

Fleur's Fabel

GAME DESIGN DOCUMENT



Team BeeYou

APPLIED GAME FOR SOVA
COURSES



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Terminology

Term	Meaning
SOVA-courses	Name of the social training program of Enschede
5xG model	Communication model based on 'gebeurtenis' (event), 'gedachten' (thoughts), 'gevoel' (emotion), 'gedrag' (behavior), 'gevolg' (consequence)
Protagonist	Main character of a story
UI	'User interface', elements on the screen that portray information and guide the player
Prototype	Playable, but not final, version of the game to highlight its features
High Fantasy	Genre that highly focusses on magical and fantastical elements, such as magic or talking animals.
RPG	'Role-Playing Game', a game where the player advances through a story by taking on the role of a character, often led by some system of progression (like quests).

Mission Statement

The product will be an interactive prototype in which the current homework assignments for the social skills training, corresponding with the themes of the meetings, will be translated in an attractive manner for the children between the age of 10 and 14 years old.

Target Audience

The target audience has an age range of 10 - 14. This is a group of students finishing elementary school, or starting secondary education. The main focus within this group is that they experiences social struggles like:

- Low self esteem
- Fear of failure
- Assertiveness
- Bullies or bullied



Game Analysis

The game is a fun learning experience for children between the ages of 10 - 14. It will function as a support of the SOVA-courses which guides them through the several lessons of the course, by having the player interact with the characters and the surrounding world of the game. These lessons go over topics such as:

- The 4 basic emotions
- Setting boundaries
- Taking and giving compliments
- Taking and giving criticism
- Body language
- The 5xG model
- Apologizing

Platforms

The product will be made for Windows operated systems (PC). This is to maximize accessibility for the target audience. Those without a computer or laptop at home can either use the PC's in places like public libraries or their own school, or get provided with a laptop by organizations such as 'Stichting Leergeld' (an organization that provides learning utilities to children from low-income households).





Storyline

The main character, an explorer trying to get away from the busy world, finds herself in a magical forest. After losing her map to a strong gust of wind, they meet a friendly forest creature that shows them the way through the forest.

Communicating with the other forest creatures proves to be hard at first, but the protagonist learns to express herself better and better. They even make some friends, who each have their own lessons to learn. Along the way the group finds out about a magical barrier surrounding the forest.

With her new found friends, the protagonist sets off to find a rumored 'gap', and the way back home.

Characters

Characters		
Character name	Description	Archetype
Fleur 	Fleur is the main character of the game and is controlled by the player. She is an adventurous traveler that likes to explore the world on her own to escape the busy life among others. They used to live in a small town which grew bigger and bigger over time. The character tries to stick to the rural feeling and puts great effort into the upkeep of their little garden and cherishing the beauty of nature.	Hero
Benjamin 	Benjamin tries to protect everyone from making mistakes, because of his own bad experiences with them. He tries to force everyone to follow his advice and stick to his ideas. This will ultimately push the character to try and keep	Mentor, true antagonist



	<p>everyone from leaving the forest.</p>	
<p>Vera</p> 	<p>Vera struggles with their insecurities and setting boundaries. Because of this they prefer to distance themselves from others to avoid being walked over.</p>	<p>Loner</p>
<p>Kevin</p> 	<p>Kevin has insecurities and is rather aggressive to others to protect himself. He tries to portrait himself as a respectable character that deserves to be looked up to, but instead he pushes everyone away because he is trying too hard.</p>	<p>Bully</p>

Gameplay

Player Experience

You meet new friends while communicating in different ways, and overcome hardships to eventually find your way back home. 'Cast' your voice to speak with creatures, and switch between three different body languages. You also make choices when talking to others, which influences their reactions to you.

Each level will focus on different ways of dealing with certain obstacles as you progress through the magical forest.

Reflect on your emotions, ways of reacting, and practice the social skills you learned in the SOVA meetings.

