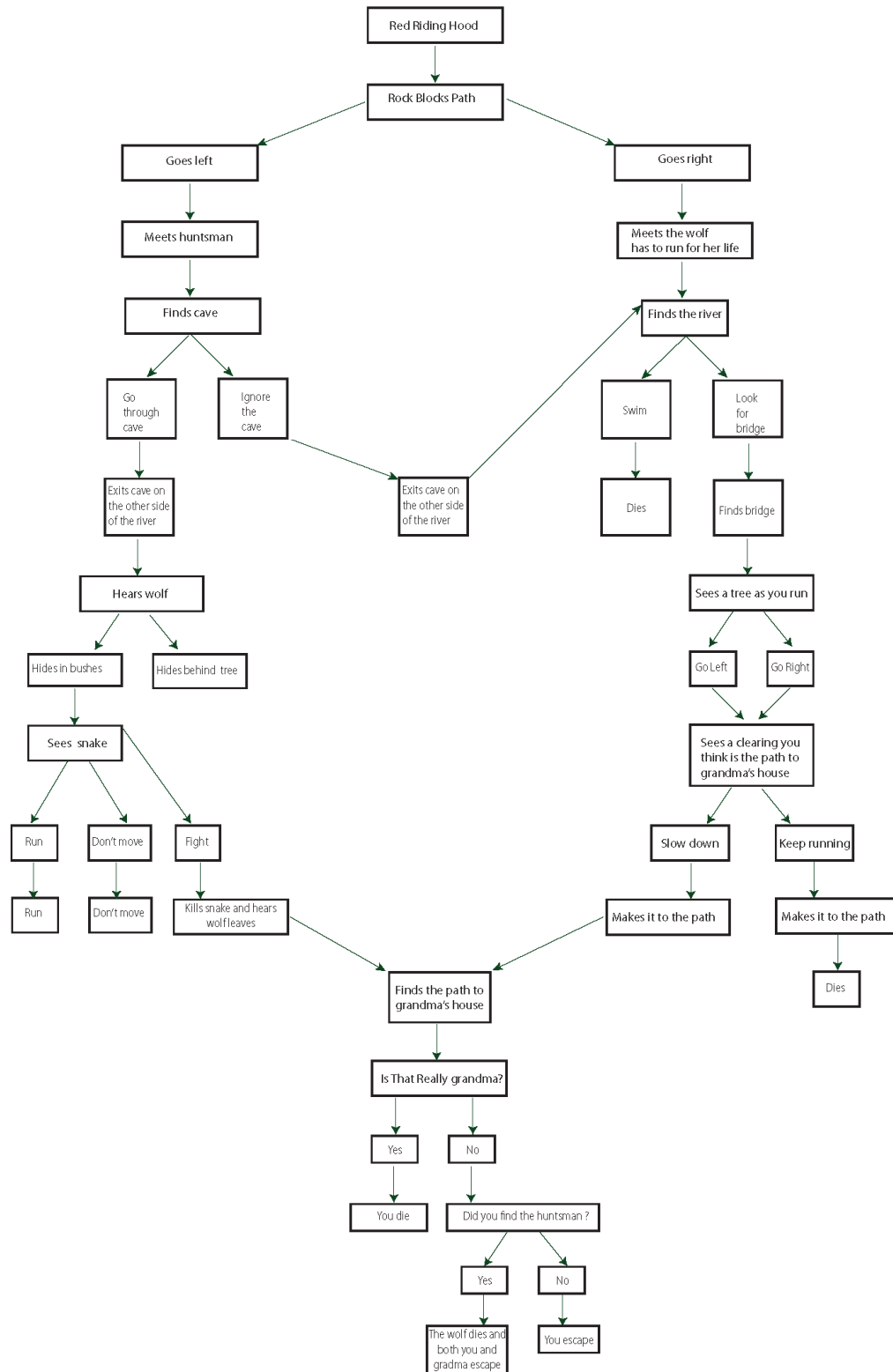
- Left

Find the Huntsman* Find the cave

Go through the cave, avoid the river, and find the path to grandma.

(*) you can skip.

Visual Map of the Game - Group



Conceptual Art – Luis



References

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