

Design Document for:
Tournament of Heroes

Written by:
Aaron Curley
Marcus Gilbert
Evan Musu
Anthony Kline
Robert Pasco

Game Design and Implementation II
Dr. Bruce R. Maxim

Version: 012

February 10, 2008

Table of Contents

TABLE OF CONTENTS	II
REVISION HISTORY	IV
1. GAME OVERVIEW	1
1.1. STORY ABSTRACT	1
1.2. APPEARANCE	1
1.3. TARGET AUDIENCE	1
1.4. GAME PLAY	1
1.5. DEVELOPMENT SPECIFICATION	2
1.6. PRODUCTION TEAM DESCRIPTION	3
1.6.1. UMD Team Member Roles	3
1.6.2. CCS Team Member Roles	3
1.7. PRODUCTION TOOLS	3
1.7.1. Programming Design Tools	3
1.7.2. Graphics Design Tools	3
2. GAME SPECIFICATION	4
2.1. WHAT IS IT LIKE TO PLAY THE GAME?	4
2.2. INTERFACE DESCRIPTION	4
2.2.1. Menu Interface	4
2.2.2. In-game HUD	5
2.3. STORYLINE SUMMARY	6
2.4. CHARACTER BIBLE	7
2.5. STORYBOARD	7
2.6. GAME FLOWCHART	8
3. LEVEL DESIGN - TOURNAMENT OF HEROES	9
3.1. NOTES	9
3.2. LOCATION	9
3.2.1. Geographic Location	9
3.2.2. Time of Day	9
3.2.3. Current Weather	9
3.2.4. Architecture or Terrain Style	9
3.2.5. Visual Reference	10
3.3. PLAYER	11
3.3.1. Player Start Location	11
3.3.2. Player Inventory	11
3.3.3. Briefing/Starting Information	12
3.3.4. Reasons for Being There	12
3.4. OBJECTIVES	12
3.4.1. Main/Primary Objectives	12
3.4.2. Secondary Objectives	12
3.4.3. Bonus Objectives	13
3.4.4. Hidden Objectives	13
3.5. CHALLENGE HIGHLIGHTS	13
3.5.1. Combat Encounters	13
3.5.2. Stealth Encounters	13
3.5.3. Conversations	13
3.6. WOW FACTOR	13
3.6.1. The Travel Powers	13
3.6.2. The Visual Style	13

3.6.3.	<i>The Primary Weapons</i>	13
3.6.4.	<i>The Tall Skyscraper</i>	13
3.7.	MAP DESCRIPTION	14
3.7.1.	<i>Center Skyscraper</i>	14
3.7.2.	<i>Clock tower, Church, Super Market, and Television Station</i>	14
3.7.3.	<i>Water Puddles</i>	14
3.8.	ASSETS AND REQUIREMENTS	14
3.8.1.	<i>Models</i>	14
3.8.2.	<i>Textures</i>	14
3.8.3.	<i>Sounds</i>	14
3.8.4.	<i>Lighting</i>	15
3.8.5.	<i>Effects</i>	15
3.9.	SKETCHES AND ADDITIONAL REFERENCE MATERIAL	16
3.9.1.	<i>Fire Escape</i>	16
3.9.2.	<i>Bus Stop</i>	17
3.9.3.	<i>Fire Hydrant</i>	18
3.9.4.	<i>Water Fountain</i>	19
3.9.5.	<i>Garbage Can</i>	20
3.9.6.	<i>Car</i>	21
3.9.7.	<i>Street Light</i>	22
3.9.8.	<i>Traffic Light</i>	22
3.9.9.	<i>Players</i>	23