

Gork & Clyde



Game Design Document

Game Design Document

by Team Feature Creeps

Index

1. Vision	3
2. Concept	3
3. Summary	3
4. Pillars	3
4.1. Challenging Level	3
4.2. Varied Teamwork	3
4.3. Slow paced exploring	4
5. Goal of the Game	5
6. Players experience	5
7. Gameplay Loop	6
7.1. Core Loop	6
7.2. Puzzle Loop	6
8. Level Design	7
8.1. General	7
8.2. Level Design Process	7
8.3. Level Learnings	7
9. Objects	9
9.1. Pressure Plate	9
9.2. Buttons	9
9.3. Gates	9
9.4. moving Platforms	10
9.5. Airstream	10
9.6. Pushable Objects	10
9.7. Environment	11
10. Character	11
10.1. Gork	11
10.2. Clyde	11
11. Mechanics	12
11.1. Character abilities	12
11.2. Interaction	12
11.3. Death	12
12. Input	13
12.1. Controls	13
12.1.1. XBox Controller	13
12.1.2. PS4 Controller	14

Gork & Clyde - Game Design Document

12.1.3. Keyboard	15
12.2. Connection Issue	15
12.2.1. Menu	15
12.2.2. Ingame	15
12.3. Different Input	15
13. Camera	15
14. User Interface	16
14.1. Screenflow	16
14.2. Loading Screen	17
14.3. Main Menu	17
14.4. Level Selection	18
14.5. Option Menu	18
14.6. Pause Menu	19
14.7. Credit Screen	19
14.8. Ingame UI	20
14.9. End Game Screen	20
14.10. Controls	21
14.11. Recommendation	21
14.12. Connection Lost	22
15. Narrative Design	22
15.1. Story	22
15.2. Start	23
15.3. Mid Game	23
15.4. End Last Level	23
16. Sound	23
17. Team	24
18. FAQ	24
18.1. Why is the character respawning at the point he is fallen out of level?	24
18.2. Why does the game not have a life system?	24
18.3. Why does the game just have 5 level?	24
18.4. Why is the tutorial made for xbox controller and not for ps4 controller or keyboard?	25

Overview

1. Vision

Gork & Clyde is a 3D local co-op puzzle platformer about two different and unique Aliens exploring a flying abandoned temple to find the construction plans of an unknown anti-gravity system.

2. Concept

Name: Gork & Clyde

Genre: 3D co-op puzzle platformer

Artstyle: Rime, Unaligned

Gameplay: Shift Happens (main mechanics), Super Mario 3D World (co op camera)

Game Goal: Reach the end of every level

Main features: Both players can interact with each other and the environment and each character has a different skill set

Our Smart Goal: Complete Gork&Clyde, a fun and challenging 3D co op puzzle platformer, with at least 5 level until MS05.

3. Summary

“Gork and Clyde” is a 3D co-op puzzle platformer. Work together in local co-op for two players to solve puzzle elements and explore an ancient temple. Use the individual skills of your character to overcome obstacles like walls or airstreams while making use of buttons or pressure plates. Pass through different puzzles to achieve the end of the level. Get deep enough into the temple to get the construction plans and finish the game.

4. Pillars

4.1. Challenging Level

Good puzzles are the main pillar of the game. Every level contains different puzzles where both players have to figure out the optimal path and rethink the way of using the character specific skills. The player experience a continuous challenge.

4.2. Varied Teamwork

Every puzzle has a new structure with different challenges. In case of this, both players have a continuously diversified way to work together and explore new features. Furthermore both players have to have a close communication to use their skills right and achieve the end of the level.

4.3. Slow paced exploring

The game will not have a time limit. In case of this the players have enough time to explore every level in detail and think about the best way to use the environment. "Gork & Clyde" won't have a level with negative pressure except the timing aspect in some puzzles.

Detailed Design

5. Goal of the Game

In “Gork & Clyde” the goal of the game is to reach the end of the level. In order to do this, the players have to work together to solve puzzles in different situations and get deeper into the temple.

The long term goal is to reach the end of every level, connected with the narrative goal to find the construction plans and mechanics of the anti-gravity system.

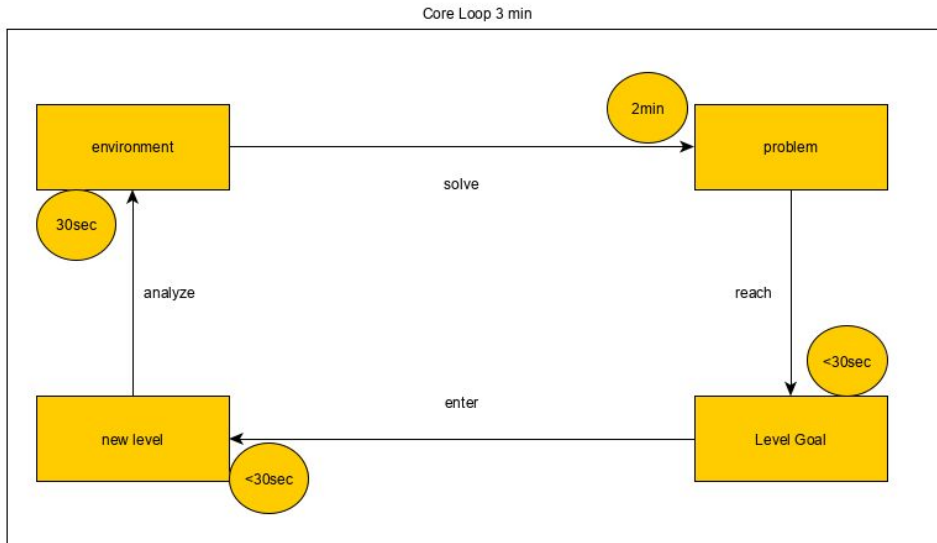
6. Players experience

The main experience goal of “Gork & Clyde” is to create unique experience between the two players, who have to work together to solve every puzzle. In order to do this, the players should be able to try various possibilities to solve different problems. Furthermore, they should be able to interact with each other and influence their partner at any time. The created experience are unique for every pair of players and depends on their creativity and ambition.

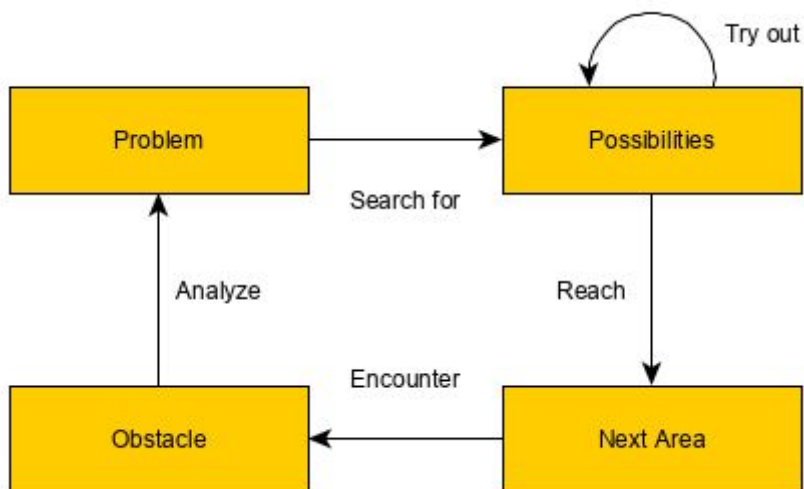
Furthermore the game creates a mysterious atmosphere which is supported by environment and mural paintings telling the story of an extinct species. Together with the partner, the player is able to find and interpret these mural paintings without any borders through text. It is not important to find the exact narrative design we thought about, but to create their own story by their mind or by talking about it.

