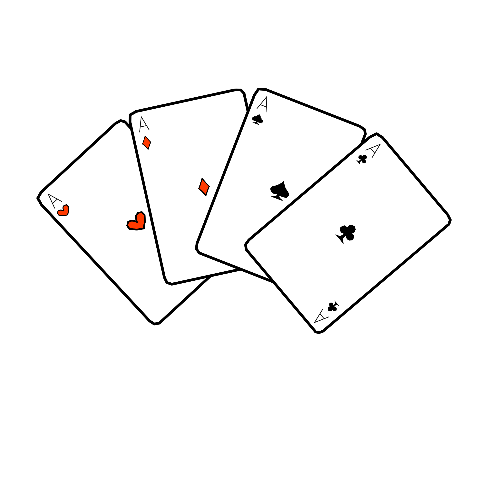
**SpaceCraft**

Game Design Document (GDD)

Your Game Logo



***‘Into space and beyond!’*** – Some famous Astronaut

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# 1 Game Overview

Title: WIP

Platform: PC Standalone + iOS & Android

Genre: Multiplayer, Co-op, Adventure

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: May 2022

Publisher: ACES

Description: SpaceCraft is a first-person 3D multiplayer co-op game. The game begins with a crew of astronauts crashlanding on an unknown planet in space. The goal of the game is to work together and gather resources to fix their ship in order to get back home.

# 2 High Concept / Genre

The setting of the game will occur in outer space on multiple procedurally generated planet. The player can interact with the different worlds by walking around by pressing the awsd keys (and holding shift to run) or propel themselves outward while pressing space. The player can also collect object/ material by moving close to an object and waiting for a text prompt to appear then holding e. Once the player and his companions complete the objective of the mission – which is to collect x amount of material, the player will then have the option to fix their ship and return home or stay longer to continue exploring the planets. The genre is a casual rpg game with beautiful backgrounds making you feel like you are in space.

# 3 Unique Selling Points

Beautiful art

Enjoyable mechanics to play with >:^)

# 5 Competitors / Similar Titles

My Little Universe on Google Play Store.

# 6 Synopsis

The player awakens to find themself and their ship crew on an unfamiliar planet and stranded.

Carter Andrews, Samuel Beaty, Andrick Mercado, and Esther Song helped develop the storyline.

# 7 Game Objectives

Explore the many planets within reach using the mouse, aswd keys, e key, and space bar and work with the crew to collect the necessary amount of materials to fix the ship.

# 8 Game Rules

The player must work together with the other players to achieve their objective.

# 9 Game Structure

The player is set in a single room with lots of decorations that pose as hints for the player to use to help them solve puzzles. The player has an inventory that allows them to hold objects that they find along the way.

# 10 Game Play

## 10.1 Game Controls

Use of the mouse, awsd keys, e key, and space bar.

## 10.2 Game Camera

First person perspective (controlled by the mouse).

# 11 Players

## 11.1 Characters

Up to twenty players.

## 11.2 Tool bag

An inventory that allows the players to hold items they find around the planets.

# 12 Player Line-Up

None so far

# 13 Art

## 13.1 Setting

Andrick imported art for the settings

## 13.2 Level Design

Carter set up/ planned how the scene would look with all of the planets and the Sun

## 13.3 Audio

None so far

## 13.4 Visual Art

Andrick imported the art for the main menu, lobby room, and loading scene

Carter imported the 3D art for the players, the skybox, and planet art

# 14 Wish List

Adding a voice over

Including cut scenes

Adding music, sound effects

Adding original art

# 15 Bibliography

GDD, Quest System, Dialogue System - Esther

Procedurally generated terrain, level design – Carter

Boids, player controller – Samuel

Inventory, multiplayer system, procedurally generated mesh, lobby system, main menu - Andrick