The Falling Wooly
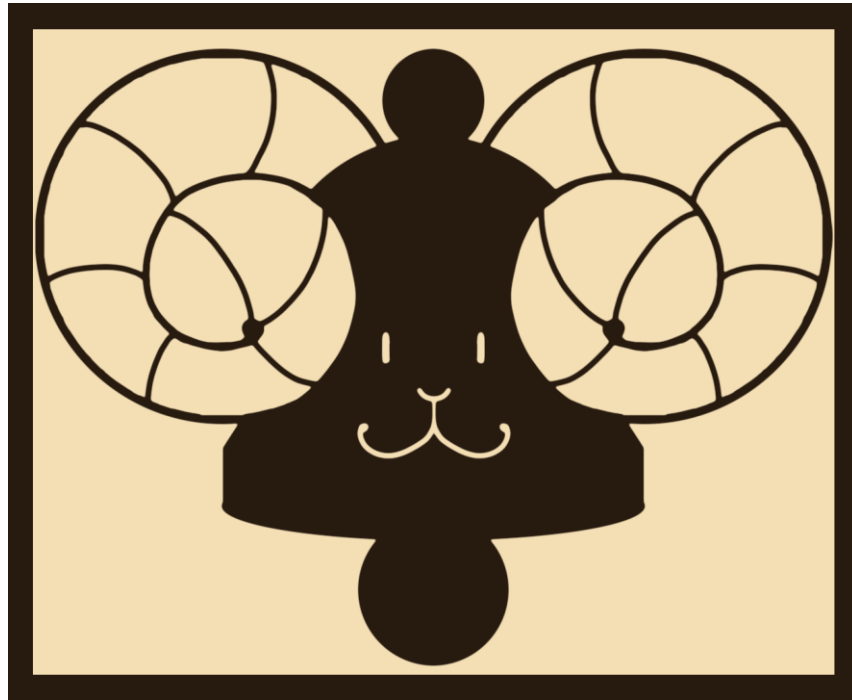

Pre-production Document

Project: The Falling Wooly

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Owner: Group B

Version No: 1

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Table Of Contents

Game Overview

Game Name

The Falling Wooly

Game Description

The game we are presenting here is an *Endless Faller* in which the player continues to fall down a tunnel. Meanwhile, the player would be collecting coins to get a higher score as they also try to avoid different objects that would change with the theme of the scenario.

Visual Mockup/Screenshots
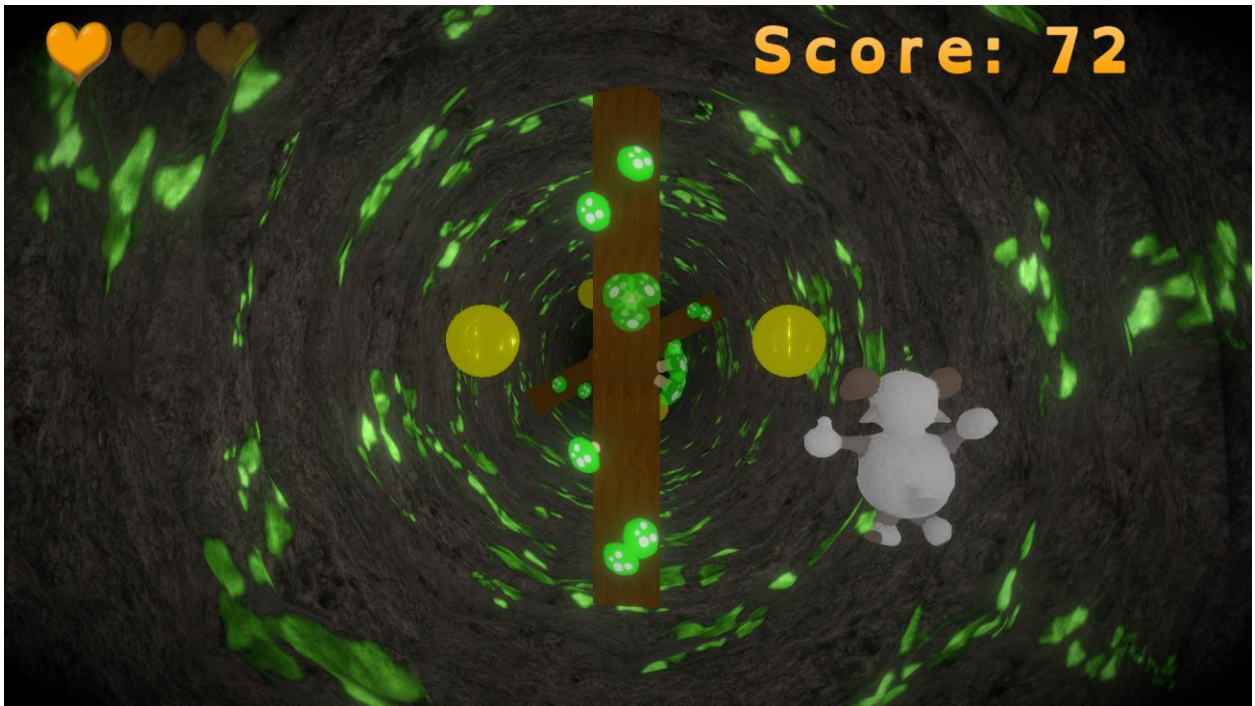
Audience / Genre / Platform

