**GAME LOGO AND TITLE**

**Zephyr**

**Gungit**

**GAME DESIGN DOCUMENT**

**Index**

Game Overview

2D Platformer shooter game

ART

**Game Overview**

**What is the Game About?**

The game is set in a dystopian future set in a post-apocalyptic futuristic city destroyed by aliens during the invasion of Y3545 which wiped out most of living beings on the distant moon colony of titan .

**Game Theme**

What is the game theme?

-Sci FI

**Game Genre**

What is the game genre? (Action FPS, Action Hack and Slash, RPG, RTS, Platformer)

-2D Platformer shooter

**Game Platform**

What is the intended game platform? (PC, Console (PS4, XBOX, NINTENDO, Mobile)

-PC

**Game Story**

Discuss about the game story, what is the motivation of the characters of the game, what is the end goal/objective, who are the villains in the game etc.

-The player is a survivor of the invasion and is trying to make their way through the ruined city in search of remining surviving human colony around the city and in hope to rebuild the city and to wipe out the aliens who are currently occupying the city.

**Target Audience**

Who is the game intended for? (Teenagers, Kids, Adults, Everyone)

-Teenagers and kids

**ART**

**Characters**

**Hero Characters**

**Villain Characters**

**NPC (Non Playable Characters)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **N.O** | **Name of Character** | **Type** | **About the Character** | **Abilities** |
| **1** | **A cartoon of a child with purple hair  Description automatically generated** | Main Character/Player | Former mercenary working in the city for different employer and has past combat experiences | Shooting and melee |
| **2** |  | Level 1 enemies | Basic monsters that appeared at the beginning of the invasion | Melee damage |
| **3** | **A pixel art of a robot holding a sword  Description automatically generated** | Level 2 Enemies | Advanced monsters stronger and harder to defeat | Melee damage dealer |
| **4** | **A pixel art of a person holding a bow and arrow  Description automatically generated** | Level 2 | Advanced monsters that have bow and arrows | Long range damage dealer |

**Environments**

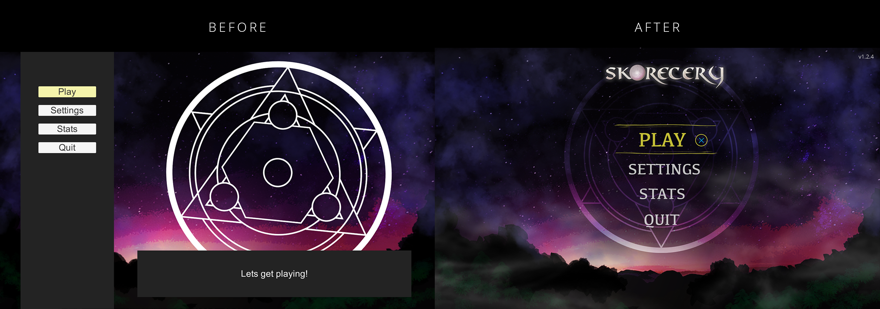
**REGIONS:**

**R1: Dark Forest**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **N.O** | **Name of Region** | **Levels** | **About the Region** | **Enemies** |
| **1** |  | 1 and 2 | More about the region in relation to the game play and game story | What are the enemies found in this region |

**UI DESIGN**

Discuss the types of UI design and the art style of the UI design that will be used. (Dark Theme, Purple and Black Background, Have the sense of horror that is related to the horror game) Insert 3 different example images from other games for the inspiration for your UI design.



**DESIGN**

**LEVEL DESIGN**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **N.O** | **Region** | **About the Level** | **Objectives of the Level** | **Challenges of the Level** |
| **1** | Which Region is this Level in | What is the Level About? | 1. End Goal 2. Collect the Key | 1. Enemy 2. Time |

**SOUND DESIGN**

**Background Sound**

BG Sound 1: To be played when player is exploring the lands

BG Sound 2: To be played when facing the final boss

**Sound Effects**

Discuss the main sound effects to be used for the game

Sound FX 1: Shooting and Melee Sounds

Sound FX 2: Jumping Sounds

Sound FX 3: Running Sounds

Sound FX 4: Level 2 enemy attack sounds

**PROGRAMMING**

**GAME SYSTEMS**

Player will be required to progress through 2 levels while defeating the enemies to progress. Around the map there will be heals that will regenerate player’s health points. And to progress to the next level, player will have to defeat a boss monster.

**GAME MECHANICS**

For basic attack with the guns, player will be using left mouse click. For melee attack, player will use right mouse click. Movements will be A key for left and D for right. Lastly, space bar will be for jumping.

Left Click: Shooting

Right Click: Melee



A & D: Left and right movement

Space Bar: Jump

**MARKETING**

**SOCIAL MEDIA:**

**Instagram:** Images, Videos, Game Play Trailer

**YouTube:** Development Vlogs, Game Play Trailers

**MANAGEMENT**

**SCHEDULE OF GAME PRODUCTION (8 WEEKS)**

|  |  |  |
| --- | --- | --- |
| WEEK | Things to be Start On | Things to be Completed |
| Week 1 | Asset searching and project planning | NA |
| Week 2 | Programming the basic movement and interactions of the game | Concept Art of Characters, 3D Models of Characters, |
| Week 3 | Adding the player and enemy assets into the game | Programming the basic movement and interactions of the game |
| Week 4 | Alpha testing and fixing any out-standing issues | Adding the player and enemy assets into the game |
| Week 5 | Beta testing from others for final fix and game release | Alpha testing and fixing any out-standing issues |