Rescue Mission — Game Design Document

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01. OVERVIEW

Theme – Spy/Espionage

Environment – 3D computer game

Genre – Running-Game; Maze

1.1   LOGLINE

"Rescue Mission" is a first-person, maze game, where a spy attempts to reclaim power gems stolen by a criminal mastermind attempting to use them for evil.

1.2   DESCRIPTION

As a spy in "Rescue Mission" you will navigate a booby-trapped villain's lair to reclaim power gems stolen from headquarters. Escaping the traps while getting through the maze will be no easy feat, but your expert skills and the resources found along the way will assist you in completing this mission. Every gem is powered and can do harm, but together they can cause destruction. Find them before it is too late.

1.3   OBJECTIVES

Reclaim stolen gems

Your main purpose is to get back the power gems that are scattered across the lair. The stones function as a weapon that is capable of mass destruction. Your primary mission is to stop that from happening.

Navigate Maze

You've made it to the villains lair, but it is a maze that will not be easy to navigate. Everything looks the same here. The lights emitted from the gems will be the only thing guiding your way.

Avoid traps

In the lair, there are booby traps to stop you from getting to the gems. Avoid the spiked floors and especially the lasers. There are a lot of them and they are very dangerous. Ultimately, just try not to die.

Collect Resources

We need you alive to complete the mission. If you hit too many traps, you may not recover. We've scattered some resource packs to help you disable the traps.

1.4   TECHNOLOGY

Game prototype designed in Unity for PC; playable on a PC (Windows) desktop computer.

02. AUDIENCE & MARKET

2.1   TARGET AUDIENCE

Rescue Mission is aimed at an age demographic of 15 - 25 year old online gamers. The game features a dark, underground aesthetic that may appeal more to this audience. The game is a race against yourself, with the players goal being to beat their own time on the scoreboard. The types of players who like to race against the clock and hunt for achievements are the primary audience this game hopes to appeal to.

2.2   INSPIRATION

While the game has developed from its original ideation, certain game play elements were inspired by the original Temple Run game. The player in Rescue Mission is running through an

area where they can't see much of where they are going but still have to navigate the environment. They are collecting resources, avoiding obstacles, and essentially competing against their own time.

03. GAME NARRATIVE

3.1   STORYLINE

The nefarious Blue Obsidian has broken into YPS Headquarters and captured 7 power gems before destroying the facility and escaping to his evil lair. If activated together, the stones function as a weapon that is capable of laying waste to entire civilizations. Getting them to work together has been unsuccessful so far, as their energies naturally pull them apart. Even the top gemologists at headquarters haven't been able to figure out how to bind them. But now the gems are stolen and we have no clue how close Obsidian is to combining their powers. Time is not on our side, so headquarters has activated Agent Z, the best of the best, to retrieve the gems so they can be scattered across the globe.

3.2   CHARACTERS

Protagonist — Agent Z (Zincite)

— spy; original inspiration Kim Possible and Carmen Cortez (Spy Kids)

Antagonist — Blue Obsidian

— evil villain; original inspiration Mojo Jojo (Powerpuff Girls) and Dexter (Dexter's Laboratory)

3.3   GAMEPLAY

Agent Zincite runs through the maze until they collect each gem.

Run and collect **resources** or **gems** (pickup resources when the player hits them).

Jump to avoid **traps** (single jump for spikes, double jump for lasers).

Map displays lairs schematics.

Life bar (top center) will go down when the player hits a trap.

Resource count (top left) will increase when Agent Z picks them up. They can be used to disable traps.

Power Gems collector (top right) keeps count of which of the gems are found. Collected gems will have a full opacity image of the stone, while gems not collected would be greyed out.

3.4   WORLD

Set in Blue Obsidian's narrow, underground lair, this maze has only one exit, no windows, and plenty of traps. It is dark and hard to navigate because you never really know where in the lair you currently are. All the walls and the ground look exactly the same. The only thing helping you locate the gems are the colors that they radiate. Finding them will be difficult, but getting out of the maze will be just as complex.