7. Gameplay Loop

7.1. Core Loop



7.2. Puzzle Loop



8. Level Design

8.1. General

Detailed Level Design is written down in [G&C Level Design \(LINK\)](#).

The difficulty values are written down in [G&C Level Difficulty Table \(LINK\)](#)

- Default Ground Level: Y=0
- Snapping Distance: 0.5
- 1 Unit = 1 Unity meter
- Probuilder, Pro Grid and Polybrush are tools to be used to build level in unity
- all level are modular to build and consists of segments
- first and last level have the highest priority
- objects with connected function have a visible connection
- linear increasing difficulty for both players

8.2. Level Design Process

- at first concepts of possible modules in a level are drawn
- secondly the modules become connected in a logical way
- thirdly a blockout of the level is made
- first playtests are started
- after this the artists will rework the environment based on the blockouts and camera settings become set
- finally the level gets playtests and reworks

8.3. Level Learnings

The general level structure and learnings are written down in [G&C Level Flow \(LINK\)](#).

	Jump	Button	Pressure Plate	Airstream	Throw	m Platform	Door	Small pushable	Big pushable	Main goal	Notes
Tutorial level	will be tough with easy jump	tought with relatively easy use	X	X	Introduced with small pushable	easy to manage platform that is connected with the button	gets introduced	gets introduced	one easy to use Pushable	introducing the base mechanics	
Level 1	small jump challenges		X	X		used with button will be harder to manage or used in a puzzle element			Used to give more height to the Platform	getting used to the base mechanics and puzzle elements	
Level 2	medium jump challenges		X	gets introduced						introducing throw and airstream mechanic to create a puzzle in combination with base mechanics	
Level 3			gets introduced	show object airstream interaction/airstream no longer just blocking Turn on or off	challenge to show that throw is better then jump					Introduces pressure plates as a more complex button that requires more teamwork introduces the object and airstream interaction	
Level 4	harder jumps in combination with moving platforms			challenge			needs to get blocked with pushable			uses more airstreams and a variety of all taught mechanics	- G&C get splitted at the beginning of the Levelso they have to support each other without being close - has to end with Gork and Clyde being Splitted
Level 5								Twist to use it as Platform while gork is holding it		uses almost all mechanics to test the mastery of them with a twist to the small box mechanic	

Tutorial Level:

- start of the game
- first impressions about environment and mural paintings
- players get introduced in basic mechanics

Gork & Clyde - Game Design Document

Level 1:

- players get used by the basic mechanics
- repetition of mechanics of the tutorial level
- experience first puzzle elements
- explore first mural painting

Level 2:

- more complex mechanics and features get introduced and expand basic mechanics
- higher challenge because of new features
- explore second mural painting

Level 3:

- expand features
- higher challenge than level 2
- closer cooperation needed
- explore two more mural paintings

Level 4: (rejected)

- more variety of features and mechanics
- experience to be split but still able to influence each other

Level 5:

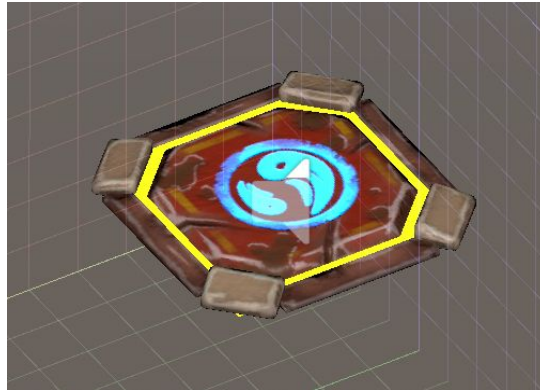
- hard challenge
- high level of cooperation needed
- more epic atmosphere
- explore last mural painting
- large and epic end part which introduce the end of the game

9. Objects

The Size of every Level Object is written down in [G&CContentList\(LINK\)](#).

9.1. Pressure Plate

- can be activated by a character standing on it or an object standing on it
- is active while something standing on it
- if character or object leaves it, it will be deactivated
- can activate or deactivate objects



9.2. Buttons

- can be used by both characters
- activate or deactivate while something standing on it or is thrown on it
- permanently activate or deactivate objects

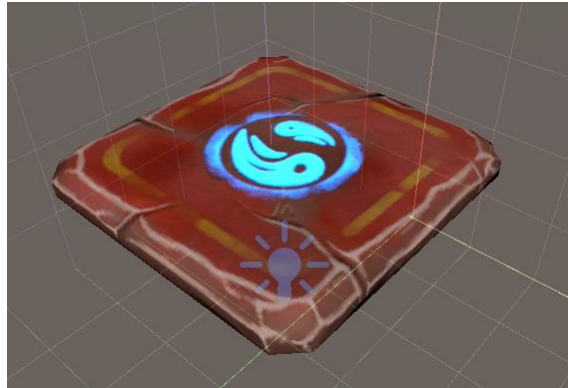


9.3. Gates

- open if active
- closed if inactive
- closed gate is blocking the way

9.4. moving Platforms

- moving if active
- stands still if inactive
- moves along a fixed path
- characters or objects are able to stand on it and move with it
- collision will stop the platform

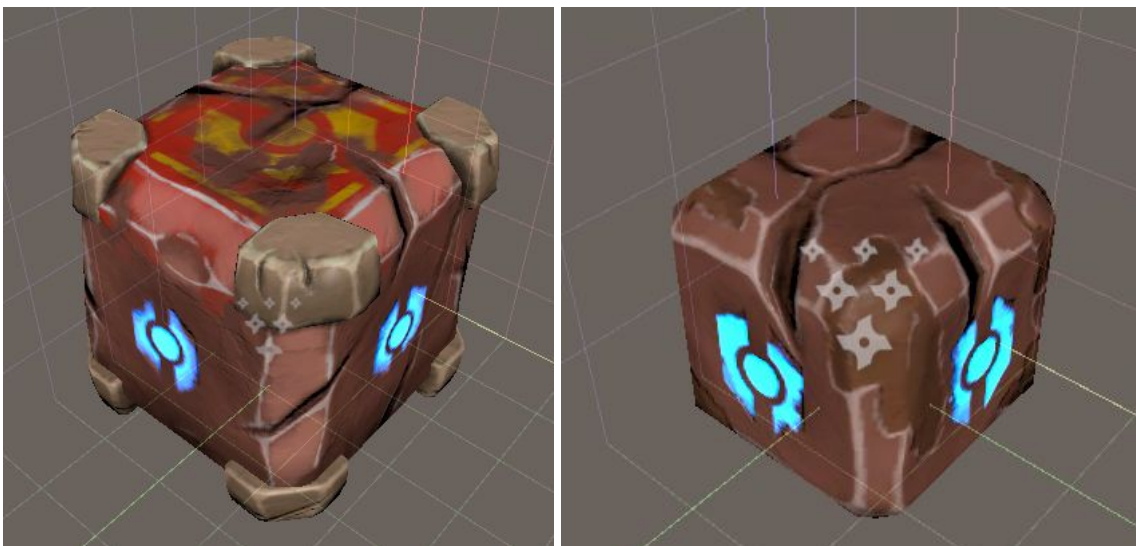


9.5. Airstream

- pushes Clyde away if active
- no impact on Gork
- bigger objects can block airstream if active
- pushes away small objects if active
- no impact if inactive

