Game Design (D4)

Game Intro

Elevator pitch.
⌄ Click here for details

> Project VJ is a Virtual Reality (VJ) based rhythm game for PC, in which the player becomes a virtual jockey in a club. The jockey must collect light sparks, emitted as the music plays, to enable the several club lights to play.
>
> The play can collect light sparks in continuous succession to create a higher party vibe and progress further into his career by playing in bigger clubs in front of more people.
>
> If the player fails to collect the sparks, his performance lowers and he falls back in his career to play again is smaller clubs in front of less people.

Target Audience

Basic information about targeted demographic group.
⌄ Click here for details

> The game targets casual gamers of any age. Its intended ESRB (Entertainment Software Rating Board) rating is "E" for Everyone. The game does not include any violence, mild language or suggestive themes therefore it is suitable for any age. (ESRB, 2014)
>
> It is important to note that the game will feature a high amount of constant lighting effects including strobe lighting

Platform & System Requirements

Intended platform and system requirement information.
⌄ Click here for details

The game is designed for PC machines using HTC Vibe virtual reality system.

System requirements:

Processor: Intel™ Core™ i5-4590 or AMD FX™ 8350, equivalent or better

Graphics: NVIDIA GeForce™ GTX 1060 or AMD Radeon™ RX 480, equivalent or better. For additional graphics card options, view the complete list.

Memory: 4 GB RAM or more

Video output: 1x HDMI 1.4 port, or DisplayPort 1.2 or newer

USB: 1x USB 2.0 port or newer

Operating system: Windows™ 7 SP1, Windows™ 8.1 or later or Windows™ 10

Source: Vivie.com

Other spacial requirements:

Although the game is designed to minimise the transaltional movement of the player, it is still advised to have sufficient room space around the player.

Minimum suggested room space: 1.5 x 2m (5 x 6.5 feet)

For safety reasons, all furniture and other objects within the play area should be removed.

The PC should be placed as close to the play area as possible to ensure unobstructed movement of the 5 metre cable that is attached to the headset.

Mirrors and and windows that can reflect direct sunlight must be covered as they can interfere with the system.

The two base boxes can be wall mounted or free standing. They do not require any cabled connection.
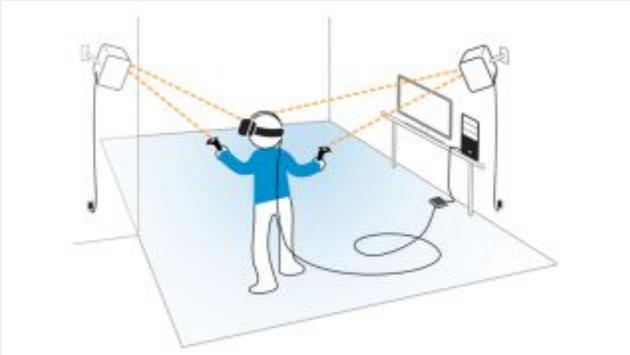
Source: Techradar.com

Design changes notes

Notes about design changes.
Only changes of existing functionalities are mentioned.
Original design notes are not included here.
  ⌄ Click here for design changes

Design warning
UI and UX design including in-game menu and in-world interface design is not part of this game design document

- *These designs are to be completed by the relevant department*

09/12/2016 Changes of the player movement behaviour
Areas affected:

- Player page has changed in terms of allowed player movement
    - Transitional player movement is now allowed
    - Light house system has been added
        - Further information is needed
    - Movement states have been added to body controls

16/12/2016 Change of core input system design from mixer platform to light sparks
Areas affected:

- Beats page have changed in most aspects:
    - Music visualiser is now 3D and is called Beat bars
    - Light sparks have been added
    - Timeline visualiser has been removed
- Player page has been updated
    - No major change
    - Controller button input names have been altered
        - Some controls might became obsolete
        - We can keep existing functions for future use in controller class
- Light systempage have been updated
    - Mixer platform feature has been completely removed
    - Combos are now obsolete
        - New design tbd
- Party Vibe page have been updated
    - Party vibe corrections to adjust scoring to light sparks
    - Career performance has not changed

Design Statuses

Order	Status	Description	Source
1	OPEN	The feature is open for discussion	Should not be used for development.
2	IN DESIGN	The feature has been discussed and is being designed	Can be served as a basic for development but not in details.
3	REVIEW	The feature design is complete and is awaiting finalisation	Can be served as a basic for development but subject to change.
4	READY	The feature is ready	Should be used for development. (Also subject to change)

Example Design Layout

A quick summary about the feature in italics.
Click to see design layout

Overview

Name	Status
Feature a	OPEN

Feature a Header

A one sentence summary of the feature.

⌄ Click here for details

Heading 3

- Feature description blabla
- Feature description blabla
  - Feature description blabla a
    - Feature description blabla b

Design Note
This is a note that explains of why something was designed in the way it is.

Warning
This is a warning message! Please look here and read it!

Other

- UI and UX design including in-game menu and in-world interface design is not part of this game design document
  - These designs are to be completed by the relevant department
- Please don't change anything on the Design page and its sub-pages.
- Everything on these pages will be my coursework.
- If you change it, please change it so I get a better grade 🙂
- If you have any suggestion, complain, or question, please
  - Write a comment on the bottom of the page or

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Write a comment...

  - Highlight area in question and Confluence will offer you to make a comment

Movement ⌃

Add inline comment

...ave free rotational mover

⌄ ...ere for more details

💬

tba