Target audience: People with disabilities including, mobility impairments and colour blindness.

Genre: Casual, endless faller.

Platform: PC.

Game Design Documentation

Game Features

Movement across the screen: The movement of the game is quite special as we are going with eye tracking, or more conventional devices as the mouse, to move the character across the screen to avoid different obstacles.

Coin Collecting: By collecting them the player would have the opportunity to increase their score.

Live System: If the players get hit by one of the obstacles, they would lose a life, although they have the opportunity to regenerate it by collecting a new one while falling.
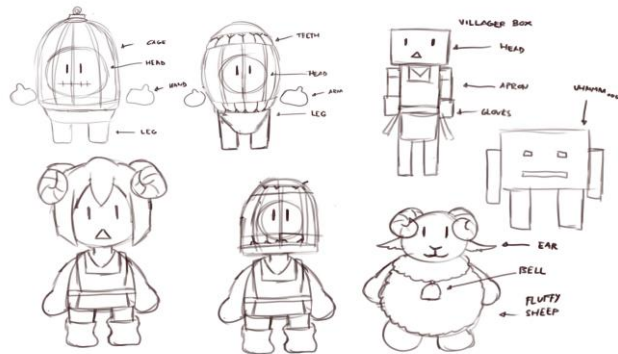
World Description

The game is a descent down a pit that contains multiple biomes; the player will find themselves falling through a fiery hell world, a fluorescent blue mushroom kingdom and a luscious jungle.

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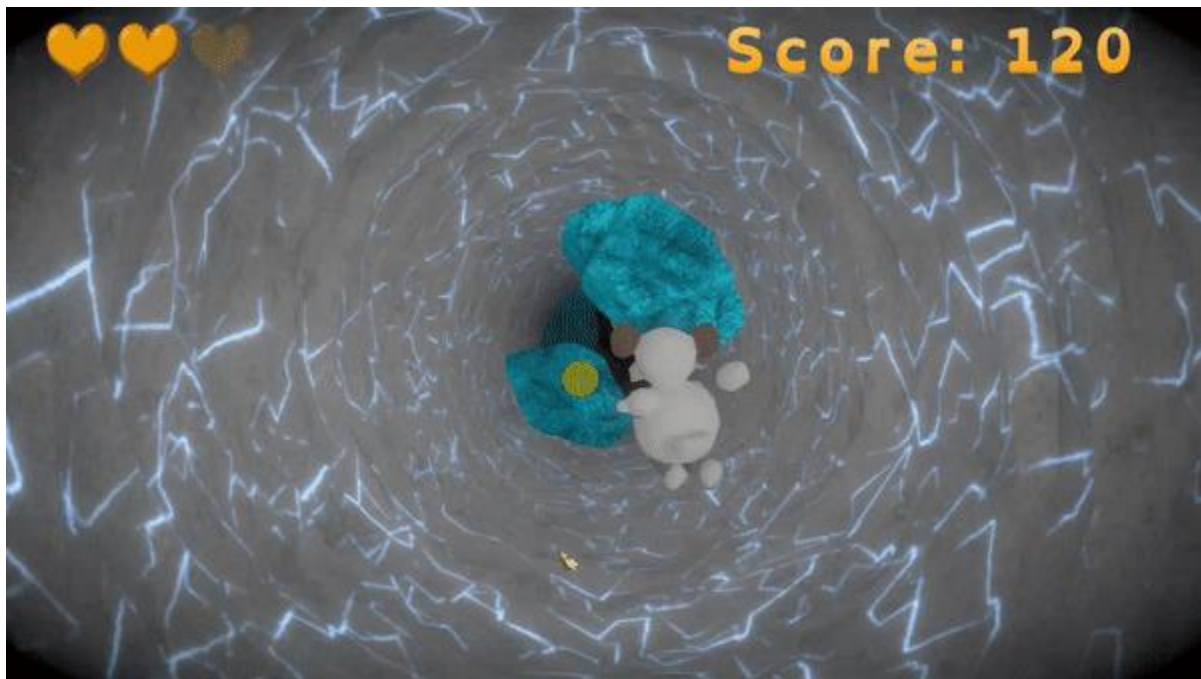
Characters