3.5   GEMS

There are 7 power gems that have been stolen : (1) Amethyst, (2) Ruby, (3) Spirit Quartz, (4) Fluorite, (5) Tanzanite, (6) Tiger Eye, and (7) Black Tourmaline. Each gem has their own energy that naturally competes with the other stones. This is the only reason why Blue Obsidian hasn't used them to start causing destruction, but he's on track to figure it out.
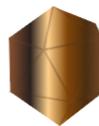
Amethyst	Ruby	Spirit Quartz	Fluorite

Tanzanite	Tiger Eye	Black Tourmaline

3.6   LEVELS

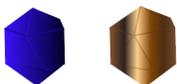**LEVEL 1** – *find the ruby, fluorite & amethyst stones*

Goal – find 3 of the stolen gems

Obstacles – avoidable

Resources – plentiful

Speed – fast

LEVEL 2 – *find the tanzanite & tiger eye stones*
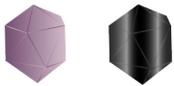
Goal – find 2 gems

Obstacles – plentiful

Resources – plentiful

Speed – faster

Maze changes 1x

LEVEL 3 – *find the spirit quartz & black tourmaline stones*

Goal – find remaining 2 gems

Obstacles – plentiful; random

Resources – scarce

Speed – fastest

Maze changes 1x

3.7   RULES

- Player must collect all gems in level to win.

- Resources can disable traps.

- Hitting a trap depletes player's health.

- Player can jump to avoid traps.

04. GAME MECHANICS

4.1   CONTROLS

The player will navigate the game using the arrow keys to complete the following interactions :

Up | move player forward

Down | more player backward

Left | turn player left (single press to turn, continue with up/down keys to move forward/backward)

Right | turn player right (single press to turn, continue with up/down keys to move forward/backward)

Space bar | jump (single press for single jump; double press for double jump)

M key | trigger map popup

4.2   SCORING

A timer will run while the player navigates the game. Once all the gems in the level have been collected, the timer will stop. That time is the player's recorded run time for that session. The player can play again to get a new time, which will be recorded in a log with all of their collected times listed.

