**GAME DESIGN DOCUMENT**

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# Game Overview

Title: Gunman Survivor

Platform: PC Standalone

Genre: 2D survival

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: August, 2022

Publisher: …

Gunman Survivor is a survival based video game; the player controls the character through an open world. The objective of the game is to kill as many enemies as possible before dying.

# High Concept

Gunman Survivor sets the player fighting monsters in the wild with only his gun, constantly attacked by monsters while trying to survive

# Unique Selling Points

1. Easy to Learn
2. Simple to Play

# Platform Minimum Requirements

PC STANDALONE

OS: Windows XP SP2+

Graphics card: DX9 (shader model 2 .0) capabilities; generally everything made since 2004 should work

# Competing Titles

Vampire survivor

Nomad survivor

Nova Drift

Galaga

# Synopsis

You play the role of a Gunman who is trying to kill the enemies chasing him, and try to last as long as you can.

# Game Objectives

The objective of the game is to survive for as long as possible, while killing enemies so that you can score points .

# Game Rules

The game level is an open environment with no walls in it. You get points for killing enemies. The game ends when you die. You lose health when you get attacked by the enemies and when you lose all health points, the game will end.

# Game Structure

Start > Gameplay (Endless Scaling Waves) > Death

# Gameplay

Game Controls (PC)

W - Game Up

A - Game Left

S - Game Down

D - Game Right

Left Mouse Button - Game Shoot

U - Shop

Arrow Up - Shop Up

Arrow Down - Shop Down

Spacebar - Start / Shop Select

# Player

## Player Character

Gunman

## Player Metrics

Speed: 1

Health points: 10

Attack Damage: 1

Time to attack: Depends on the weapon

## Player States

Idle: The idle state is when there is no movement or attack inputs

Move: The movement state is when there is movement inputs, can be overlapped with attack state

Attack: The attack state is when there is an attack input, can be overlapped with move state

Death: The death animation will make the character fall backwards when their life reaches zero .

## Player Weapons

Normal gun.

Blackhole gun.

# Character Line-up

# NPC Enemies

The Ghosts spawn from the room in the middle of the game level.

Globin

| SPEED | MAX HEALTH | SCORE VALUE | ATTACK DAMAGE | TIME TO ATTACK |
| --- | --- | --- | --- | --- |
| 0.5 | 2 | 20 | 1 | 1 .5 |

Wolf

| SPEED | MAX HEALTH | SCORE VALUE | ATTACK DAMAGE | TIME TO ATTACK |
| --- | --- | --- | --- | --- |
| 2 | 4 | 30 | 2 | 1 |

Bear

| SPEED | MAX HEALTH | SCORE VALUE | ATTACK DAMAGE | TIME TO ATTACK |
| --- | --- | --- | --- | --- |
| 0.25 | 10 | 50 | 5 | 2 |

Harpy

| SPEED | MAX HEALTH | SCORE VALUE | ATTACK DAMAGE | TIME TO ATTACK |
| --- | --- | --- | --- | --- |
| 1 | 3 | 30 | 2 | 2 |

## Enemy States

All Monsters possess the same behavior and states, as described below:

Move: Move towards player

Attack: Attack the player

Death: Active = false;

## Enemy Spawning

Each enemy will spawn from the side of the game screen

# Art

## Setting

The game takes place in an open field.

# Level Design

The level consists of a background with the player and enemies.

# Audio

| NAME | CATEGORY | DESCRIPTION |
| --- | --- | --- |
| music\_rev1\_loop\_01 | Background music | Plays during the game |
| Shoots Gun | FX | Shoots Gun |
| Enemy Death | FX | Enemy death |
| Death | FX | Death |

# MVP (Minimum Viable Product)

* One Player character only
* Built for the PC platform
* Wave of Enemies

# Wishlist

ADD MORE SKINS

In a future DLC, add more skins for the Player to apply on the game background.