Wooly; a cute sheep with an innate curiosity to jump down things.

Gameplay (Core Game Loop)

The core gameplay loop is strafing from side to side, avoiding obstacles as you continuously fall down a tunnel. Obstacles will vary in size and colour, depending on the biome and how far the player has fallen. You also can collect coins to get a higher score.

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User Interface

The UI elements on screen will be the number of lives the player has as well as a +4 score which goes up every time you get a coin. The game will focus on using friendly colours for colour-blind people, utilising a colour switch menu in which the player can change which colours can appear on screen.

Floorplans
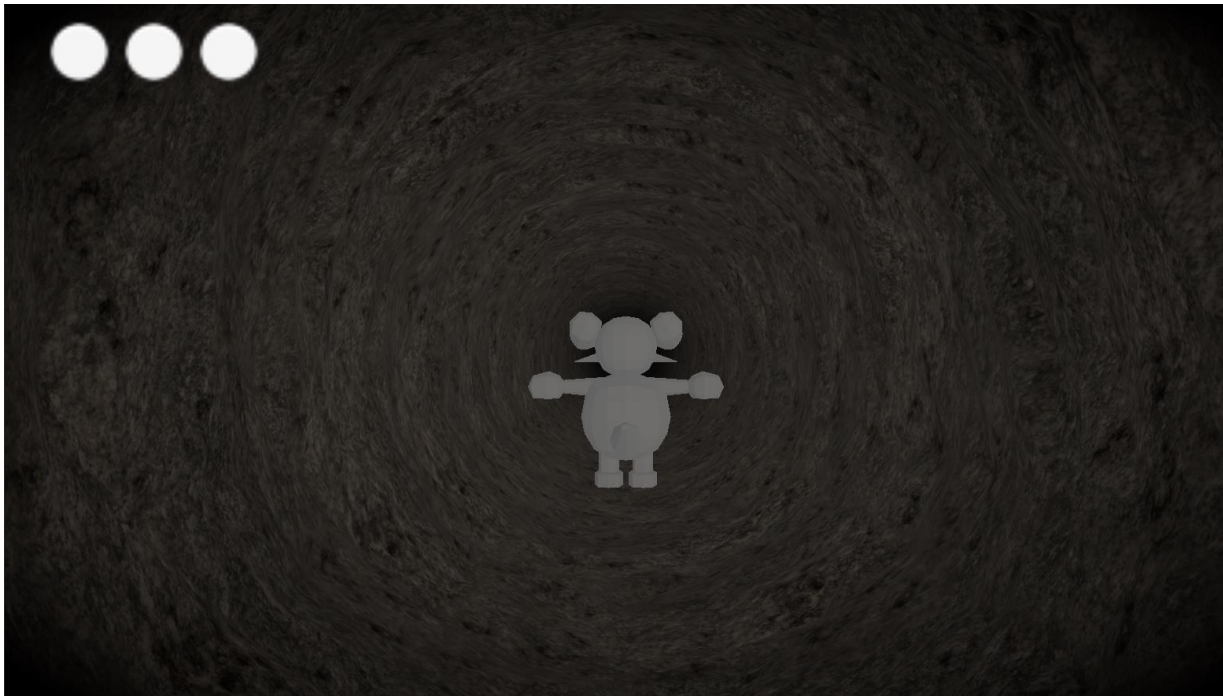
Style Guide