05. GAME ASSETS

5.1   GEMS AND RESOURCES

The gems and resources are the collectable objects within the game that help the player move toward completing the level. **Gems** are unique in that they give off a colored aura depending on the color of the stone. In the lair, when the player gets closer to the stone, they will begin to see the color radiate in the environment with a hue that gets brighter the closer they get to the gem. **Resources** are scattered throughout the lair as well and are usable assets; each can disable one of the many traps throughout the lair.
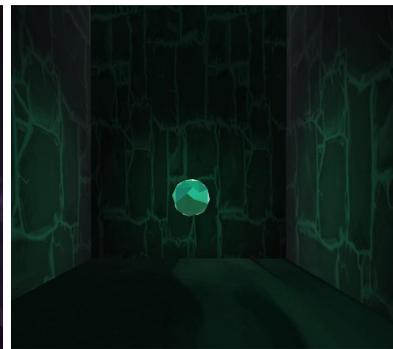
Resource
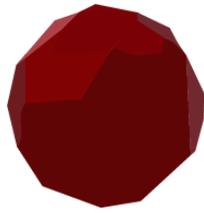
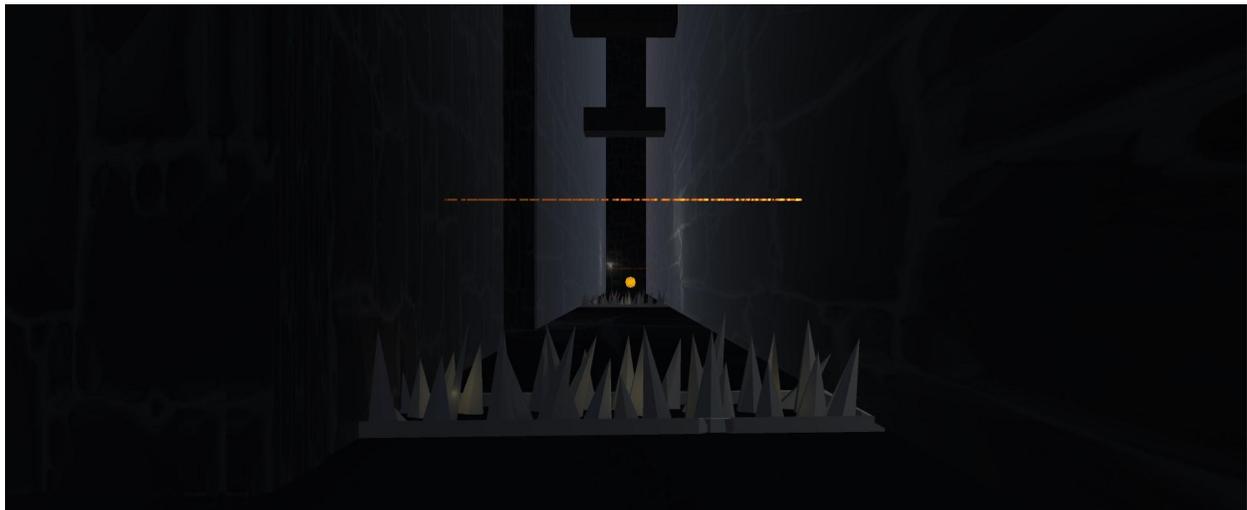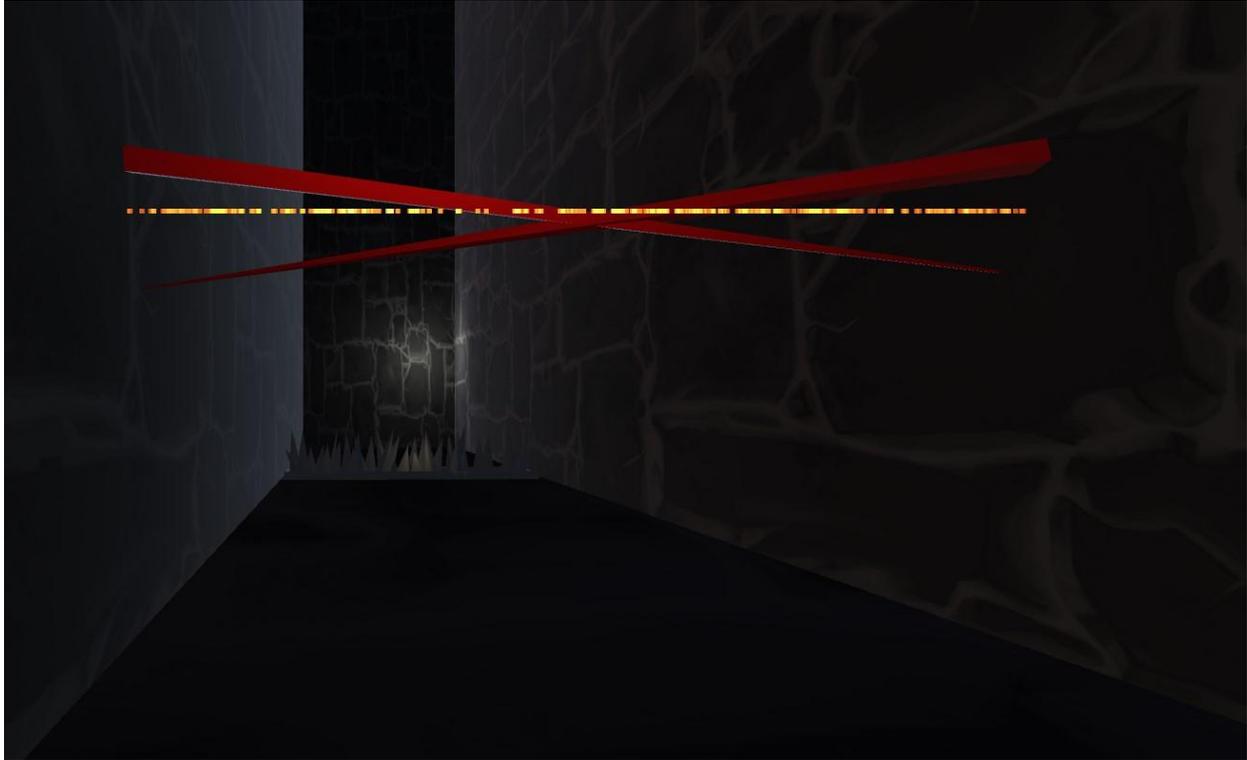**Ruby**   **Amethyst**   **Fluorite**

GEMS AND RESOURCES IN GAME

5.2   TRAPS

The two traps the player will encounter are spiked floors and lasers. The **laser** consists of both a blocking base (which the player will have to jump to avoid) and beams that shoot from the base through the lairs walls. The **spikes** are assets on the ground that the player can jump to avoid.

