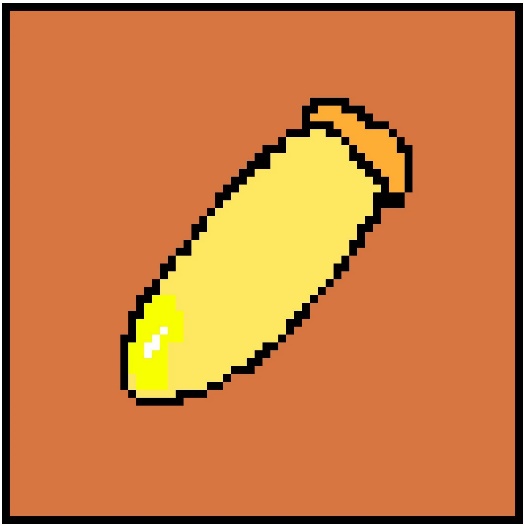
Chasing Bullets Game Design Document (GDD)

Your Game Logo



Here

***‘Give me more bullets!’*** - you

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| --- |
|  |

# 1 Game Overview

Title: Chasing Bullets!

Platform: PC Standalone,

Genre: level-based shooting

Rating: (16+) ESRB

Target: Casual gamer (aging from 16 - 30)

Serious games

Release date: December 2021

Publisher: Andrick Inc

Description: In this 2d game shooter you are trying to fight against NPC’s that can shoot you back while you try to avoid their bullets and kill them as well, scenarios vary as well as difficulty per level. With your main objective being eliminating the opponent in the least time possible all while attempting to beat previous records you have attempted.

# 2 High Concept / Genre

Chasing Bullets attempts to engage its users in a deserted cowboy era, where aliens are invading, and you are just trying to protect your land from evildoers. You only have bullets to fight of the aliens as they attempt to devour you by punching you to death, with survival being the main objective.

# 3 Unique Selling Points

* Be engage by the sound effects
* As well as the special effects of killing aliens
* Customization options of your bullets

# 4 Platform Minimum Requirements

PC, MAC, and LINUX STANDALONE

Any modern computer should work perfectly fine

# 5 Competitors / Similar Titles

Raft Wars

Angry Birds (key difference is that opponents move)

# 6 Synopsis

One day you’re just chilling in your cowboy house, where all of a sudden aliens appear from the sky, and since you are scared but cant run away from your own property you decide to fight them, with what you may ask, that’s right with bullets because you are a cowboy.

# 7 Game Objectives

The objective of the game is to survive the alien hordes with the least amount of bullets, because you only have a small amount of them.

# 8 Game Rules

Once you finish the character creation scene, you have to press play and finish the tutorial in order to proceed with the rest of the game levels, as they will not appear or be shown without completing the tutorial first. In the tutorial you have to drag the bullet to the desired target be careful because you can also shoot your self and thus lose, you have unlimited bullets to kill the opponents, but they don’t appear instantly as they recharge. Your character will die once aliens get close enough to hit you if you didn’t kill them on time.

# 9 Game Structure

Diagram

Description automatically generated

# 10 Game Play

## 10.1 Game Controls

Move your mouse once the bullet is being held, and once you see a project bullet trajectory that you like release the left mouse button to shoot.

## 10.2 Game Camera

Camera does not move it just captures everything in the scene level.

### 10.2.1 HUD

PLAYER NAME

Shows the players name in the screen

BULLET COUNT

Indicates how many bullets have been shot

# 11 Players

## 11.1 Characters

You’re a cowboy from a planet were aliens decide to invade, you are dressed in your towns casual attire.

A picture containing shape

Description automatically generated

## 11.2 Metrics

Speed: N/A

Max Health: N/A

Attack Damage: N/A

Time to Attack: usually 1 second (bullet)

## 11.3 States

Idle: This animation is a cycled of the cowboy essentially moving up and down

## 11.4 Weapons

Bullet: A magical bullet that you can control by dragging, instantly kills aliens as long as they are hit by it.

# 12 Player Line-up

A picture containing shape

Description automatically generatedHistogram

Description automatically generated with medium confidence

# 13 NPC

## 13.1 Enemies

Speed: 2

Max Health: N/A

Attack Damage: instantly kills on touch

Time to Attack: instantly as collision happens

Histogram

Description automatically generated with medium confidence

### 13.1.1 Enemy States

Move: loops a walking animation, heads to the direction of the cowboy.

### 13.1.2 Enemy Spawn Points

Spawns depend on the user difficulty ranges from 2-6, spawn points are set at random depending on the current level.

# 14 Art

## 14.1 Setting

A deserted place near the town you live in, there only appear to be sand and mountains on the horizon.

Background pattern, icon

Description automatically generated

## 14.2 Level Design

Each level consists of deserted areas where only sand can be seen as well as mountains, could be day or night.

## 14.3 Audio

|  |  |  |
| --- | --- | --- |
| Name | Category | Description |
| Alien\_Death\_Sound | FX | Plays once alien dies |
| Alien\_Punch | FX | Sound of alien attack |
| Character\_Maker\_Music | FX | For char maker scene |
| Level\_01\_Music | FX | Music for level 1 |
| Win\_music | FX | Music when player wins |
| Lost\_music | FX | Music when player loses |
| Menu\_Music | FX | Menu music |
| Shooting\_Sound | FX | Sound once bullet is shot |

# 15 Wish List

GOOD ART

My art was very bad, I wanted to make all assets in my game just to learn, but I noticed that I wasn’t meant to make art

MORE LEVELS

I only had time to implement the tutorial level, I would have liked to make more levels to this game.

SHOOTING ANIMATION

I had a sprite for shooting but I did not have time to implement a animation controller that worked, so I had to settle with a floating bullet that can kill you and is not very well done, as it can shoot the aliens from below which is not logically correct.

MOVING COWBOY

I couldn’t make the walking sprite I had work and hence I didn’t decide to make a moving script for the cowboy, and right now a bullet protects him while he is just standing still.

MORE OBSTACLES

I only made crates which was alright but I wanted to make more obstacles and even obstacles the player and aliens could destroy

SETTINGS

My current settings section does not work it has options such as volume and brightness but they currently don’t do anything.

## 16 Bibliography

Audio/Music

All audio clips are explained in section 14.3 all audio was taken from the website <https://pixabay.com/sound-effects/> - all audio here is royalty free sound effects

Art

All art was made by me using Adobe Fresco and pixel studio on the Appstore

Scripts

Alien: holds collision information about aliens as well as moving components

AudioManager: helps build a class that holds each audio clip and allows to play and pause audio clips.

Bullet: Holds collision properties as well as the movement mechanics and re-location of bullet to original position.

Cowboy\_Iddle: empty script for deletion.

Game\_Manager: Holds user information about user preferences/character maker.

MainMenu: has the code for the buttons in the main menu for changing scenes.

MobSpwaner: spawns the aliens prefabs with random parameterized positions.

SaveObject: is the variables that are saved in the Game\_Manager script.

Sound: holds all the variables that are used by AudioManager.

Store\_user\_input: sets the variables of the given instance of class Game\_manager.