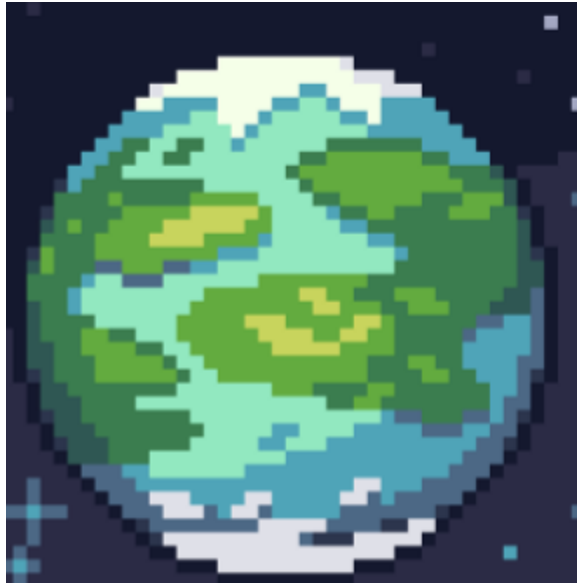


Earth Defenders Design Document (GDD)



'Only you can protect french fries' - 5 Head Productions

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Game Development Team Members

PRODUCER

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PRODUCTION COORDINATOR

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PROGRAMMERS

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TECHNICAL ARTISTS

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AUDIO ENGINEERS

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Raul Ojeda

UX TESTERS

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1 Game Overview

Title: Earth Defenders

Platform: PC

Genre: Survival Shooter Defender, Space

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

Target: players (10 and up)

Release date: TBD

Publisher: 5 Head Productions

Description: It is the year 2078, humanity is at war against an alien race seeking dominion of the galaxy. You have been tasked to defend Earth at all costs.

2 High Concept / Genre

Defenders sets the player in the space view of Earth, where they are attacked by alien spaceships from all directions. With their railgun, the defender must destroy all the alien spaceships for Earth to survive.

3 Unique Selling Points

Free to play. Sci-Fi Multiplayer.

4 Platform Minimum Requirements

Working pc

7 Game Objectives

Defend Earth by shooting down the invading aliens using the available resources.

8 Game Rules

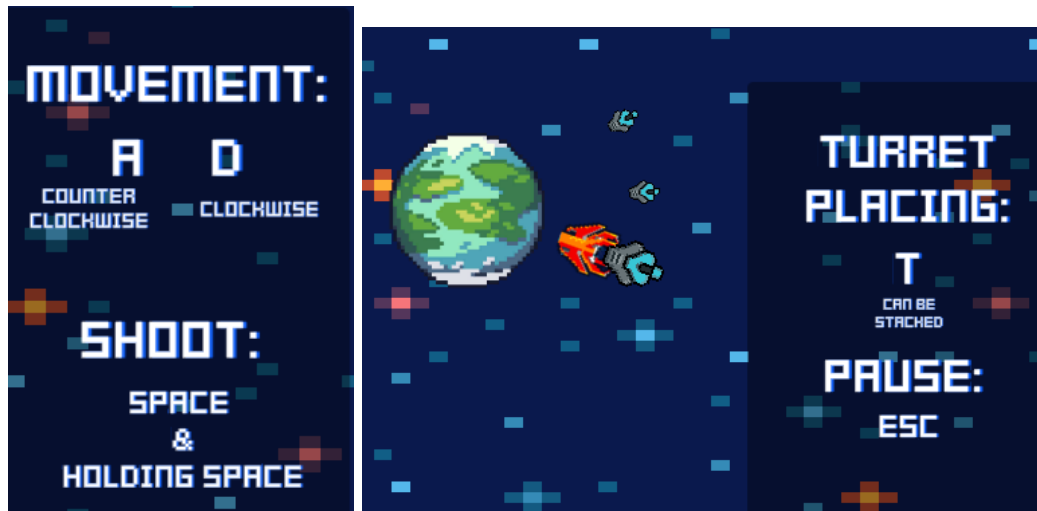
CO-OP allowed.

9 Game Structure

Main Menu -> Gameplay -> Death/Losing screen

10 Game Play

10.1 Game Controls



- in game How To Play

10.2 Game Camera

2D perspective

10.2.1 HUD

- Earth with Railgun
- On Damage taken Earth Changes Sprite
- DogeCoin (too the moon)
- Round they are on
- money to purchase upgrades
- play button to start of wave



10.2.2 Maps

- One map displaying Earth in the middle of Space

11 Players

11.1 Characters

- Railgun



11.2 Metrics

- different stated of shooting



tier 1

tier 2

tier 3

tier 4

11.3 States

- Shooting
- Taking Damage
- Dying
- satellite placement

11.4 Weapons

Railgun

12 Player Line-up

13 NPC

13.1 Enemies

- basic space ships



- boss space ship



-
- kamikaze



-

13.1.1 Enemy States

- chasing
- firing
- dying

13.1.2 Enemy Spawn Points

Predetermined on level load.

13.2 Allies / Companions

- Turrets/satellites
 - basic(minigun)
 - charge
 - shock wave
- other player(s)

13.2.1 Ally States

- firing
- idle

13.2.2 Ally Spawn Points

- determined by player, should be able to be placed anywhere on earth (satellites/AI)
- second player same range as 1st player

14 Art

14.1 Setting

Space, 2D you control a planet, and defend it.

14.2 Level Design

Single level, horde mode like with waves

14.3 Audio

Audio style: Not realistic audio, Art style is 8-Bit so we want audio that is fitting with the visual style

- player firing

- explosion
- player dying
- Main Theme
- button sound
- Boss music? (bruhaps)
- enemy fire
- Purchase sound

15 Procedurally Generated Content

15.1 Environment

.

15.2 Levels

15.3 Artificial Intelligence NPC

- Enemies/Boss
- Placed Turrets

15.4 Visual Arts

Pixel Art, 8 bit feel

15.5 Audio

15.6 Minimum Viable Product (MPV)

- main menu, working railgun, enemies spawn and attack earth

16 Wish List

- Smoother multiplayer experience
- different music when bosses appear
- better code documentation
- Increase audio game feel

17 Bibliography

18 Learning Focus

- Multiplayer/co-op setup
- Game FEEL
 - Screen shake after upgrades
 - shake on taking hit
 - particles on fire
- Object Pooling
- Scriptable objects
- AI for enemies and turrets