9.6. Pushable Objects

- big pushable objects can be pushed by Gork
- small pushable objects can be pushed by Clyde and thrown by Gork
- objects have a collision and can block both characters



9.7. Environment

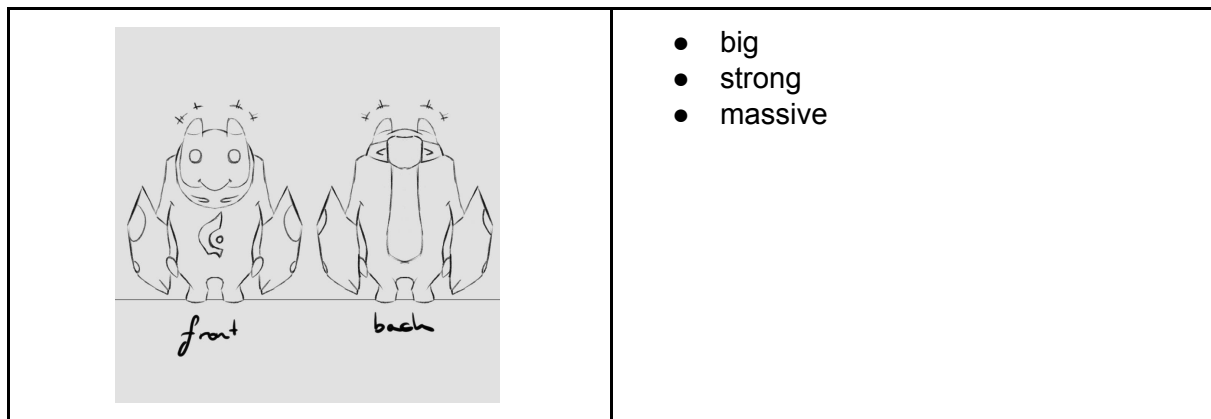
Every module needed is written down in [G&C Level Design \(LINK\)](#)

- represents temple
- contains different modular objects (Utilitarian Core)
- contains variants
- contains fewer "hero" pieces

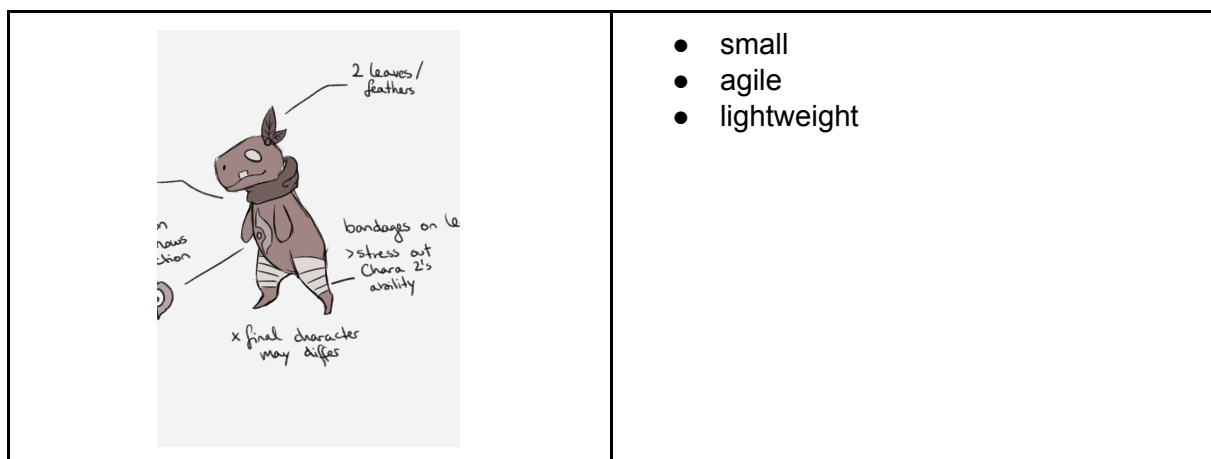
10. Character

The Size of every Character is written down in [G&CContentList\(LINK\)](#).

10.1. Gork



10.2. Clyde



11. Mechanics

11.1. Character abilities

The balancing values can be found in [G&CBalancingTable](#).

Gork	<ul style="list-style-type: none"> ● move ● can't jump ● push/pull big pushables ● throw small pushables ● throw Clyde
Clyde	<ul style="list-style-type: none"> ● move ● jump ● push/pull small pushables ● can be thrown

11.2. Interaction

1/2	Gork	Clyde	Button	Pressure Plate	Airstream	Gates	m. Platform	Small Pushable Object	Big Pushable Object
Gork	X	can throw	activate/deactivate	activate	-	-	can stand on	can throw	can push/pull
Clyde	thrown	X	activate/deactivate	activate	-	-	can stand on	can push/pull	-
Button	-	-	X	-	activate/deactivate	activate/deactivate	activate/deactivate	-	-
Pressure Plate	-	-	-	X	activate	activate	activate	-	-
Airstream	-	block/push	-	-	X	-	-	block/push	-
Gates	block	block	-	block	block	X	block	block	block
m. Platform	-	-	-	-	-	-	X	-	-
Small Pushables	-	-	activate	activate	-	block	can stand on	X	-
Big Pushables	-	-	activate	activate	block	block	can stand on	-	X

You can see every possible interaction in the [MechanicsTable\(LINK\)](#).

11.3. Death

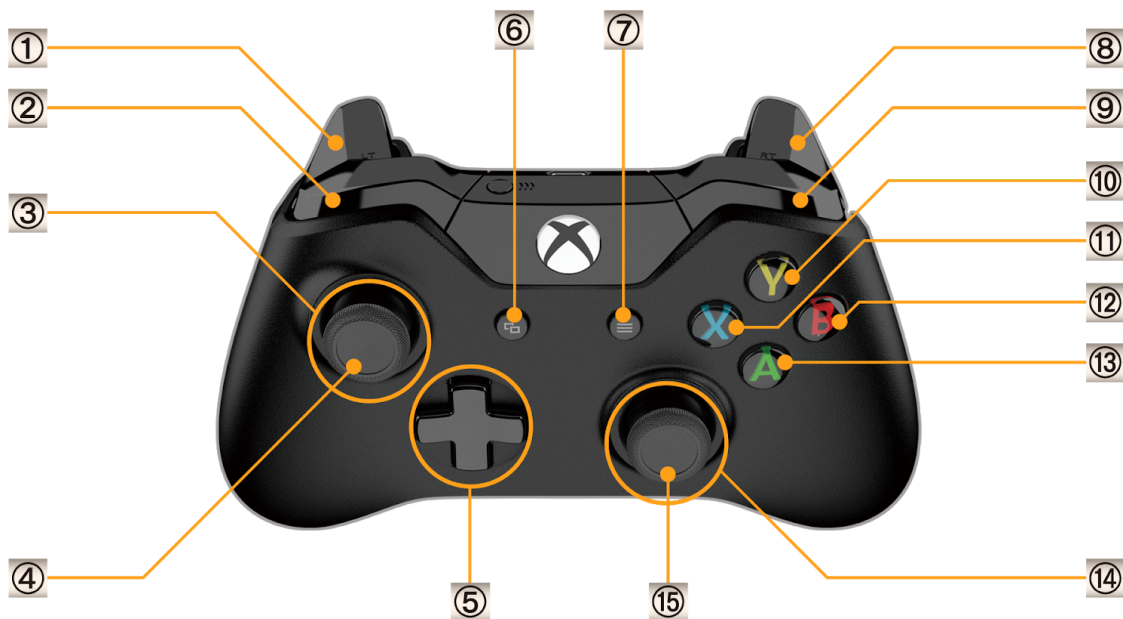
- Player is able to fall out of the level
- character will respawn at the point he is fallen
- no life system or real death

