Game Design Document Guide* This is NOT an exhaustive list, just meant to be a guide. You can also use/pull in categories from Fullerton as well.

This is a "living" document so we know things will change between submission of the game design document and the submission of your proof of concept game. This exercise is to make sure you get thinking about your game's design soon enough in the course that you can be successful.

How to write a game design document:

https://www.gamedeveloper.com/business/how-to-write-a-game-design-document

Name of game: Face the Bass

Game creators (plus your roles, i.e. designer, story writer, programmer, sound, art, etc.):

Sheena Chan

Tiffany Ku

Pamela MacGregor

Ryan McKenzie

Joseph Villella

Elevator pitch: One-two sentences that sums up your game.

"Why would you need a bass player if you don't have a bass line?!" The Sirens' shriek split apart the bass line from the melodic line. Can you reunite these two essential parts of music without getting caught?

Face the Bass is a platformer game where you control your character by creating music. Different elements of music will make your character perform different actions. It's all about identifying the patterns and learning how the different elements of music will help your character make it to the goal of each level.

Overview of Game (what kind of game, what genre, and what software will you use):

Face the Bass is a single-player game that allows for players to explore music in a fun and entertaining way. The game fits into the music genre of gaming along with other musical games such as Guitar Hero and Rock Band, however, the main difference is that it empowers players to explore various aspects of music through creativity and problem solving. Specifically, Face the Bass focuses on the rhythm by allowing players to create their own bass line to work their way

through the levels. Face the Bass will be made primarily using Gdevelop along with software such as Photoshop for art assets and Garageband for sound assets.

Characters

The Bass Player (Playable) Protagonist
The Bass Player is the playable protagonist of this game as they fight the Sirens through the power of music. Although The Bass Player has a storied past of struggling to tune their musical skills, they are rising to the challenge. The Bass Player's appearance is a representation of the person in charge of the controls… you! (If we are able to get the character customization in correctly)

The Sirens (Unplayable) Antagonist
The Sirens have arrived and are the antagonist of this game as they try to destroy all of the bass lines. Although they were once a happy and energetic group, they have been on a rampage since their bass player left. They truly believe that nothing will stop them from achieving their goal and are ready to fight till the end!

The Band (Unplayable) Support/FAQ
The Band is ready to help players navigate through the treacherous waters in this game. This courageous group of musicians love music more than anything in the world. Due to the actions taken by the Sirens, the Band has decided to take a stand by empowering the Bass Player with support and instructions.

Story/events:

Your band is busking at the beach when a shrill sound pierces through the air. The Sirens have arrived, and since yesterday, when their bass player left them for another band, they have made it their life's mission to destroy all bass lines. The Sirens want to stop more bass players by first targeting the bass lines of popular public domain songs. Your band will be helping you rescue these classics. The waters are treacherous, but you can avoid a wipeout if you don't lose your cool and keep your rhythm. Save these classics and play them for The Sirens, maybe the true power of music can change their minds.

Game mechanics/rules (how do you win/lose? What happens/what are the rules? What is the goal of the game?):

Win:
Get to the end goal (Beach umbrella)
Collect Sunscreen for protection

The correct beat and note must be tapped out for each bass line to successfully make the character jump and maneuver through the level.

1 starfish: 4+ mistakes
2 starfish: 2-3 mistakes
3 starfish: 1 mistake or less

Lose: Each mistake made (missed beat, incorrect note) causes the player to lose sunscreen. If you run out of sunscreen, you are wiped out by the title.

Goal: Get to the end of the level without running out of sunscreen and hit by the wave.
Academic goal: To be able to recognize musical notes, identify beats, and develop a musical understanding.

Level Development
Levels are based on approximately 5 bass lines:
Level 1: focuses on rhythm (4/4 time, quarter rests, quarter notes)
Level 2: continues developing rhythm in 4/4 time, introducing half notes and half rests)
Level 3: focuses on rhythm (4 /4 time and introduces whole notes and whole rests)
Level 4: Uses 4/4 time and introduces eighth notes and eighth rests
Level 5: combines all concepts covered

Music Resources

     Public Domain
https://stacker.com/stories/16430/50-popular-songs-public-domain
https://www.pdinfo.com/pd-music-genres/pd-popular-songs.php
     Popular Bass Lines
https://www.youtube.com/watch?v=euHaBjGhUmI
https://killerguitarrigs.com/easy-bass-songs-for-beginners/

Copyright Info - Can popular bass lines be used?
https://www.copyrightuser.org/create/creative-process/going-for-a-song-track-1/#:~:text=COPYRIGHT%20WORKS%20IN%20A%20SONG,separately%20and%20still%20be%20protected.

https://decibelpeak.com/which-parts-of-a-song-can-be-copyrighted/#rhythm-groove

UBC NAXOS Music Library: https://resources.library.ubc.ca/page.php?id=522

All UBC Music Databases (some are journal and article only):
https://guides.library.ubc.ca/music/a-zdatabases

Game Resources:

Player Design

Bass player can be modified (gender, skin, eyes, hair)
Glow asset to put behind the Bass Player to have them stand out from the background

Image Database: https://guides.library.ubc.ca/images/databases#s-lg-box-15694855
Likely the best one is Artstor: https://library-artstor-org.eu1.proxy.openathens.net/#/home

Lives: Earn sunscreen after the completion of each level. Certain number of sunscreen is needed to play a level.

Currency: Sand dollars can be used to purchase sunscreen, upgrade character, skip levels and open up new features.

Power ups: Sunscreen allows you to have more mistakes.

Game assets (art, sound, animation, describe here):

Art:

2D sprites and UI	Link	Citation
Font	Summer Font STyle	
Beach ocean background	https://library-artstor-org.eu1.proxy.openathens.net/#/search/beach%20scene;page=1;size=48	
Music notes/guitar tab Music Staff to be clicked or dragged during play	TBD	
Simple sand pattern for platforms	https://library-artstor-org.eu1.proxy.openathens.net/#/asset/AALBERT_10311268280	

Rock	Generated in Game	
Crab	Animated in Game	
Bottle	https://library-artstor-org.eu1.proxy.openathens.net/#/asset/CARNEGIE_2100007;prevRouteTS=1646109584608	
Cloud	Gdevelop Asset	
End Goal: Beach Umbrella	https://library-artstor-org.eu1.proxy.openathens.net/#/asset/ABROOKLYNIG_10312347323;prevRouteTS=16461100255304;iap=true	
Platforms: Driftwood	Gdevelop Assets	
Music Elements	Notations generated in game	
Play button	Generated in game	
Sunscreen	Generated in game	
Waves	Generated in game	
Sand Dollar	https://library-artstor-org.eu1.proxy.openathens.net/#/asset/SS7731070_7731070_10571641;prevRouteTS=1646111293389	

Wave assets

Animation:

Waves fill the screen if the player runs out of sunscreen, player is then swallowed up by a wave.

Player jumps on a surfboard and hangs ten upon level completion, broken record or sheet music is joined together and glows OR lays down to relax on the beach.

Storyboard

Outstanding questions:

How do we collaborate in Gdevelop?