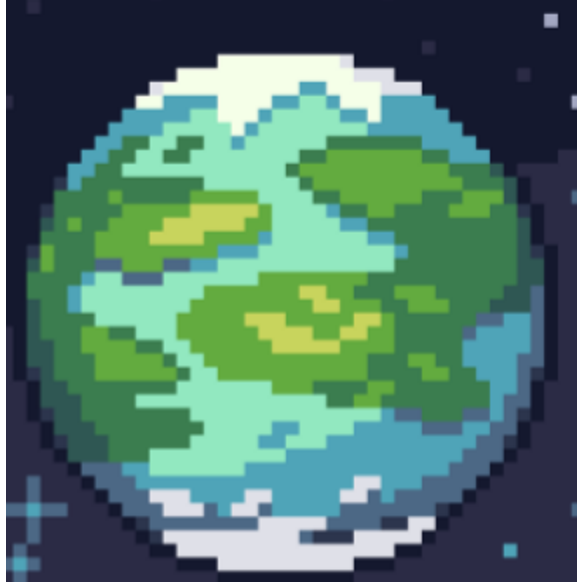


Defenders Design Document (GDD)

Your Game Logo



Here

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

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Game Development Team Members

PRODUCER

Andres Maturin
Raul Ojeda

PRODUCTION MANAGER

Andres Maturin
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PRODUCTION COORDINATOR

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GAME DESIGNERS

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SYSTEMS/IT COORDINATOR

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PROGRAMMERS

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Raul Ojeda

TECHNICAL ARTISTS

Andres Maturin
Raul Ojeda

AUDIO ENGINEERS

Andres Maturin
Raul Ojeda

UX TESTERS

Andres Maturin
Raul Ojeda

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 (can be Endless) -> Death/Losing screen

10 Game Play

10.1 Game Controls

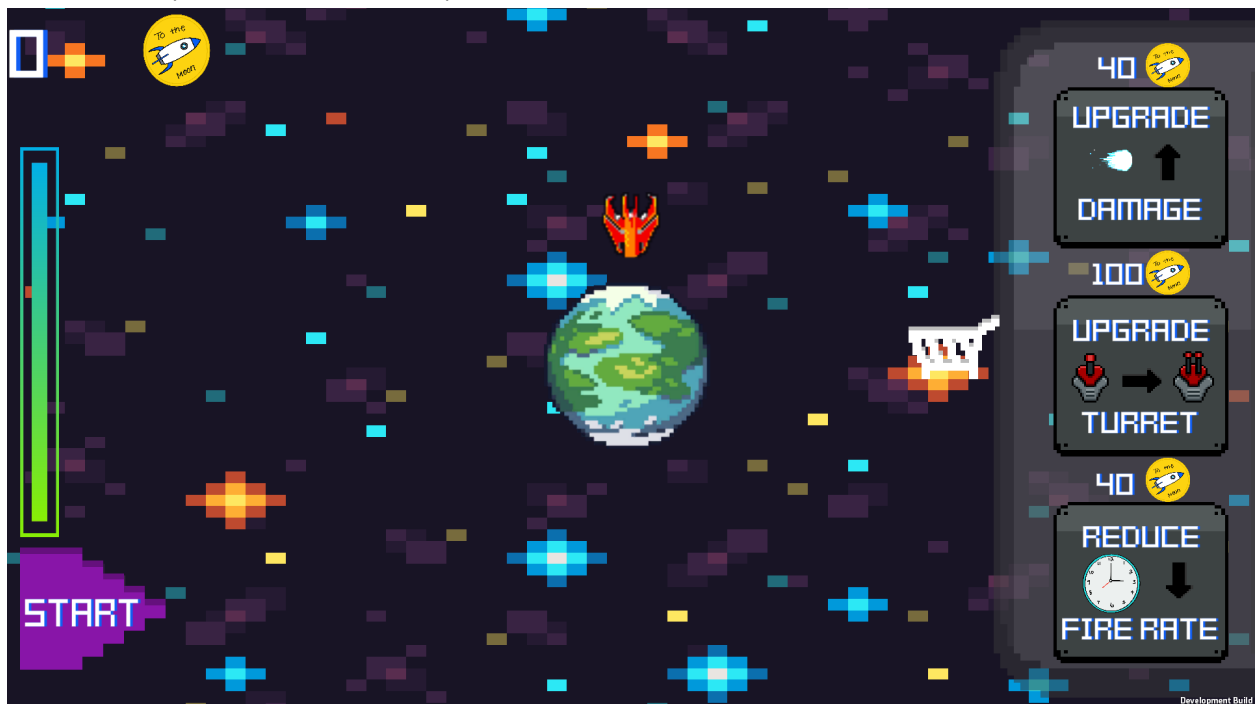
(online multiplayer): Left Click to Shoot
Tab: Opens Purchase Menu
Escape to pause

10.2 Game Camera

2D perspective

10.2.1 HUD

- Earth with Railgun
- On Damage taken Earth Changes Sprite
- Mini Earth indicating how many hits left Earth can take
- (BRUHAPS) Remaining Aliens and their spaceships
- DogeCoin
- Round they are on
- xp to unlock (bottom/top of screen)



- play button for start of wave
- Pause button

10.2.2 Maps

- One map displaying Earth in the middle of Space

11 Players

11.1 Characters

- Earth

11.2 Metrics

TBD

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

- Good looking sprite
- Cool particle system that shows explosion on hit of enemy
- camera shake when the aliens hit Earth
- Cool shooting animation for Railgun
- Sounds for Railgun, Aliens shooting, explosion on enemies, hit on Earth
- Shop
 - enables player to upgrade rail gun (damage increase)
 - enables player to buy satellites and upgrade their damage, (BRUHAPS)sell
 - different types of satellites, railgun, automatic,
 - Shield
- Dates:
- 7-17: Script Planning
 - MVP: DUE August 3
 - Finished Gameplay
 - GAME JUICE
- Milestones: DEAD LINE: 8-19-20 , HARD DEADLINE:8-22-20
 - theme for UI, Music, Assets
 - Shooting railgun
 - Spawning enemies/shooting
 - basic(weak) enemy, boss(tough) enemy
 - purchasing satellites/dragging them to the scene
 - Main Menu
 - HUD

- Tutorial/How to play
- Introduction Dialogue/Font
- Sounds/Audio/Music
- Death
- pause menu
- xp per kill/coins
- better code documentation
- Increase audio game feel
-

17 Bibliography

18 Learning Focus

- Multiplayer/co-op setup
- Game FEEL
 - Screen shake after upgrades
 - boss makes music change and health bar appear
 - shake on taking hit
 - particles on fire
 -
- Shaders / Materials (Shader Graph)
- Object Pooling
- Scriptable objects
- AI for enemies and turrets