Bully

<[Logo] >

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GDD Template Written by: Muhammad Yusuf Nugroho

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# 

# 

# Overview

## Theme / Setting / Genre

Tower defense is a subgenre of strategy games where the goal is to defend a player's territories or possessions by obstructing the enemy attackers or by stopping enemies from reaching the exits, usually achieved by placing defensive structures on or along their path of attack.

## Core Gameplay Mechanics Brief

* + Core Mechanic Destroying Tower

## Targeted platforms

* + IOS
  + Android
  + Steam

## Monetization model (Brief/Document)

* + Premium USD $20
  + Freemium, Micro-transactions, Subscription and Ad Driven
  + How do you plan to monetize the game?
* Selling on Steam
* Advertising Monetize
* Subscription per month

## Project Scope

* + <Game Time Scale>
    - <Cost?> /How much will it cost?/ Rp 10 mio ( With Licenses & Hardware Cost)
    - <Time Scale> /How long will it take to make this game?/ 3 minutes
  + <Team Size>
    - <Core Team>
      * <Team Member Name>
        + /What does he/she do?/

Yusuf : Full stack Dev

Abe : Gameplay Mechanic & Concept Design

Rizky : Project Manager

## Influences (Brief)

* + <Influence #1>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #2>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #3>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #4>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>

## The Elevator Pitch

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

## 

## Project Description (Brief)

<Two-Three paragraph description>

## Project Description (Detailed)

<Four-Six paragraph project description>

# What sets this project apart?

* + <Reason #1>
  + <Reason #2>
  + <Reason #3>
  + <Reason #4>
  + <etc.>

## Core Gameplay Mechanics (Detailed)

* + <Core Game Mechanic #1>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #2>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #3>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #4>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

* + <The Summary or TL;DR version of below>

## Story (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Use Mind Mapping software to get your point across/

## Gameplay (Brief)

* + <The Summary version of below>

## Gameplay (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Combine this with the game mechanics section above/

# Assets Needed

## 2D

* + Textures
    - Environment Textures
  + Heightmap data (if applicable)
    - /List required data - Example: DEM data of the entire UK./
  + <etc.>

## 3D

* + Character List
    - Character #1
    - Character #2
    - Character #3
    - etc.
  + Environmental Art Lists
    - Example #1
    - Example #2
    - Example #3
    - etc.

## Sound

* + Sound List (Ambient)
    - Outside
      * Level 1
      * Level 2
      * Level 3
      * etc.
    - Inside
      * Level 1
      * Level 2
      * Level 3
      * etc.
  + Sound List (Player)
    - Character Movement Sound List
      * Example 1
      * Example 2
      * etc.
    - Character Hit / Collision Sound list
      * Example 1
      * Example 2
      * etc.
    - Character on Injured / Death sound list
      * Example 1
      * Example 2
      * etc.

## Code

* + Character Scripts (Player Pawn/Player Controller)
  + Ambient Scripts (Runs in the background)
    - Example
  + NPC Scripts
    - Example
    - etc.

## Animation

* + Environment Animations
    - Example
    - etc.
  + Character Animations
    - Player
      * Example
      * etc.
    - NPC
      * Example
      * etc.

# Schedule

## <Object #1 Gameplay>

* + Time Scale
    - [Milestone 1] Core Mechanic 1 – Nov - 2022
    - [Milestone 2] Core Mechanic 11 – Nov – 2022
    - Etc.

## <Object #2 Main Menu>

* + Time Scale
    - [Milestone 1] Core Main Menu 14 – Nov – 2022
    - [Milestone 2] Pending
    - Etc.

## <Object #3 Sign in>

* + Time Scale
    - [Milestone 1] Pending
    - Milestone 2
    - Etc.

## <Object #4 Design post processing>

* + Time Scale
    - [Milestone 1] Pending
    - Milestone 2
    - Etc.

**Design Concept Art**

# Story and Gameplay

## Story (Brief)

* + Story about child getting bully or abuse

## Story Concept

* + Chapter 1 - > 25 Level
  + Chapter 2 - > 25 Level
  + Chapter 3 - > 25 Level
  + Chapter 4 - > 25 Level
  + Chapter 5 - > 25 Level
  + Chapter 6 - > 25 Level
  + Chapter 7 - > 25 Level
  + Chapter 8 - > 25 Level
  + Chapter 9 - > 25 Level
  + Chapter 10 - > 25 Level

**Chapter 1  
/\***

* **Environments will be fix untill level 25**
* **Change The enemy every 5 level**

**Camera Pov**

**** 

**Environment Asset**