12. Input

12.1. Controls

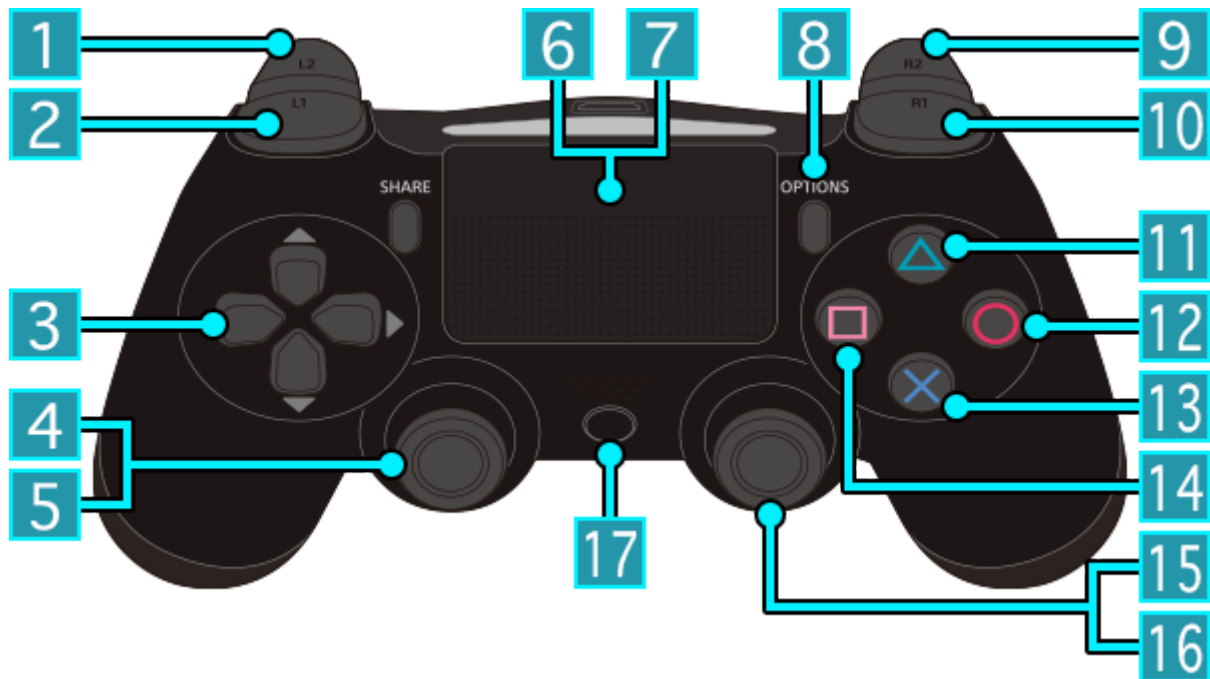
- Clyde is always set as player one
- Gork is always set as player two

12.1.1. XBox Controller



Number	Gork	Clyde	General
4	Move	Move	
7			PauseMenu
11	Push/Pull PickUp & Throw	Push/Pull	
12			Back
13		Jump	Confirm
9	Camera Focus	Camera Focus	

12.1.2. PS4 Controller



Number	Gork	Clyde	General
4	move	move	move in Menu
5			
8			Pause Menu
12			back
13		Jump	confirm
14	Push/Pull PickUp/Throw	Push/Pull	
10	Camera Focus	Camera Focus	

12.1.3. Keyboard

Key	Clyde	Gork	General
WASD	move	Arrow Keys	move in Menu
E	Push/Pull		
Space	Jump		confirm
Esc			back/PauseMenu
Arrow Keys		move	move in Menu
Shift		Push/Pull PickUp/Throw	confirm
Q	Camera		
Num1		Camera	

12.2. Connection Issue

12.2.1. Menu

- Screen with recommendation to use xbox controller at start
- PopUp if connection is lost

12.2.2. Ingame

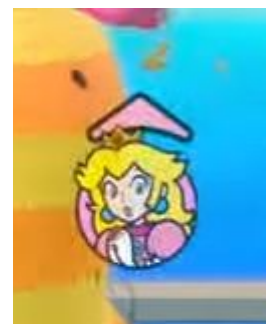
- Game is paused if connection is lost
- Connection lost PopUp will appear

12.3. Different Input

- player is able to change input every time
- different input is not a problem
- Tutorial is made for xbox controller

13. Camera

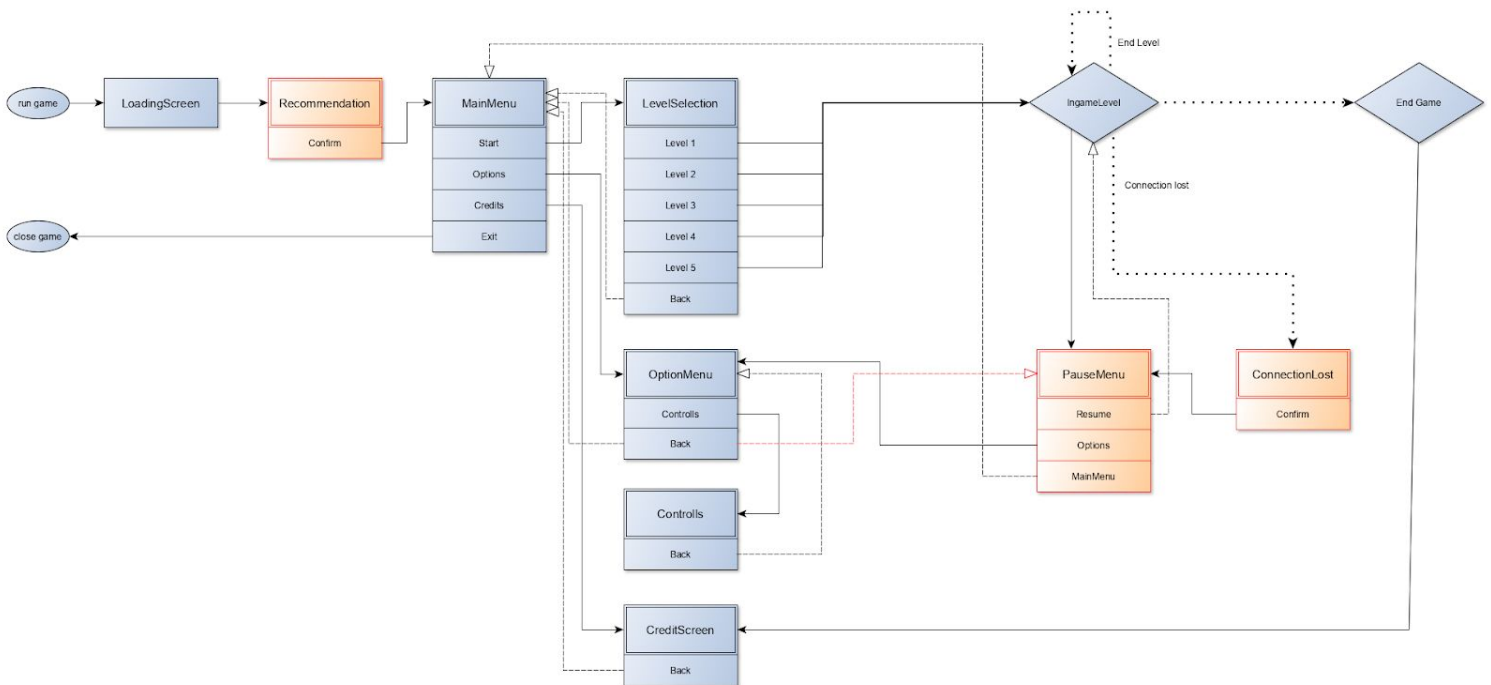
- third person top down camera
- if player moves out of maximum distance an indicator appears, indicating the position of the missing player (picture)
- using Cinemachine to create fix positions



