Game Design Document

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Table of Contents

[1. High Level Concept/Design 2](#_Toc124101342)

[1.1. Working title 2](#_Toc124101343)

[1.2. Concept statement 2](#_Toc124101344)

[1.3. Genre(s) 2](#_Toc124101345)

[1.4. Target audience 2](#_Toc124101346)

[1.5. Unique Selling Points 2](#_Toc124101347)

[2. Product Design 2](#_Toc124101348)

[2.1. Player Experience and Game POV 2](#_Toc124101349)

[2.2. Visual and Audio Style 2](#_Toc124101350)

[2.3. Game World Fiction 2](#_Toc124101351)

[2.4. Monetization 3](#_Toc124101352)

[2.5. Platform(s), Technology, and Scope (brief) 3](#_Toc124101353)

[3. Detailed & Game Systems Design 3](#_Toc124101354)

[3.1. Core Loops 3](#_Toc124101355)

[3.2. Objectives and Progression 3](#_Toc124101356)

[3.3. Game Systems 3](#_Toc124101357)

[3.4. Interactivity 3](#_Toc124101358)

[4. Roadmap planning (Milestone sequence, deadlines) 3](#_Toc124101359)

## High Level Concept/Design

### Working title

The title of the game is “Warfare”.

### Concept statement

The concept of the game is a fast-paced, competitive Third-person multiplayer online

shooter.

### Genre(s)

Third-person shooter.

### Target audience

The target audience of the game is primarily aimed at male teenagers, as the genre is more

popular among this demographic, and the game has ESRB-TEEN and PEGI-12 ratings.

### Unique Selling Points

The unique selling point of the game is its intense and immersive gameplay, presented in a third-person perspective, and with unique aesthetic visual style is elevated by the inclusion of

dynamic animations and special effects. which sets it apart from other shooter games.

## Product Design

### Player Experience and Game POV

The player is a third-person shooter in a fast-paced, competitive multiplayer game set in an

online world. The game grants the player the fantasy of being a top-tier competitor, and the

intense gameplay keeps them engaged and feeling exhilarated for the duration of their play.

### Visual and Audio Style

The visual and audio styles of the game are designed to be realistic and immersive, with authentic character models, weapons, and locations, as well as dynamic music and sound

effects that enhance the gameplay experience.

### Game World Fiction

The objective in Team Deathmatch is to get the most kills for your team before time is up,

and it’s crucial to coordinate with your teammates. The same applies to Free-For-All game mode.

### Monetization

The game will be available for free-to-play in its early release, but when it is fully developed,

it will have to be purchased.

### Platform(s), Technology, and Scope (brief)

The game will be developed on a PC Windows system using the Unity engine and is in 3D, and is set to release on January 27, 2023 for early access. The game will be made by one person, so the biggest risk is implementing new features in a short time frame because of the

small team. The game’s project management is in this board workflow [link](https://trello.com/b/0PFmtpiJ/warfare).

## Detailed & Game Systems Design

### Core Loops

The core loops of the game have been explained in a sketch workflow from this [link](https://miro.com/app/board/uXjVP05DgW4=/).

### Objectives and Progression

The player for example in Team Deathmatch game mode can roams the map freely to find and eliminate the opposing team, and the goal is explicit, which is to defeat the opposing

team by accumulating more kills for their team. The same applies for free-for-all game mode.

### Game Systems

The game will be available for PC Windows system, and it is optimized to run smoothly on

mid-range computers.

### Interactivity

The player needs a mouse and a keyboard to move and aim in the game. The mouse is used to aim and shoot the opponent, and the keyboard is used to move, crouch, and jump in the

game.

## Roadmap planning (Milestone sequence, deadlines)

The following roadmap shows the sequence of milestones, along with their deadlines.

Milestone 1 Character Mechanics - 11/10/2022

Milestone 2 Weapon Mechanics - 12/15/2022

Milestone 3 Fixing bugs - 12/29/2022

Milestone 4 Map environment - 01/10/2023

Milestone 5 Game UI - 01/19/2023

Milestone 6 Gameplay Core Loop - 01/24/2023

Milestone 7 Game private beta release - 27/01/2023