The style of the game is low poly 3D, with some elements of realism. These elements will primarily take the form of textures lining the walls of the tunnel. Assets such as the obstacle and of course the main character take on a more cartoon feel that the rest of the game world will share. We took inspiration for the game style from games such as Link's Awakening.
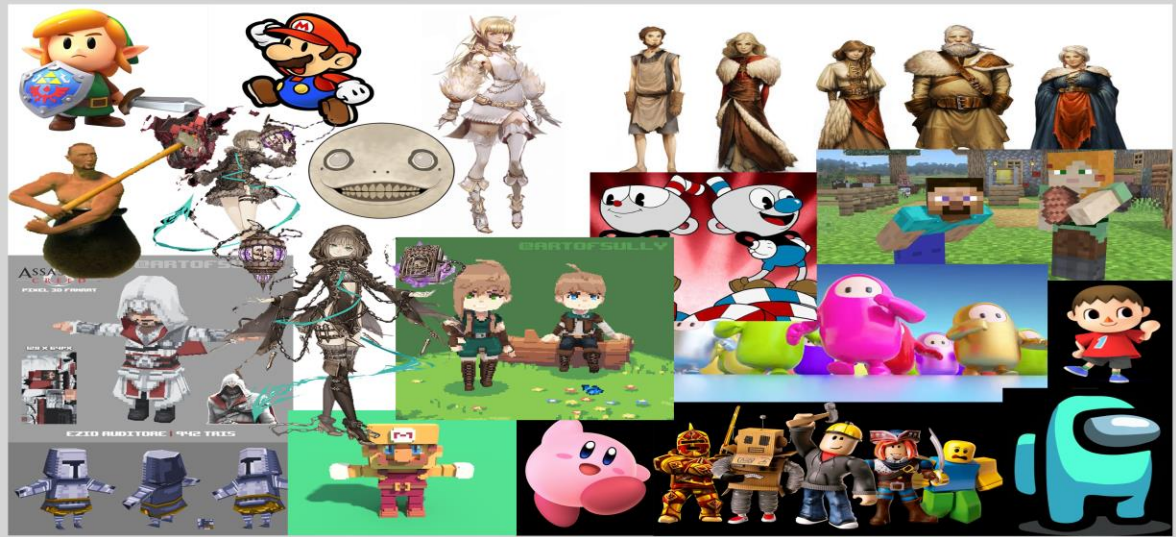
Inspiration

For the inspirational research, we've looked to similar games that have a similar mechanic and goals as our game has. This includes both *Sky Diver HD* and *Verticus.*

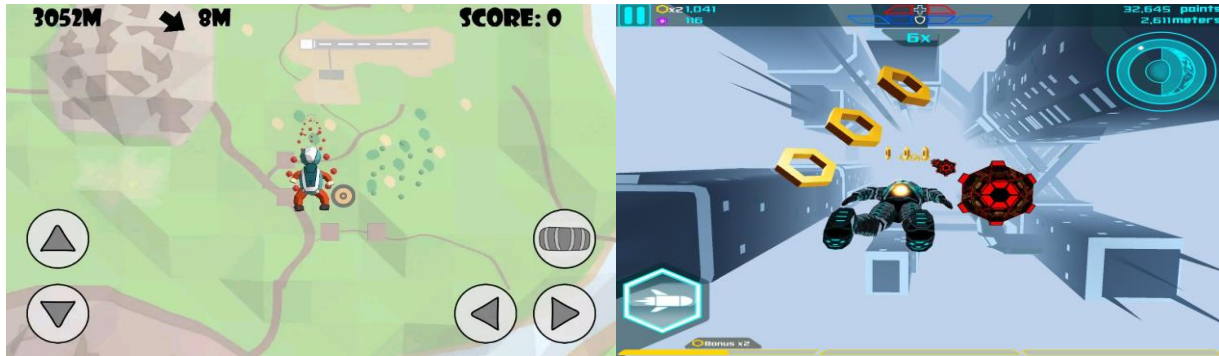# Accessibility Design

The gameplay uses eye tracking controls to make the game accessible to people that have reduced mobility as usually wouldn't be able to play it.

Also features like the use of Shapes, Symbols, Shading and Animation can make the game enjoyable and understandable for people suffering from colour blindness.