- if both players walk into the next area camera will change
- extra button for every character to focus him, camera will reset automatically
- fallback: if Cinemachine does not work switch to standard camera
- standard camera:
 - focus center of both characters
 - zooms in if characters walks to each other until minimum zoom value is reached
 - zooms out if characters walks away from each other until maximum zoom value is reached

14. User Interface

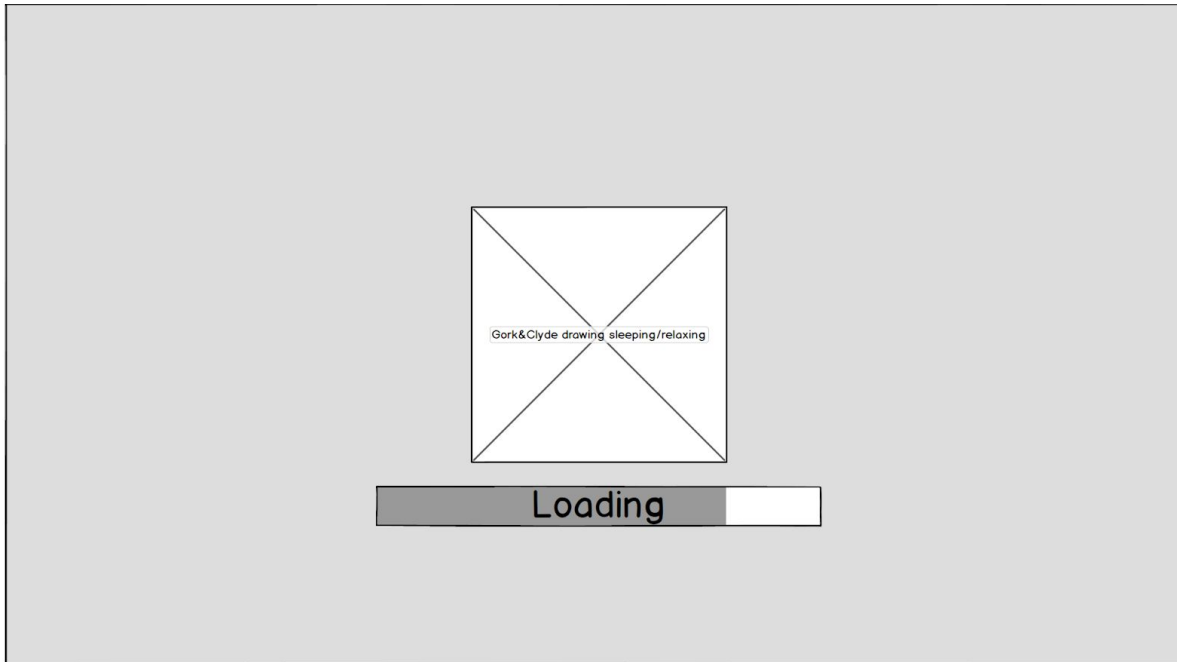
14.1. Screenflow



The full resolution (Screenflow) can be found in Drive -> Gork & Clyde -> Game Design -> [G&CScreenFlow.png \(LINK\)](#).

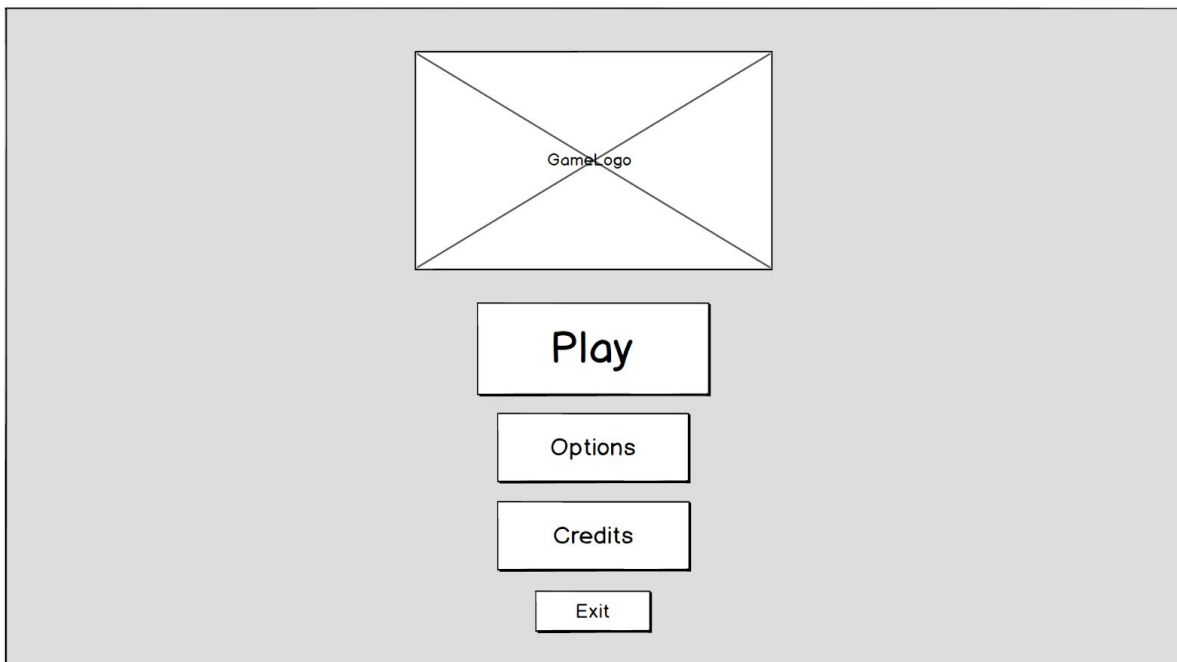
- wireframes are based on screenflow
- blue colour means normal screen
- red colour means overlay or pop up
- double border contains names of the screen and has buttons in the scene
- normal arrow connects buttons with their complementary scene
- white arrow shows the reverse screen from the corresponding button
- dotted arrows are triggered automatically

