Escape from Psion

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

This is a physics based Science Fiction base-building game with tower defense mechanics for the Global Game Jam 2017.

## Core Gameplay Mechanics Brief

* Building with blocks
* Defending your based against enemy aliens
* Blocks have physical properties like weight, etc.

## Targeted platforms

* Windows PC

## Monetization model (Brief/Document)

* As this game is created for the Global Game Jam 2017, it uses the Creative Commons license and is not a commercial product.

## Project Scope

* Project Scale
  + No costs
  + Time scale is until Sunday 22/01/2017
* Team Size
  + Core Team
    - Markus Gögele
      * AI, Gameplay Coding
    - Ilja Immler
      * Physics, Gameplay Coding
      * Sound Effects
      * Voice Acting
    - Saman
      * Textures
      * Graphic Assets
    - Jakob Raith
      * Game Design
      * Story
* Licenses / Hardware / Other Costs
  + Food
  + Drinks
* Total Costs with breakdown
  + No Costs apart from food and drinks

## Influences (Brief)

### -XCOM – Enemy Unknown

* Game
  + Psi powers of the aliens

## The elevator Pitch

Escape from Psion is an exciting physics based base building game set in a dark Science Fiction world. Use tower defense gameplay mechanics to defend your base against the Psi-power wielding alien opponents.

## Project Description (Brief):

Base building game with tower defense mechanics and physics based gameplay set in a Sci-Fi world. The game is created for the Global Game Jam 2017.

Players build a base with blocks to defend their spaceship against waves of aliens. The blocks react to the physic of the world.

## Project Description (Detailed)

Escape from Psion is created as an entry for the Global Game Jam 2017. The theme of the game jam is “Waves” and we will feature the theme in multiple ways in our game.

The most important integration of our game would be that one of our core gameplay mechanics is the aliens spawning and attacking the player’s base in waves.

Also, the aliens have psi-powers and will use psi-waves to attack the player. The players will have weapons that enable them to shot waves at the attacking aliens. Finally, the spaceship of the crash-landed crew is called the “Waverider”.

The main aspect of the game will be to protect the crash-landed ship by building a base around it. The base will consist of different types of blocks. The player must gather resources to add new blocks to the base. There are different kinds of blocks that have different abilities to aid the player against the aliens.

The blocks will have physical properties and react to the laws of physics. The physical aspect of the gameplay is an important aspect of the game as it determines the tactical placement and structure of the player’s base.

# What sets this project apart?

* Physical gameplay
* Explore the mysterious lifeforms and secrets of the planet Psion
* (Rich story about the secrets of Psion and the mission is planned)

## Core Gameplay Mechanics (Detailed)

### -Base building

* Details
  + Use different blocks to build and strengthen your base
* How it works
  + There are multiple different blocks that can be used to build out your base. Blocks can have different abilities that can help you against your opponents.

### -Physic based gameplay

* Details
  + Build your bases with different kinds of building blocks that have physical properties like weight etc.  
    When placed, blocks are joined together and represent a connected unit of blocks.
* How it works
  + Every block has a piston on each face that creates a joint with a neighboring block, once two pistons come into contact with each other.

### -Enemy waves

* Details
  + Waves off enemies will spawn to attack your base. Gain resources and unlock new blocks by successfully defending your base.
* How it works
  + During the game, waves of the different aliens will spawn to test your defense. They will attack your base and your units with their Psi-powers. Use your defense blocks to overcome the attacks and hold off the aliens.

# Story and Gameplay

## Story (Brief)

The crew of the Waverider is sent to the planet of Psion to explore a strange energy resource. The ship has to crash-land on the planet’s surface. After recovering from the crash. The crew starts to collect resources and building a base for survival until the spaceship is repaired.

Aliens are attracted by the outsiders and start to attack the crew’s base. The crew of the Waverider must now build up and strengthen their base in order to overcome the attacks and discover the secrets of Psion.

## Story (Detailed)

The crew is sent on a mission to retrieve a probe of the mysterious resource Ousa from the planet of Psion. When the players scan the planet from space, their systems shut down and they must crash land on the planet. After the crash, the crew evaluates the damage on the ship and decides that they have to build a sustainable base in order to repair the ship and be able to get back.

They find out that they can engineer parts of their ship to extract some of the mysterious Ousa and use it to build structures to construct the base. Using this procedure, the crew can start building a base to start their repairs.

It is not long before the extraction of Ousa is noticed by the hostile local alien race, the Psipods. This race harnesses the Ousa for enabling their psi-powers. In order to protect their sacred resource they attack the crew and try to destroy their extractors and their ship to trap them on their world forever.

*(What should come across as the story progresses is that Psion itself is a living organism and the Psipod worship it as a deity. They feed of the mysterious powers of the Ousa and protect the planet at all cost. It will later be reviled that mission control was aware of Psion being a living organism and the crew was sent to wake it from its sleep to gain knowledge of its true powers.)*

## Gameplay (Brief)

The player can build his base with different blocks to fight off the aliens:

* Wall Blocks
* Resource Extractor Blocks
* Defense Blocks
* *(Sonar Block)*

The blocks are connected when placed and will react to physical events. If one block is destroyed another one might fall down because of the lost connection.

Aliens spawn from their base somewhere on the map and attack the player base. They attack player units and blocks with their psi powers. Player units defend the base by attacking the aliens.

## Gameplay (Detailed)

At the center of the player base, there is the crash-landed spaceship of the crew. The goal of the game is to protect the ship. Players can spend resources to build different blocks:

* Wall block
  + This can be placed anywhere The wall block is the basic building block to protect your base. It is a 1x1 block to build the basic structure of your base.
* Resource Extractor Block
  + This block can be placed anywhere on the map. It extracts resources from the ground that can be used to build new blocks. When placed on top of a resource field, this block can extract a lot more resources than on normal ground.
* Defense Block
  + Can be placed anywhere on the map. It spawns the player unit that fight off the aliens. When placed on ground level, the androids can drive out of the base to fight the aliens. When placed above ground, this platform acts as a tower and the androids will shoot the aliens from the tower.
* *Sonar Block*
  + *To be used for a planned day and night cycle, to make aliens visible during the night.*

# Assets Needed

## - 3D

* Characters
  + Crew member
  + Crew android
  + Aliens
    - Default Alien Creep
    - Alien Parasite (General)
* Base Blocks
  + Default Wall
  + Extractor Block
  + Defense Block
  + Sonar Block
* Environmental Art
  + Ground Block
  + Resource Block

## - Sound

* Music
  + Ambient Music Loop
  + Fight Music Loop
* Sound Effects
  + Base Building
    - Placing Blocks (Clicks and drills)
    - Block destruction
    - Resources gained
  + Aliens
    - Movement Sound
    - Alien speeches
    - Psi-attack sound
    - Dying sound
  + Crew
    - Crew member speeches
    - Dying sound
    - Movement sound
    - Attack sound
  + Androids
    - Movement sound
    - Destruction sound
    - Attack sound

## - Animation

* Environment Animations
  + Building a block
  + Block is destroyed
  + Resources gained
* Character Animations 
  + Aliens
    - Movement
    - Attack
    - Death
  + Crew
    - Movement
    - Attack
    - Death
  + Androids
    - Movement
    - Attack
    - Death