Generic Blank Game Design Document (GDD)

Your Game Logo

Here

***‘Catchy Game Tagline’*** - 5 Head Productions

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--- | |  | | Game Development Team Members    PRODUCER  Andres Maturin  Raul Ojeda    PRODUCTION MANAGER  Andres Maturin  Raul Ojeda  PRODUCTION COORDINATOR  Andres Maturin  Raul Ojeda  GAME DESIGNERS  Andres Maturin  Raul Ojeda  SYSTEMS/IT COORDINATOR  Andres Maturin  Raul Ojeda  PROGRAMMERS  Andres Maturin  Raul Ojeda  TECHNICAL ARTISTS  Andres Maturin  Raul Ojeda  AUDIO ENGINEERS  Andres Maturin  Raul Ojeda  UX TESTERS  Andres Maturin  Raul Ojeda |

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# 1 Game Overview

Title: Awesome Game Name

Platform: iOS & Android

Genre: Endless 3D Survival Shooter

Rating: (10+) ESRB (Entertainment Software Rating Board)

Target: Mobile players (10 and up)

Release date: July, 2021

Publisher: 5 Head Productions

Description: [Game title] is a top down third-person shooter where the player, a **cowboy**, will be fighting hordes of zombies to survive. The player will be traversing through randomly generated dungeons (rounds). As the player makes their way through the dungeons each hit on a zombie will reward them coins and each dungeon completed the player will be rewarded with gems. The coins will allow the player to purchase upgrades for their currently equipped weapons through shops in the dungeon, while the gems will allow the player to purchase upgraded weapons with different color schemes in the main menu store.

# 2 High Concept / Genre

The player is spawned in a dungeon where they need to find the end and defeat the boss in order to advance to the next dungeon. They will use two weapons throughout their endeavor which they will be able to choose before they start.

# 3 Unique Selling Points

Free to play, Simple objective survive, Rewarded for time played.

# 4 Platform Minimum Requirements

Have an Android and a Google Play account.

# 5 Competitors / Similar Titles

Call of Duty: Black Ops Zombies

Archero

# 6 Synopsis

A biochem lab exploded and released a highly contagious virus which has turned people into zombies. You are one of the few survivors attempting to escape the city.

# 7 Game Objectives

Survive as many dungeons as possible, upgrade and buy new guns.

# 8 Game Rules

Gain coins only through shooting zombies.

Upgrade weapons only using coins.

Buy new weapons only using gems.

Kill the final boss in order to move on to the next dungeon.

# 9 Game Structure

Gun Selection - > Gameplay - > Death Scene

# 10 Game Play

## 10.1 Game Controls

Horizontal only.

Joystick on the bottom left of the screen.

Touch to shoot.

## 10.2 Game Camera

Top-down perspective.

### 10.2.1 HUD

On the top right the player will be able to see how much health they have. On the bottom right of the screen there will be a joystick icon where the player will be moving their character. On the bottom left of the screen the player will be able to see the two weapons they took into the dungeon.

### 10.2.2 Maps

Dungeon. The player will have multiple rooms they can enter but only one will have a final boss which they must defeat in order to survive.

# 11 Players

## 11.1 Characters

Mustache, IT guy, Zombie

## 11.2 Metrics

Speed:

Attack Damage: determined by weapon equipped.

Fire rate: Determined by weapon equipped.

Skin: Mustache as default.

## 11.3 States

Idle: An idle animation will queue when the player is not moving, and when the death scene is loaded.

Moving:When the player is moving the joystick a moving animation will queue which will show the player moving and holding their gun.

Dead: The player dies when their hp reaches zero which queues the death scene.

## 11.4 Weapons

Assault rifle, pistol, sniper, rocket launcher.

# 12 Player Line-up

TBD

# 13 NPC

## 13.1 Enemies

Zombies, and a boss.

### 13.1.1 Enemy States

Patrolling: The zombie scouts the area until the player is in their sight.

Chase: The player follows the player aggressively until they are out of their line of sight.

Attacking: The zombie swings their arms are the playr causing damage when they are in attack range.

### 13.1.2 Enemy Spawn Points

Predetermined on level load.

## 13.2 Allies / Companions

### 13.2.1 Ally States

NONE

### 13.2.2 Ally Spawn Points

NONE

# 14 Art

## 14.1 Setting

Day time in a downtown area where zombies come through alleyways. 4-6 alleyways the player has to go through in order to reach the boss.

## 14.2 Level Design

TBD

## 14.3 Audio

TBD

# 15 Procedurally Generated Content

## 15.1 Environment

Buildings, alleys, trashcans, cars.

## 15.2 Levels

Dungeon like, determined when the player initially starts playing and when they beat the boss.

## 15.3 Artificial Intelligence NPC

NONE

## 15.4 Visual Arts

TBD

## 15.5 Audio

TBD

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

## 17 Bibliography