Overview of Gameplay

The game is a singleplayer narrative-based high fantasy RPG, and a serious game. The player perspective is third-person over-the-shoulder, meaning the camera follows behind the player. Since the player character is visible, this opens the door to visual indicators for body language and emotion.

A third person perspective also gives the player a better overview of the environment.

The player is presented with the goal of finding a way out of the magical forest. Some paths of the forest are blocked, but can be overcome with the right amount of communication and a little bit of teamwork. In order to progress, the player will have to communicate with their companions in different ways. For example, the player might have to ask for help, help others, or assert personal boundaries.

Properly interacting with the characters might prove difficult at times. At first, the player has the simple ability to say 'hey!' in any direction. If this 'hey!' hits a character, the player has initiated a dialogue. Over the course of the game, the player finds new ways to express themselves; choosing body language, expressing emotions, etc.

Gameplay Guidelines

- The point of view is from a third-person, over-the-shoulder, perspective.
- No explicit adult content (explicit violence, sexual content, adult language, gore).
- Minimize competitive elements (such as direct loss conditions with resets, numerical scores, comparison with peers).
- Written language will be child-friendly by avoiding academic language and complex words; focus on simple language use.



- To avoid 'walls of text' that could deter players from reading, there is a maximum of 3 lines per textbox at a time.
- Enabling experimentation and exploring by adding replayability.

Gameplay Mechanics

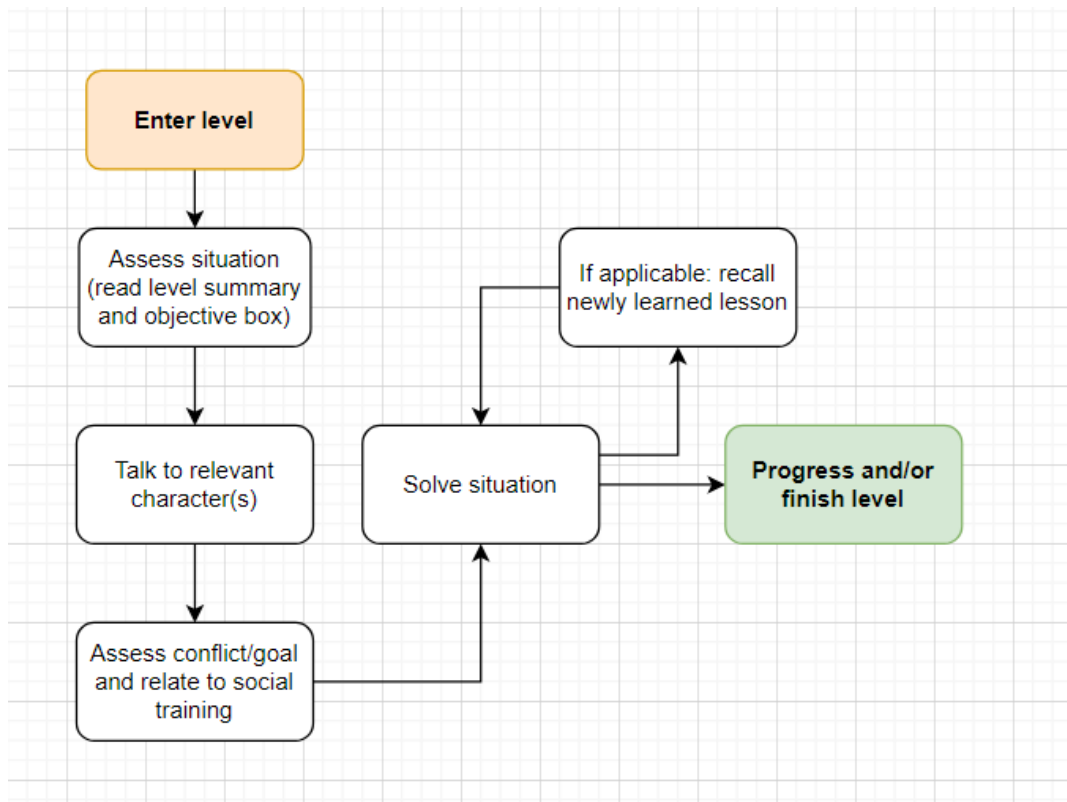
Game mechanics		
Function	Main mechanic(s)	Other/related mechanics
Character interaction	<p>'Hey!' shout - [Left mouse button] The player projects a small 'shockwave' forward. Characters hit by this react as if the player said 'hey!'. This results in dialogue most of the time, but there are other effects in certain levels.</p> <p>Toggle body language - Numeric keys: [1], [2], and [3] The player can change their 'pose' to influence how some characters react. These 'poses' each represent a manner of reacting (passive, assertive, aggressive).</p> <p>Traditional dialogue options - [Left mouse button] A dialogue screen contains several options that can be selected by clicking on them.</p>	<p>Visual character emotions and body language in dialogue: the player's emotion is reflected by their facial expression inside of the dialogue screen, while the rest of their body reflects their currently selected body language.</p> <p>Emotion selection: the player can interact with an 'emotion shrine' using the 'Hey!' shout, which allows them to choose between the 4 primary emotions (happy, angry, sad, scared). Several game elements change according to this (music track, facial expression in dialogue). Completely optional and not critical to progress through the game.</p>
Traversal	<p>Walking - WASD WASD are popularly used for movement in games when played with a</p>	<p>Look around using the mouse. The UI (user interface) will have a reticle to make it easier to change</p>