Low Vision (UI & Text)

By default, texts, user interface elements, button prompts, and alerts will be easy to spot and read. Anything for UI will be no less than 28 pixels (21Text Points) and for subtitles no less than 46 pixels (35Text Points) Text and UI will always be contrasted between dark shadows or outlines for better clarity.

Motor Impairment
  1) Game Control Options
The game will allow players to play the game more than a single input device such as mouse and keyboard.
  2) Fine Motor
The game will allow the player to interact with the sensitivity so they can adjust it to their preference.
  3) Difficulty Modes (Game speed)
The Game will give the player the ability to adjust the speed of the game to their preference.

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Cognitive Disabilities

1) Brightness: The game will allow the player to adjust the brightness of the Game.

2) Simplified information: Before the game starts the game will explain to the player what the objective is and thought out the game the progress of the player will be displayed.

3) Pause: The player will have the option to pause the game at any time and the game will be using a static image of the game so the player can assess the environment and upcoming obstacles.

Controls

Eye Tracking: As said before, the intention of the game is to reach the biggest number of people to be involved in this game and give the less fortunate gamers,this includes in his majority people with mobility impairments, the opportunity to play our game, but also a classical movement with the mouse/keyboard/joystick.

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Assets

Art

Asset	Type
Tunnel	3D
Obstacles	3D
Character	3D
Textures	2D
Coin	3D
Heart	3D
Score	UI
Main Menu (General)	UI
Heart	UI

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Sound

Asset	Type
Soundtrack 1	Atmosphere
Soundtrack 2	Atmosphere
Soundtrack 3	Atmosphere
Obstacle Hit	Gameplay
Player Hit	Gameplay
Life Lost	Gameplay
Life Gained	Gameplay
Coin Collect	Gameplay
Character Noises	Gameplay
Menu Music	Atmosphere
Menu Sound Effect	Atmosphere

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Narrative

The game revolves around a sheep that simply wishes to explore a well, and so chooses to jump down it. We focussed most of our attention on the accessibility features of the game, and indeed making an achievable project in the timeframe we have. For this reason, we opted to make the narrative as basic and simple as possible, and let the gameplay do the talking.

Master Asset List

Asset	Type	Description	Done?
Tunnel	3D	This is where the action occurs	
Obstacles	3D	The player need to avoid to remain alive	
Character	3D	Character	
Textures	2D	For the main assets	
Coin	3D	Collectable item	
Heart	3D	Pick up item to regain a live	
Score	UI	Score display	
Main Menu (General)	UI	Bunch of menu assets: Start, Quit...	
Heart	UI	Heart display	

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Soundtrack 1	Atmosphere	Track for the 1st area	
Soundtrack 2	Atmosphere	Track for the 2nd area	
Soundtrack 3	Atmosphere	Track for the 3rd area	
Obstacle Hit	Gameplay	Sound when object hits	
Player Hit	Gameplay	Sound when players hits	
Life Lost	Gameplay	Life counter goes down	
Life Gained	Gameplay	Life counter goes up	
Coin Collect	Gameplay	Coin collected by player	
Character Noises	Gameplay	If Wooly hits something	
Menu Music	Atmosphere	Menu track	
Menu Sound Effect	Gameplay	Sound effects when clicking	

Production Milestones

Week 1: Early concept stage

Week 2: Design stage with prototype, accessibility documentation begins

Week 3: Character modelling, 3D assets, audio work (continuous)

Week 4-6: Continued work on assets, documentation, and the prototype.

Week 6-8: Bring in fully textured assets, character and have UI functioning

Week 10: Have the game fully functioning, doesn't yet have to be juiced.

Week 11 onwards: Juicing. Make the game look great, playtesting and getting rid of bugs.

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Risks

- Time management: The main risk of the project is that all members are also focusing on two other major projects currently; AGP and dissertation. It therefore stands as a risk that this project could get away from us, however by sticking to the production timeline and continuing our work, we will ensure this doesn't happen. It is imperative that every team member pulls their weight and plays their part for this.

- Burnout: Another risk is potentially team members getting burnout from work on their other projects as well as this one.

- Computer failures: During this time any kind of problem could happen and you may not even be prepared for it, an example of this? Power outages or a burnout of your electrical system that can damage your PC.

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