

# Game Design Document – Beavers' Valley

## Focus of the game

The game is a 3D puzzle game. The goal is to save the beavers' village from the water that comes from broken dams placed on different hills(one after another) upstream the valley by deflecting it thanks to wooden tables built by the beaver carpenter Woody that have to be adequately placed.

There are a limited time to reach the goal and a limited possible use of wood. Moreover the trees in the valley may be used in two different ways: they can be either gnawed by Woody in order to realize wooden tables or used as supports for the wooden tables to redirect the water. So the only possible ways to place the tables are either between a hill and a tree or between trees.

The score is given according to the time remaining, the wood remaining and the number of houses saved at the end of the level: so all the houses except the ones of the core village(where Dorothy, the Woody's girlfriend, lives) may be sacrificed but by doing so the score will be lower.

In a possible next level another elemental enemy faces to the village: the fire. In this case Woody has not only to deflect the water far from the village but he has also to neutralize fires that are approaching the village by means of the water itself.

## Game mechanics

The player can use the main character: the beaver Woody. He can:

- Move in all directions of the world;
- Gnaws the tree and build the wooden table;
- Place the wooden tables in order to deflect the water;
- Choose the orientation of the table.

## AI and physics

How does the world react to the user?

- After gnawing a tree, it disappears. Each tree produces one table.
- The water comes down from the dams(that break one after another) and, unless it encounters an obstacle, it enlarges its flow with a constant coefficient. The water can hit:
  - Wooden tables placed by the Woody: in this caes the flow is redirected according to the orientation of the the table. After a while it restarts to enlarge;
  - Hills: like the tables;
  - Houses: water destroys them.
- When the water approaches the house of an inhabitant of the village, the beaver runs away from its house. Then it reaches the core of the village(that has to be kept safe) and follows the outcoming of the water coming toward its house.
- The fires are driven by piles of dry grass placed in the environment.

## Game progression

A possible second level implementation has been showed in the first paragrah. The levels are supposed to be of increasing difficulty.

When the player finishes the level different cutscenes can be shown: either a cutscene depicting the happiness of the village for the good result of the player task or a different cutscene that shows the disaster on the village.

## **Game Elements**

The main characters of the game are:

- Woody: the beaver carpenter;
- Dorothy: Woody's girlfriend;
- Others beavers that are village's inhabitants;

The main items appearing in the environment and interacting with user's actions:

- trees;
- hills(may have different size but have all the same shape);
- water;
- fire;
- houses(may be of different size and kind);
- wooden tables;
- dams.

## **Story**

The story underlying the game is the story of a storm that hit the heights upstream a beavers' village. The dams on these heights are broken by lightning and the water is coming down towards the village endangering the village. The carpenter of the village, Woody, has to keep the safety by building wood channels to deflect the water far from the village: in particular the safety of the core of the village and of its girlfriend, Dorothy, is of paramount importance.

In more advanced levels the lightnings are supposed to cause also fires that threaten the safety of the beavers.

## **Sound effects**

The elements that generate sounds are:

- Woody's gnawing;
- The placement of the wooden table;
- Beavers' running away from their houses;
- Beavers' comments about the incoming of the water towards their houses;
- water;
- fire.

Background sound is initially in country style and it gradually changes as long as the situation over the village worsens.

## **Art Bible and Storyboards**

Look at sketches at company's website: [www.ulissegames.com](http://www.ulissegames.com)

## **UlisseGames**

Andrea Tommaso Bonanno

Alfredo Motta

Valerio Panzica La Manna

Ephraim Zev Zimmerman