14.2. Loading Screen



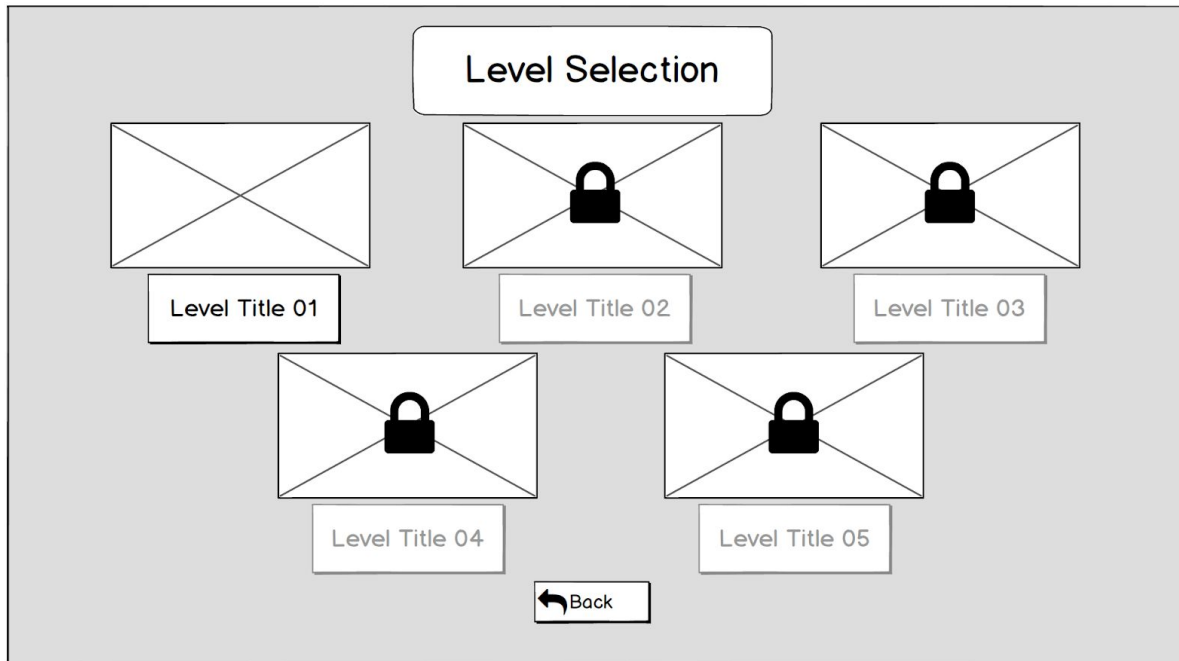
14.3. Main Menu

- animated (rotary) background showing a level of the game
- Minecraft Main Menu as a reference of the background



