

<Switchboard>

Revision: 0.0.1

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Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

- Little Big Planet

The elevator Pitch

Project Description (Brief):

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- Switching between layers
- Time
- Puzzle

Story and Gameplay

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D
- Sound

Overview

Theme / Setting / Genre

- Steampunk, Dystopian, Platformer

Core Gameplay Mechanics Brief

- Switching between layers (background and foreground)
- Time Trial (Timer in the top corner, complete the level before the timer runs out)
- Puzzle Solving

Targeted platforms

- PC
- XBox

Monetization model (Brief/Document)

We plan on having a combination of a retail model, with the option for cosmetic micro-transactions. With the option to purchase a Deluxe edition that comes with some rare skins that aren't available on the general market. Also supported by community made skins.

Project Scope

- \$150,000 (factoring in 4 employees, 40 hours a week at \$18/hr) with an additional ~\$15,000 for marketing and other related costs.
- 1 year

Influences (Brief)

- Little Big Planet
Interesting mechanics, always a fun little co-op game.

The elevator Pitch

Cooperative puzzle platformer that involves switching back and forth between planes to solve multi-dimensional puzzles.

Project Description (Brief):

Little Big Planet inspired Cooperative Puzzle Platformer where the players work to solve a series of layer based challenges as quickly as possible. The primary feature of the game will be the plane switching, where the player can jump into the background of the level they are traversing to get around obstacles or to avoid traps. With this, the player can activate switches or collect items that

will help their partner in the top of the screen to solve the puzzles presented before them.

Due to the nature of cooperative play, communication will be important when discussing how to traverse, however the gameplay will be focused towards young teens/older adolescents with couch based coop being the main game type.

What sets this project apart?

- Plane Switching

- Co-op (not a popular genre anymore)

Core Gameplay Mechanics (Detailed)

- Switching between layers

- <Details>

Give the player the ability to switch between two layers of depth, to overcome one obstacle or the next in order to advance the level.

- <How it works>

Player would press a button at a given time, and the character would jump between the layers, if allowed.

- Time

- <Details>

Complete increasingly difficult puzzles in a limited amount of time

- <How it works>

Upon pressing start, a clock will simultaneously start counting down. Once the clock reaches zero, if the player has not reached the checkpoint, they die.

- Puzzle

- <Details>

The player will periodically be presented with puzzles of increasing difficulty, which they must solve in order to advance.

- <How it works>

Puzzles randomly spawned throughout the level depending on level requirements.

Story and Gameplay

Story (Brief)

Bound together by electrical chains given to you by your electronic overlords, the pair of you must reluctantly work together to escape captivity and free yourselves from the chains that bind. By overcoming your obstacles, you will grow stronger and closer as a team.

Assets Needed

- 2D

- Textures

- Characters (customizable skins for purchase, etc.)
- Obstacles
- Interact-able Items

- 3D

- Characters List

- Character #1
- Character #2
- Character #3
- etc.

- Environmental Art Lists

- Background (environmental) with depth, to simulate full 3D.

- Sound

- Sound List (Ambient)

Mechanical (electricity, grinding, pounding, etc)

Howls, and wildlife

- Inside

Based on Environment

- Sound List (Player)

- Character Movement Sound List

- Run, Jump

- Character Hit / Collision Sound list
 - Character on Injured / Death sound list
- Code
 - Character Scripts (Player Pawn/Player Controller)
 - Ambient Scripts (Runs in the background)
 - Example
 - NPC Scripts
 - Example
 - etc.