slime shooter GDD

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Please write your names and date when editing this file!!

|  |  |
| --- | --- |
| edit time | name & comments |
| 20.10.22 | ilkay, 1st draft prep + adding some notes before the class |
| 28.10.22 | Igor, added more info to the GDD regarding the overall project, gave access to a new member |
| 04.11.22 | ilkay, added new updates about the game development |
| 18.11.22 | Igor, more information about the project |
| 15.11.22 | ilkay, new updates about the game |
|  |  |

# general information

title – slime shooter

elevator pitch

Our game is going to be about a slime. Our main character is facing some enemies in its journey, in order to survive it should kill the enemies. It’s weapon is going to be small slimes that come out of its body. The game has 3 stages: in the first one the enemy is water, second is fire, third and the final stage is facing another slime(big boss) and having a 1:1 fight with it.

document we need to prepare & present:

* GDD
* Git (<https://github.com/Qaswwwer/Unity> )
* Trello (<https://trello.com/b/08sEwZWh/collaboration-board> )
* the game

# design

* genre: platformer, jumper
* game view: 2D
* setting: Forest, volcanic world, water world, sci-fi
* target:
  + age: all age groups
  + target description:
* monetization: no monetization
* platforms: Unity

Main Art direction and Graphic Background

(...)

# developer team:

**the team**:

Ilkay Amirova

Igor Pawłowski

Kamronbek Yokubjonov

Mihail Miadzvedski

Najmiddin Nazarmatov

Ainella Bernikova

**roles**:

design/art:

Kamronbek

Ainella

coding:

Ilkay

Igor

Mihail

Najmiddin

pitch & presentation:

Ilkay

Igor

# work schedule:

Deadline for submitting the whole project (all 4 parts) -> **13th of January**

In general we have 3 month to prepare everything.

By the end of November we should have a rough draft of all 4 documents.

|  |  |  |
| --- | --- | --- |
| date & time | description of the process | notes |
| 07.10.22 | first class -> creation of the team |  |
| 14.10.22 | no classes | Yeyy, procrastination time :D |
| 20.10.22 | division of the roles and first GDD draft | the team is tired TT |
| 04.11.22 | We have:  -the draft of our main character(check it below)  -the draft of our main menu (check it in git)  -Trello is ready (updated every week)  -Draft of git repository |  |
| 18.11.22 | -Design of main character  -Very early build of the game with implemented main manu and first level with character movement and basic design  - More git/github member additions |  |
|  |  |  |

**phase 1** (*october-november’22*)– Pre-production *(creating GDD, discussing overall art style and preparing first proof of concept)*

We talked and chose a reference for our game. Prepared some materials for discussing the theme of the game. We prepared the basic version of our git and trello and GDD. Distributed tasks and now working on them.

**milestone** 1 – (November*- December'22*):

First level was created. Main menu created. Animation of the main character.

Drawings of main character, enemies, background and weapons.

**milestone** 2 – (*December*):

Second and third level’s implementation. Animation of enemies. Some more codes

**phase 2** – Vertical Slice/Demo

(...)

**milestone** 3 – milestone name (*Start Date - Finish Date*):

(...)

**milestone** X – milestone name (*Start Date - Finish Date*):

(...)

**description of how budget was calculated**

No budget for the project was provided – we use our own ideas & free assets from the internet.

# project scope:

Main inspirations for the game are previously released titles – Contra and Mario. The game has a main character who has to travel through (at the moment) 3 levels. First level is a ‘water world’ with enemies that shoot “water”. Second level is similar to the first one, but with the enemies causing damage by shooting “fire”. The third level is a boss level – one huge enemy with lots of health. When the player kills the boss, they win the game. Otherwise they have to either start from the level beginning, or overall from the total game beginning (up to debate).

# build schedule

First prepare the characters. Later develop some codes and test them in unity.

Last step -> prepare all the documents. Sum everything in Unity. Presentation.

# game structure

minimum requirements:

It should work.

recommended requirements:

It should look fancy. The person who sees the description should want to play this game. Develop it even more until the beta version.

game engine version:

(...)

other versions used:

(...)

addons:

(...)

# structure of the repository:

mechanics and gameplay

(...)

gameplay

(...)

game progress:

3 levels

1st – meeting its enemies and killing them without using all of its life (3 life hearts). 1st level enemies are WATER.

2nd - meeting its enemies and killing them without using all of its life (3 life hearts). 1st level enemies are FIRE.

3rd – final part. Our main character meets its final enemy, it will be in a form of another big slime. If the battle is successful you win and the game is finished!!

Main character will have 3-4 lives until the end of the game. If lost all it is a game over.

player main goal:

Pass all 3 levels.

mechanics

(...)

player movement:

The player can move left (left arrow key), right (right arrow key), jump (space bar), double jump (up arrow key again mid-air), shooting, down/float (when on ground the character goes flat to avoid damage).

player actions:

The player character can shoot slime – to cause damage to enemies – and possibly use a shield – to not take damage from enemies.

additional functions:

(...)

# content/assets

locations

No real life locations will be used. Only fictional 3 locations either self-created or designed on the basis of some location from the internet.

plot

There is no set plot with much progress. The main goal is that you’re a slime and have to progress in the levels to beat the game.

level design

graphics

2D graphics, either self-drawn or similar to a cartoon. Not really mirroring the real world/realism.

# references:

sound

SFX:

(...)

music:

License free music:

https://www.chosic.com/download-audio/28027/

dubbing:

No dubbing will be implemented.

other:

For learning purposes mainly YouTube videos were used. On top of that other web-pages for learning git and unity usage.