5.3   MAZE

The game's environment is a maze with one single entrance and multiple dead-ends. The gems are scattered around the maze and blocked by various traps.
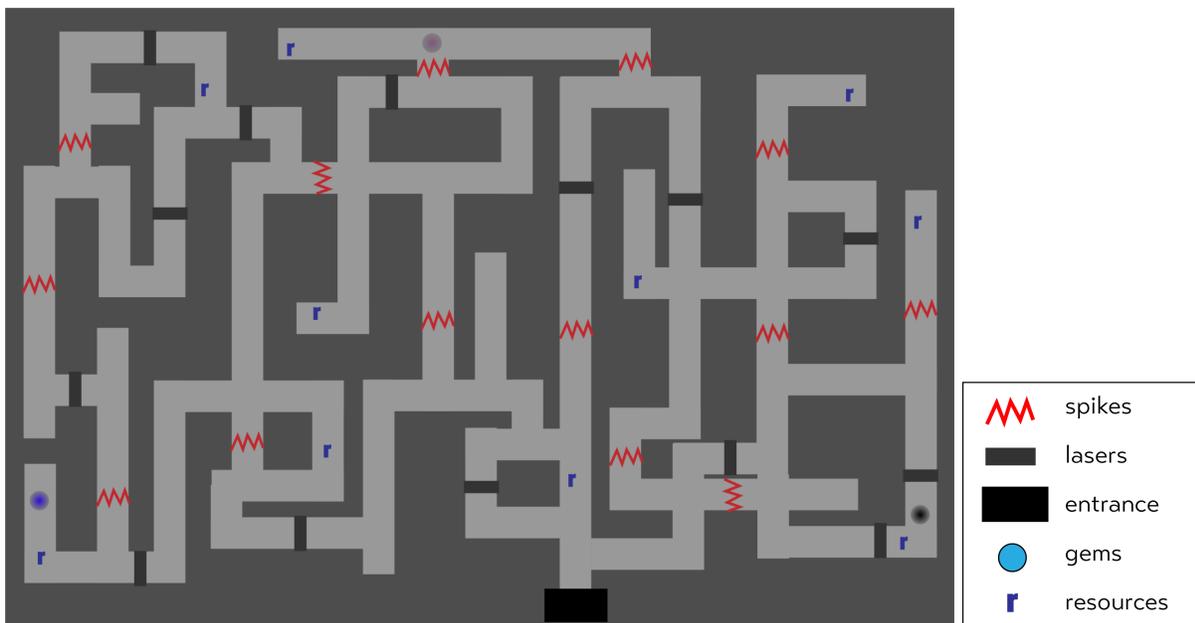
06. FUTURE DEVELOPMENTS & UPDATES

In later developments of Rescue Mission, there will be additional assets/features to help further the game experience. These include :

Narrative Screens

To help build the game's storyline and introduce the player to their character and the villain they will be taking down. Explain the reason for the gems and the importance of reclaiming them.

2D Character Graphics

Visual assets on the players screen that show their character, Agent Z and occasionally show the villain Blue Obsidian when he is interfering with the player.

New Aide Character

A new character that assists Agent Z with map navigation, particularly when Blue Obsidian scatters the map.

More Traps

The addition of trap doors, ejection pads, and surprise explosives thrown in by the villain.

Varying Locations

A new maze location for each level.

07. CREDITS

I utilized many internet tutorials for the production of this prototype, especially to assist with coding movements and interactions. The gems resources and texture material used for the floors and walls were also developed by other community members on Unity. See below :

Assets

Gems | Simple Gems Ultimate Animated Customizable Pack | by AurynSky

https://assetstore.unity.com/packages/3d/props/simple-gems-ultimate-animated-customizable-pack-73764

Stone Texture | Hand Painted Stone Texture | by LowlyPoly

https://assetstore.unity.com/packages/2d/textures-materials/floors/hand-painted-stone-texture-73949

Utilized Tutorials by :

Unity

Brackeys

Wayra Codes

Wicked Cat Studios

Jimmy Vegas

Lurony

Deniz Simsek

Design and Deploy

Blackthornprod

UGuruz

Packt Video