<VoidBrawler>



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[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#_421ijgnpyvmc)

[Project Scope](#_rdb2xo3rjh0s)

[Influences (Brief)](#_155cm8v36jpc)

[- <Influence #1>](#_c6nxu1rzd2cc)

[- <Influence #2>](#_ssiemceczw16)

[- <Influence #3>](#_31bxzkfeuvl6)

[- <Influence #4>](#_o4f1wa5aq6q3)

[The elevator Pitch](#_337xnergkz1b)

[Project Description (Brief):](#_z7oe7x50rpf3)

[Project Description (Detailed)](#_exbmsy55zuvb)

[What sets this project apart?](#_s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#_a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#_jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#_y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#_lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#_kct9c2l3dr9p)

[Story and Gameplay](#_6pmf08ssy6y0)

[Story (Brief)](#_ctv1wxi9dpll)

[Story (Detailed)](#_kqt2h5q76zyt)

[Gameplay (Brief)](#_ejtq4v6r30ui)

[Gameplay (Detailed)](#_cl69l94amjmx)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- 3D](#_xdk2cy4n4ovn)

[- Sound](#_f8xx8iwg5gs9)

[- Code](#_ky1qxs88utre)

[- Animation](#_isk96p5euy3r)

[Schedule](#_kmt9zaowjejr)

[- <Object #1>](#_r3fjjzh8krjg)

[- <Object #2>](#_j584764hn4bz)

[- <Object #3>](#_lbj31oz0xb3v)

[- <Object #4>](#_p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre

- 3D shooting game

## Core Gameplay Mechanics Brief

-Puzzle and Escape

- Horror

- Multiple Weapons

- Multiple enemy

## Targeted platforms

- FPS gamer

- Who likes play horror games

- Who likes space element

## Monetization model (Brief/Document)

- Free

## Project Scope

- <Game Time Scale>

- 100$ (Electricity)

- 10 Weeks (How long will it take to make this game?)

- <Team Size>

- <Core Team>

- Xian Zhang

- Programmer, Art manager

- Run Wu

- Programmer,Producer

- Guanwu Chen

- Programmer,Game designer

- <Licenses / Hardware / Other Costs>

- Maybe 0

- <Total Costs with breakdown>

- Around 100$

## Influences (Brief)

### - <Influence #1>

- Counter-Strick

This game is one of the most classic first person shooting game, it has had a profound impact on the birth of our game.

### - <Influence #2>

- Dead Space

This is a TPS horror game, it combines the elements of shooting and horror, letting players experience the alien terror atmosphere in the game through third-person shooting.

## 

## The elevator Pitch

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

This is a first person shooting horror game, player solve the puzzle, kill enemies, beat monsters and find the target, finally run into the portal and escape.

## Project Description (Brief):

This is first person shooting horror PC game, create by C++.

Using DirectSound Audio Engine, DirectX Graphic Engine, Direct Input Engine.

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

We are going to create this game by c++.

As a horror game we will put some terrify audios into the game as environment audio .

We will use DirecX 12 as the Graphic engine, create actors and collision.

Use Direct Input Engine set input for the game.

# What sets this project apart?

- Milestone 1

- Milestone 2

- Milestone 3

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

Players are going to solve the puzzle and escape form the room or current condition.

- <How it works>

We are going to use, for example, code and lock or maze.

### - <Core Gameplay Mechanic #2>

- <Details>

Our game are going to make a horror atmosphere, and give player a anxious and scary emotions.

- <How it works>

We are going to use proper lighting, audios and psychological suggestion.

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

An archaeological team is lost in heterogeneous space.

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

An archaeological team is lost in heterogeneous space. They have found alive prehistoric creatures and Bizarre creatures. The sun is down the darkness is raising can they survive in heterogeneous space?

## Gameplay (Brief)

## A PC game

## Use mouse and keyboard to control the character. Hit enemies and beat the last boss, get target items then pass the game.

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

Use W, S, A, D move character, Left mouse button shoot, R reload ammo, space bar to jump, left ctrl crouch. Move mouse to change the view, press F to get the items and interaction with NPC.

# Assets Needed

## - 3D

- Characters List

- Main Character(Player)

- NPC1

- NPC2

- NPC3

- Enemy1

- Enemy2

- Enemy3

- Environmental Art Lists

- Trees - Key

- Grass - Doors

- Background sky - Portals

- Box

- Rocks

- Flame

- Water

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- Inside

- Level 1

- Level 2

- Level 3

- Sound List (Player)

- Character Movement Sound List

- Footsteps on sand(walk & run)

- Footsteps on snow(walk & run)

- Footsteps on wood floor(walk & run)

- Footsteps on Cement floor(walk & run)

- Character Hit / Collision Sound list

- Hit1

- Head shoot 1

- Character on Injured / Death sound list

- Injured 1

- Injured 2

- Death 1

- Death 2

## 

## - Code

- Character Scripts (Player Pawn/Player Controller)

-movement(run,walk, crunch,jump,etc..)

-attack -defence -pickup items

- Ambient Scripts (Runs in the background)

- lighting

- Sounds

- NPC Scripts

- Talking

- Shop

- Events

## - Animation

- Environment Animations

- Tree and grass

- Water flow

- Door rotation

- Door destroyed

- Portals

- Character Animations

- Player

- Walk & Run

- Aiming.

- Shooting

- Dead

- Crouch (Walk)

- Jump

- Pick items

- Reload Ammo

- Injured

- Interaction

- NPC

- Walk & Run

- Talk

- Dead

- Injured

- interaction

# Schedule

### - <Character movement>

- one week

- Set Character Movement.

### - <Weapon and shooting system>

- one week

- Create Weapon

- Ammo system

- Shooting and aim system

- Character Aiming and shooting Animation

- Fire effect

### - <User Interface>

- One week

- Main Menu

- Option Menu

- Game over Menu

- In Game HUD

- Score Menu

### - <Environment Animations >

- Two Weeks

- Create Game world

- Put Environment actor into map

- Environment animation

### - <NPC movement and Event trigger>

- Four Weeks

- NPC event trigger

- NPC Animation

- NPC Movement

### - <Enemy AI>

- One Week

- Enemy Movement

- Enemy trigger

- Enemy Animation

- Win condition