

Game Design Document  
The Crystal Orb  
New York City College of Technology  
T,A,S,K,M

This is where the body of your design document begins. Note that the title of your document appears at the top of your introduction even though other sections begin with headings like “Analysis,” “Design” and “Project Description.”

The major components of this document (Analysis, Design, Project Description, and References) each begin on a new page. These components begin with centered headings at the top of the first page.

Sections can have subsections with headings. For example, your Project Description section will have the subheads Walkthrough, Visual Map of the Game, and Concept Art. Bold headings, but not the title above or anything on the title page. Below are examples.

## **Heading**

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### *Heading Level 5 (Let's Hope You Never Have to Get to Level 5 or even Level 4).*

## Analysis

### Video Game Narrative- tyler

Summarize the entire video game story using the hero's journey plot structure, including all branching story path side quests. In a fictional world where there are four planets in danger of imbalance and destruction. This story begins on earth, where a young man named Leroy finds himself as the savior for his entire galaxy. Leroy is the son of the ice king and his mother died in child labor, leaving him with nothing but his pendant orb he wear around his neck. After an altercation in his school's gym, Leroy discovers he has immense powers, but does not know where it is coming from or how to control it. He is visited by a temptress, eventually he grows to love her. Little does he know, she is the fire king's daughter, plotting to capture him and use his powers. Leroy receives a vision projecting from his orb, it is his mother, guiding him to escape. After Leroy escapes from prison, he helps unite the other planets to build an alliance against the fire planet. As the battle continues, the fire king and Leroy begin to battle, the fire king unleashed a rage killing his own daughter in the act. In return, Leroy strikes him down with a giant beam of ice out of anger, ending the turmoil and imbalance. Thus restoring all the balance to the galaxy. Although, His lovely girlfriend is killed in the action of the battle.

### Target Audience- Sana

Who is your group's target audience? Why should the player care about your group's hero (i.e., the protagonist)? Why is your group's story socially relevant or engaging to the proposed target audience?

Our game is targeted for all audience, while playing the crystal orb you are automatically transported to the year 3050 where you will take form as Leroy. Leroy is 18 years old boy who discovers that his orb has unlimited power. In his journey he must learn to control and tame the power that he has discovered, in addition to discovering his true identity. Our game is targeted for all audience due to the nature of the story.

### Delivery Platform- Sana

What is the ideal platform that your group wants this game to come out on (e.g., PlayStation 4, PC, mobile, etc.)? Why is this the best platform for the game?

Our game can be played on Playstation 4, and Xbox. These consoles are the best platform because our game is very basic, which is why a console would be perfect for our setup.

## Review of Competing Games- Kerolos

### 1) Azurik: Rise of Perathia

"The game centers around the main protagonist, Azurik, as he journeys through the vast world of Perathia gathering elemental disc fragments scattered across the many realms. Azurik is part of the order of the Lore Guardians along with Eldwyn, the grand master and leader, and Balthazar, a professional scholar and combatant. After Balthazar teams up with the guardian of Death, they murder Eldwyn and destroy the balance of the elements by destroying the elemental discs, leaving Azurik alone. Now he must defeat Balthazar and bring back all of the disc fragments in order to restore balance, or else face the end of the world.

Azurik can harness the basic elements of Earth, Air, Fire, and Water. He can also mix and match powers to make more powers (e.g., when combined, Water, Air, and Fire make Lightning)."

In the crystal orb the universe is compiled of four galaxies. The earth kingdom, compiled of the Milky Way and all that inhabits. The air kingdom, whom dwell mostly in the drift of outer space. The fire kingdom, inhabiting only the hottest of environments, i.e. The sun or stars. And the ice kingdom, in the glaciers of the Universe. Otherwise known as the Tan Zone planets. Mostly the two stories are based on elements. The crystal orb is better because unlike the ***Azurik: Rise of Perathia*** the crystal orb takes place in space.