	<p>keyboard, in a similar way as the arrow keys (for example, 'W' would make the character move forwards, towards the direction of the camera).</p>	<p>direction, as well as to aim the 'hey!' shout.</p>
<p>Menu access</p>	<p>Pausing - [Escape] The player can pause at any time during the game, revealing a small menu of options;</p> <ul style="list-style-type: none"> - Continue ends the pause menu and resumes play. - Level select to look through playable levels and select a new level or replay others. - Main menu to go back to the main menu. 	<p>Quest box in the top-right corner of the screen, to roughly outline the current objective.</p> <p>Level summaries at the start of each level in the form of a pop-up text box, which summarizes where in the story the level takes place while also explaining the learning goals for that level.</p>



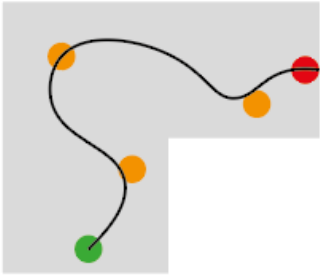


Recurring/Core game loop



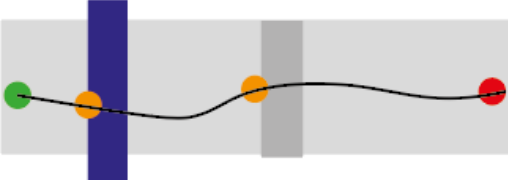
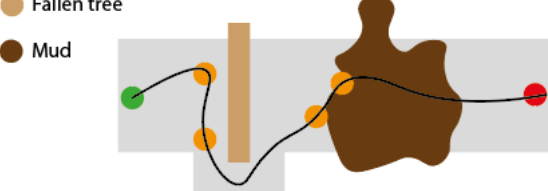
Each level in the game follows the basic gameplay pattern displayed above. Much of the gameplay is concentrated in both character dialogue and in-world traversal. Some levels may lean more into either one, depending on the theme and focus of said level. Thus, the specific core of each level slightly differs and relates to its featured mechanics.