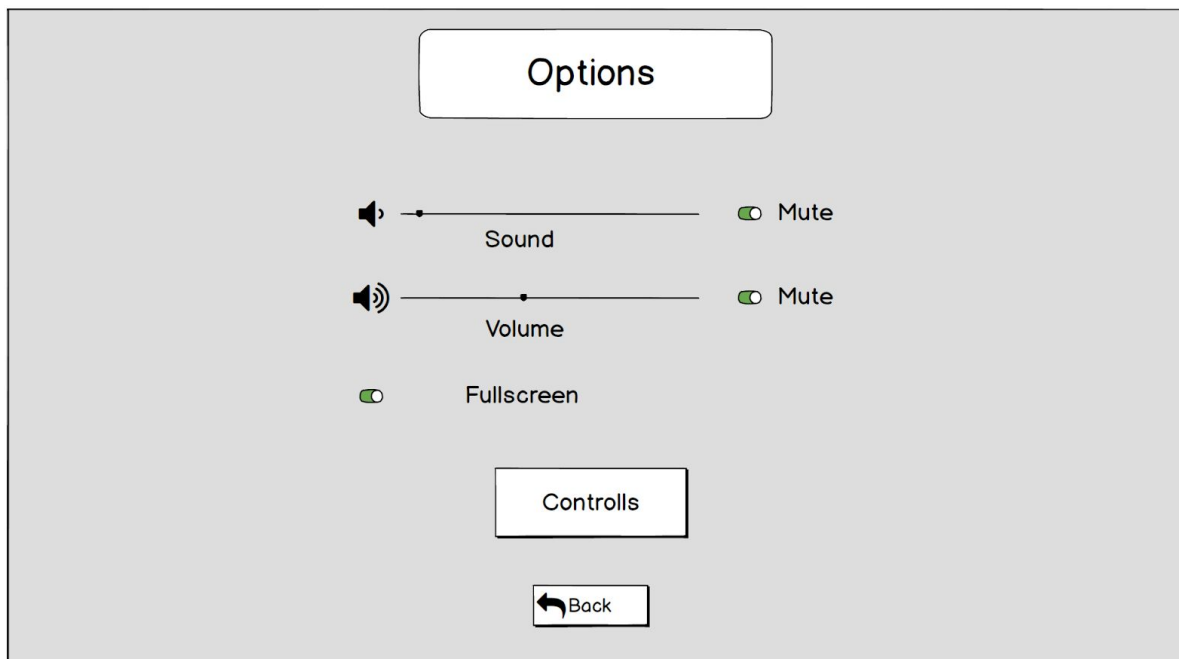
14.4. Level Selection

- every level is locked before player reach end of previous level



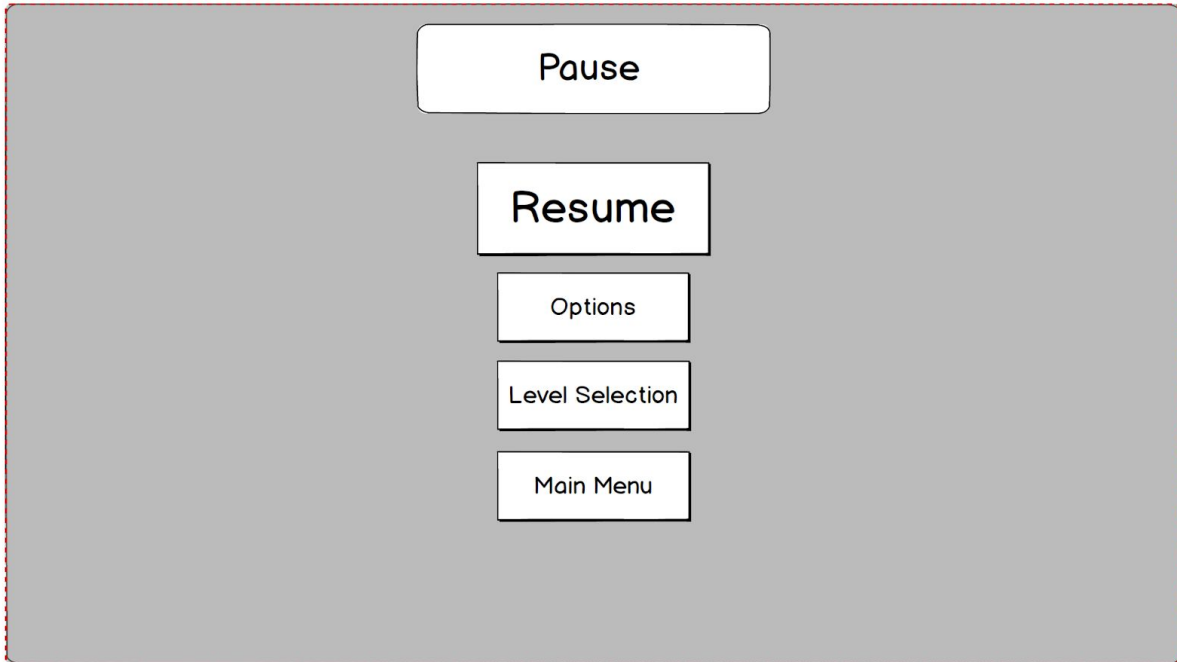
14.5. Option Menu

- Back button leads to screen opened before Option Menu
- Overlay

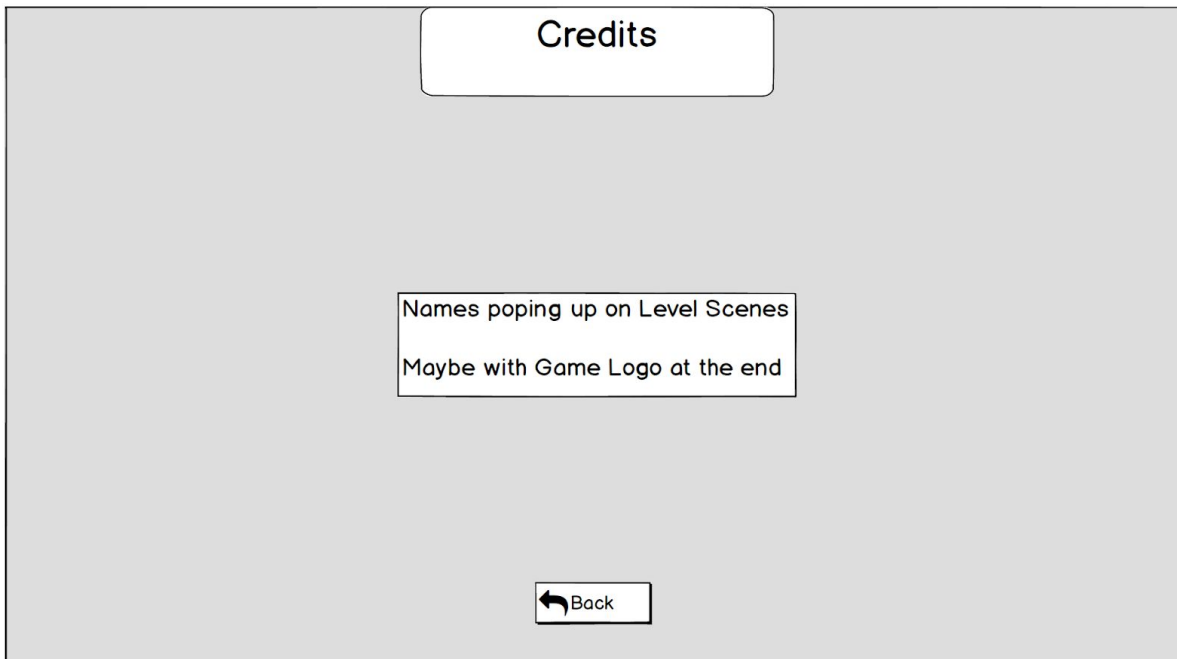


14.6. Pause Menu

- Overlay
- "Level Selection" is replaced by "Restart Level"



14.7. Credit Screen



14.8. Ingame UI

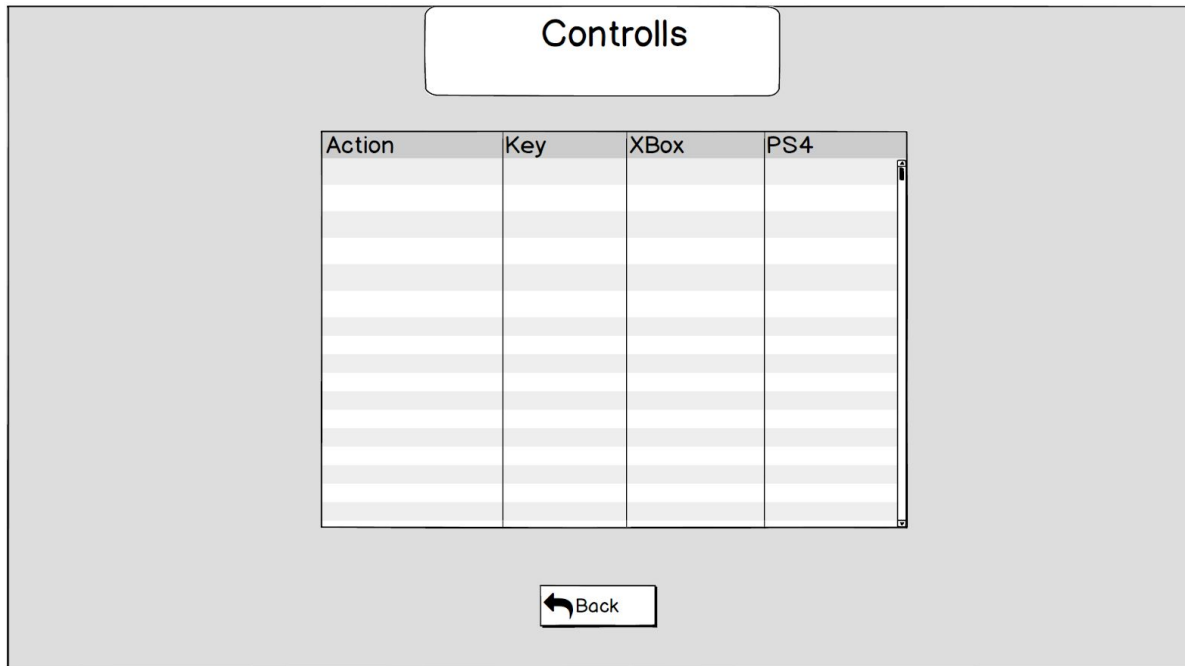


- connections between different objects (like buttons and gates) are shown by art