### 2) "Driftland The Magic Revival"

"Many dark ages have passed, but when all seemed lost, a spark of hope shined once again: new sources of magic appeared and the whole planet began to give birth to new mages. Now, the rediscovered power can either restore Driftland to its former glory or devastate what's left of the planet, when the old conflict inevitably returns.

You take the role of a Mage Overlord with your own castle, tower, and a small realm on one of the islands. With your unique powers, you can explore a procedurally generated world and connect floating islands, expand your increasing kingdom."

Much like the crystal orb in this game different kingdoms try to gain magical powers.

The crystal orb is better because it takes place in space and has a lot of fight scenes that show off the main character's potential.

### 3) Master the forces of nature in Element!

"Fire. Water. Earth. Wind. These four Elements have driven mankind's mythology, philosophy and science for thousands of years. Now master these primal forces in this easy-to-learn but deeply strategic game. Element is a unique strategy game for 2 to 4 players, ages 14 and up. Players take turns drawing and placing

Element stones to encircle their opponents' Sages (player pieces). Each Element has unique properties used to block an opponent's movement. Feed walls of flame, move raging rivers, raise impenetrable mountain ranges and even bend wind to your command."

Like our game this game is an element game with rules that allow the player to follow a certain path to achieve victory.

The crystal orb is better because it showcases a main character but in this game there are no main characters also our game leaves area for imagination on the other hand "Master the forces of nature in Element" has a constant set of rule that keeps the plot constrained.

## **Design**

### **Player Characteristics-Andy**

What does your group expect players to already know before they play your game? For example, if yours is a mystery game, you assume that they understand how mysteries work (clues, red herrings, etc.). How do they type in their choices: Y or N? 1, 2, 3, 4? Click radio buttons?

We dont expect players to know much except the tagline. At the start of our game we will have a guide with explanations on how to play. We plan to use a mixture of Yes and No with multiple choice. Players would be required to either press Y or N or a #. Player choices can have negative or positive impact on the story. Ie dying and starting over at a checkpoint or starting over. We havent exactly figured out what genre we are, but our aim is towards action/triller.

### **Game Mechanics-mouhammed**

How does the game play work? That is, what do players have to do in order to access the menu? Fight? To find the inventory and stats? What button do they push to get there?

In order to play the game “crystal orb” in a game console, the player must push the start the game button to start. The game starts with the opening scene where Leroy is in class learning about the different planets and their great warriors. Each scene will offer the player multiple choices to choose from. There will a maximum of 3 choices throughout the game in the A, B, C format.

To access the main menu, player simply press the menu button. In the menu, player will find the stats and game configuration button.

### **Challenge- mouhammed**

What do the players have to do in order to win the game? What makes this game challenging and engaging to players? If the path is Choice 1 throughout, then that’s boring. Tell us why it’s challenging.

There are three objectives the player must accomplish in order to win the game. The player, as Leroy must first defeat the fire king who wants to take control of Leroy’s orb. In the process of going to war or defeating the fire king, Leroy must learn to control the power of the orb and not let it unleash uncontrollably. Finally, in the midst of all this Leroy has to find his love interest and return back to earth with her.