Level Design

Level	Layout
<p>Level 1 - Introduction</p> <ul style="list-style-type: none"> - In the first level the player learns the controls of the game and the 'Hey' shout. The 'Hey' shout is taught to the player by the companion character of the game. There are 3 moments of interaction in the level: <ul style="list-style-type: none"> - Meeting the companion character - Learning the 'Hey' shout - Interacting with the emotion shrine <p>Level 2 - Compliments</p> <ul style="list-style-type: none"> - In level 2 the player gets to know the passive character of the game. The player is introduced to this character after seeing them hiding in the bushes on 2 separate occasions. The player first receives a compliment from the passive character, which they can either accept or deny. Then the player gets the opportunity to give a compliment to the passive character, or move on. There are 3 moments of interaction in the level: <ul style="list-style-type: none"> - Two separate occasions of spotting the passive character in the bushes around the path - Talking to the passive character and complimenting <p>Level 3 - Boundaries</p>	<p>● Interaction ● Player start ● Player end</p>  <p>● Passive encounter</p>  



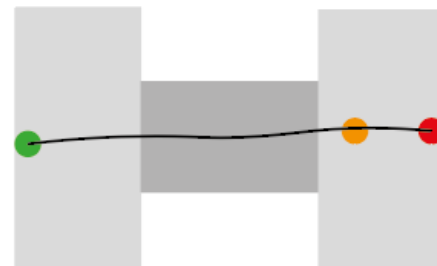
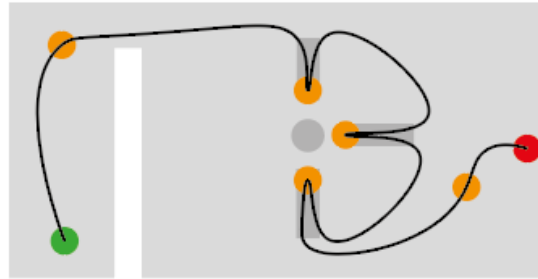
<ul style="list-style-type: none"> - In level 3 the player gets to know the aggressive character of the game. The player is introduced to this character after helping them by getting rid of 3 bullies. After this the aggressive character comes after the player, where the player has to tell the aggressive character to stop 3 times.. There are 2 main moments of interaction in the level: <ul style="list-style-type: none"> - Getting rid of the bullies - Setting boundaries to aggressive character 	
<p>Level 4 - Thoughts and emotions</p> <ul style="list-style-type: none"> - In this level the player will encounter 4 obstacles. The first is a river crossing obstacle in which most of the character development takes place and the second is a ledge the characters need to get on top of. The player has to talk to the passive character and help them by giving them helping thoughts to build confidence There are 4 main moments of interaction in the level: <ul style="list-style-type: none"> - The first three are getting all characters across the river - Interaction with the group at the ledge obstacle 	 <p>The diagram shows a horizontal path with four colored dots: green, orange, yellow, and red. A blue vertical bar is positioned between the green and orange dots. A grey vertical bar is positioned between the yellow and red dots. A black line connects the dots, curving around the bars.</p>
<p>Level 5 - Conflict and reactions</p> <ul style="list-style-type: none"> - The group encounters 2 obstacles in this level. One of these obstacles can be overcome with the help of the passive character. The other can be overcome with the help of the aggressive character. The player needs to talk to these characters to learn new body languages There are 2 main moments of interaction in the level: <ul style="list-style-type: none"> - Interaction with the group at the fallen tree - Interaction with the group at the pool of mud 	 <p>The diagram shows a horizontal path with four colored dots: green, orange, yellow, and red. A brown vertical bar is positioned between the green and orange dots. A large brown puddle is positioned between the yellow and red dots. A black line connects the dots, curving around the bar and puddle. A legend below the diagram identifies the brown bar as 'Fallen tree' and the brown puddle as 'Mud'.</p>

Level 6 - Ask for help

- The level is the climax of the game. The player has to confront the antagonist by using the different body poses that were learned in the previous levels. The player needs to address the guardian 3 times, using at least 2 different body poses. There are 2 main moments of interaction in the level:
 - Interaction with the companion character
 - Confrontation with the guardian

Level 7 - Confrontation and apology

- In this level the player has to make apologies and accept them from others. This is split in two parts. First, the player must confront the companion, which will result in the player having to apologize for the group's actions. In the second part the player will have to confront the companion once more, which will result in the companion apologizing for his actions. There are 2 main moments of interaction in the level:
 - Making an apology
 - Accepting an apology
 - After this final confrontation, the outro starts and the game ends.



Product phase: general roadmap

