**3D Game Design Document (GDD)**



**Brian Tran (821960926)**

***‘Life throws challenges and every challenge comes with rainbows to conquer it.’***

**- Brain Train**

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**1 Game Overview**

**Title: Invasion For Trees!**

**Platform: PC Standalone Windows/Mac**

**Genre: Rail Shooter**

**Rating: E for Everyone**

**Target: Casual/beginner gamer for any age**

**Release date: May, 2020**

**Publisher: Brain Train**

**The world is being depleted of your precious oxygen! All of the trees are being taken as planet Earth is being invaded. You head into your spaceship to fight against the invasion and save the trees!**

**2 High Concept**

**Rainbow Rabbit is a sidescrolling runner. The player must jump from platform to platform where they also have to change their current active color so that it matches the platform in order to land and run on it while avoiding and dodging spikes and collecting as many carrots as possible.**

**3 Unique Selling Points**

**Casual game that is fun and easy to understand and play. It also keeps track of your high score allowing for replauability as you try to beat your previous record.**

**4 Platform Minimum Requirements**

**Any operating system either Windows or Mac with any graphics card**

**5 Competitors / Similar Titles**

**The game is heavily inspired and based off of Star Fox and other rail shooters.**

**6 Game Objectives**

**Get to the end of level without dying as you fly and fight against the invasion of spaceships. On the way, you can collect diamonds to gain points and when you kill enemy spaceships, you also gain points so try to get as many points as possible.**

**7 Game Play**

**7.1 Game Controls**

**Player controls the spaceship, moving up, down, left and right using arrow keys or wasd to avoid the lasers from the enemy spaceships. You can also shoot your own lasers with left mouse click or spacebar to kill enemies and then you can barell roll by pressing right mouse click or the b button on your keyboard.**

**7.2 Game Camera**

**The player moves forward on its own and the camera follows the player as they move forward.**

**8 Player**



**9 Art and Music**

**The laser was an original art created by me. Everything else was taken from Unity Assets Store. The music with the sound and sound effects were all taken from the game Star Fox itself.**

**10 Procedurally Generated Content**

**One level that keeps tracks of the points you get so you can try to beat your previous record and high score.**

**11 Wish List**

**More in depth gameplay and levels as well better art. The collision detection is also not perfect with the terrain and the trees.**