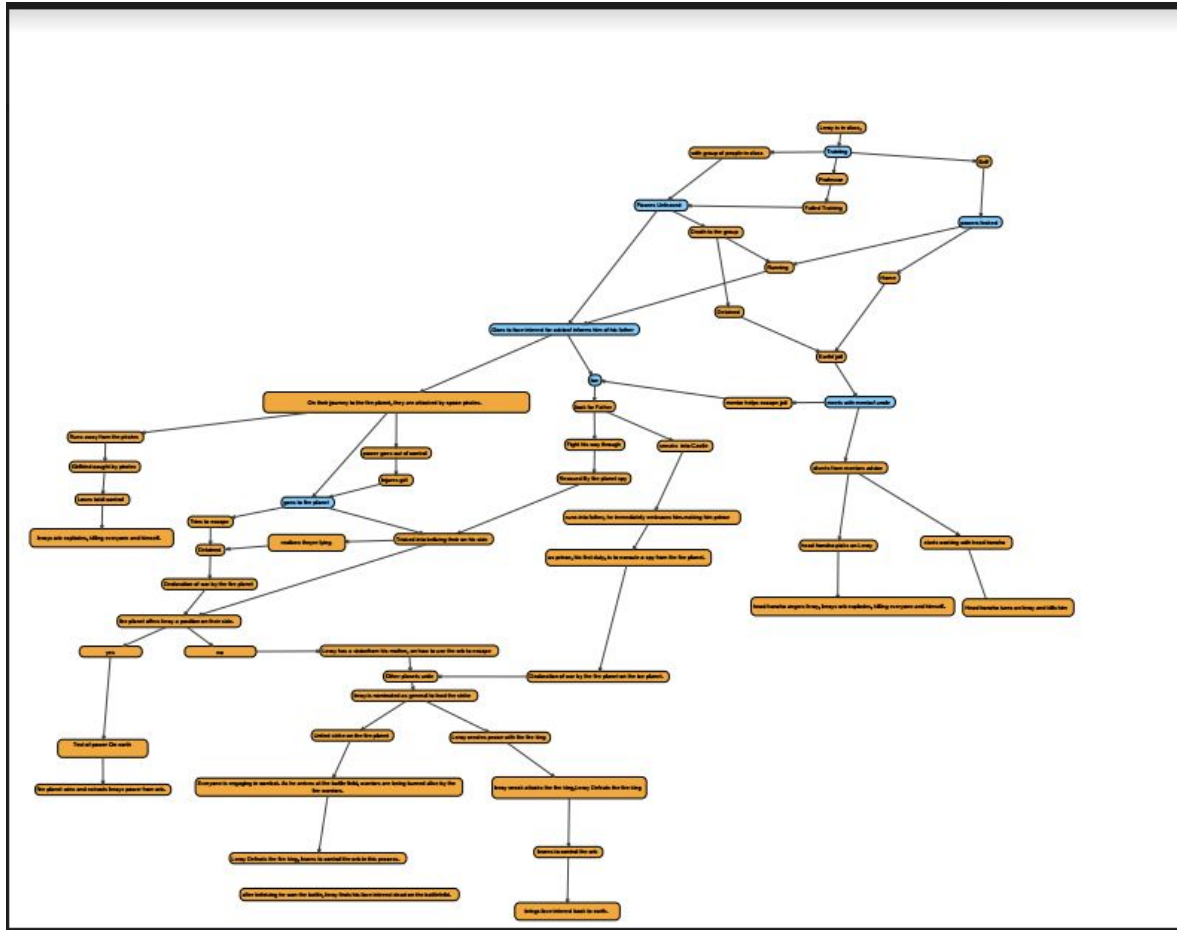
“Crystal Orb” is a choose your path adventure game with many unexpected twists and multiple endings. Each choice a player makes will lead to a different story line and may result in a different ending. Every choice is critical since the player can only win by choosing the path that leads to Leroy defeating the fire king, learning to control the orb, and winning his love interest and bring her back to earth.

## Project Description

### Walkthrough- kerolos

Describe what the player has to do in order to win. Verbally, lay out the branching paths. What choices are they presented with? What happens depending on the choice? A long example can be found on [gamefaqs.com](http://gamefaqs.com). The player must figure out how to properly go through the game without overloading the crystal and killing everyone in the galaxy. The choices given to the player help throw the player off and give them a harder time to win. Depending on the choices, you may be lead to a dead end or game over. In other cases, you can be led down the winning path.

### Visual Map of the Game- done



Conceptual Art- tyler



Show us what you think your game would look like if it were actually a 2- or 3-D animated video game. Create or find free images using something like Creative Commons to create storyboards.



fire planet overview



Earth planet



crystal orb absorbing the fire kings power, and Leroy's power



Air planet

Fire planet Major city



Ice planet overview





Earth city



Fire Planet City



Ice planet city



Leroy