14.9. End Game Screen

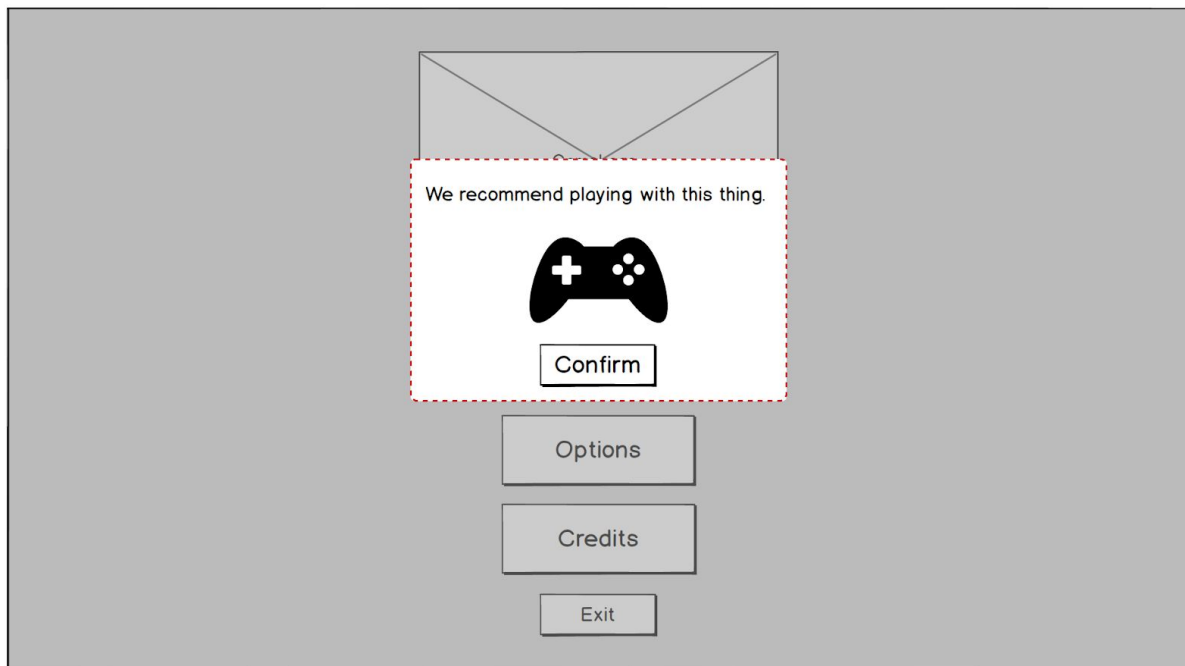
- end of the game triggered after end of level 5
- content is written down in the subheadline End last Level
- Credits triggered after last story panel

14.10. Controls



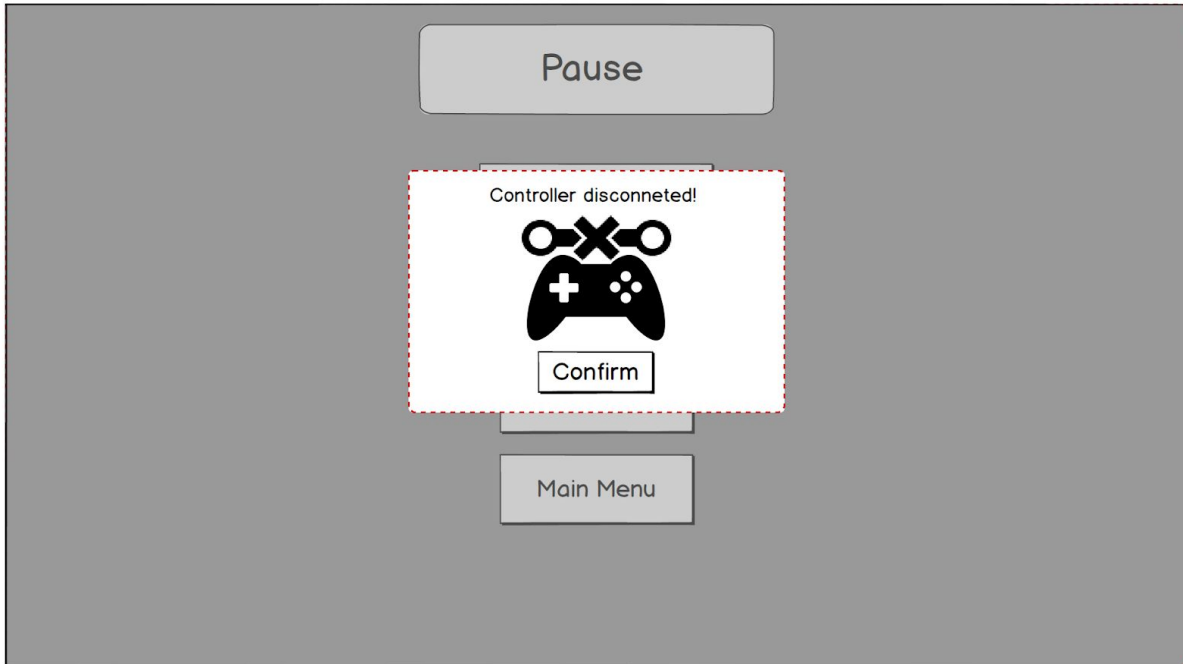
14.11. Recommendation

- triggered after loading screen every time game is started



14.12. Connection Lost

- screen is triggered after controller connection is lost
- game is automatically paused if connection is lost



15. Narrative Design

The detailed narrative Design is written down in [NarrativeDesignDocument \(LINK\)](#).

15.1. Story

- Gork and Clyde are part of the species Seagers and part of their explorers
- exploring several unknown planets, Nomavis is one of them
- Civilisation of Nomavis was extinguished by the Corus, all their remains are stored safely in defensive flying temples
- Seagers got a secret tip from an other species to explore the abandoned planet, later turned out as a trap
- Gork and Clyde want to use the anti gravity system of the temples for their own planet
- found construction plans and a bright technical capsule in the middle of a great temple
- decided to pick up both
- Corus were waiting for them with spaceships
- game ends with this plot twist

15.2. Start

- story panels with text explaining how Gork and Clyde arriving planet
- panel about gork and clyde in spaceship
- panel about gork and clyde getting the new assignment
- panel about gork and clyde flying to planet
- panel about gork and clyde standing on the ground looking up to flying temples (maybe pointing on it)

15.3. Mid Game

- mural painting showing story of environment
- painting about Nomavis living in peace on ground of the planet
- painting about Nomavis building flying peaceful temples
- painting about Corus arriving planet
- painting about Nomavis building flying defensive temples
- painting about Corus fighting against Nomavis

15.4. End Last Level

- story panels with text explaining what happens after they find the technology
- panel about Gork and Clyde picking up technology
- panel about collapse of the temple
- panel about Gork and Clyde jumping out of the temple
- panel about Corus waiting for them

16. Sound

SFX in Detail can be found in [G&CContentList/Sound\(LINK\)](#).

- Timeless: The players should feel as if they have every time they need for the level. We do not want to generate any kind of pressure.
- No focus on happy sounds: Even if the players are able to generate funny situations by playing the game together, we want to focus on a timeless and not on a happy sound. The general feeling of the narrative should be transmitted over the sound.
- Individual characters: Gork and Clyde should have an individual character which should be supported by the sound design.

Additional Information

17. Team

Jonas Vogler	Producer & Level Design
Franziska Richter Philip Pasche	Game Design & Narrative Design Balancing
Damian Koch	Programmer
Katharina Batzel Anastasia Haar Antonio Waletzki Nora Symmank Philipp Busse	Lead Artist UI & UX 3D Animation Texturing & Environment 3D Art

18. FAQ

18.1. Why is the character respawning at the point he is fallen out of level?

We don't want to punish the player for falling out of a flying temple, neither do we want to create unsolvable situations because of the wrong respawn.

18.2. Why does the game not have a life system?

A life system is a very frustrating tool. It is enough punishment not to get further in the level. A life system would increase the pressure and may stop the players try out.

18.3. Why does the game just have 5 level?

Our project time is limited by one semester. We want to concentrate more on a few good and polished level than just produce many bad level.

18.4. Why is the tutorial made for xbox controller and not for ps4 controller or keyboard?

We focus on the xbox controller as the main input of the game. It is highly recommended to use it. The player is able to check any other input tutorial in the menu but the core gameplay is made for a controller.