

# **GDD – Primordial Survival Rogue-Extra-Lite**

## **Genre**

Rogue-Lite, Action, Survival

## **Platform**

PC (Web)

## **Overview**

Primordial Rogue-lite action-packed rogue-lite set in the microscopic world of microbes. Players can control one of four bacteria or viruses, navigating procedurally generated maps, fighting enemies, collecting items and progressing through portals to move to the next map or ending the run.

## **Game Objective**

Survive as long as possible defeating enemies and collecting items. Progress through levels by clearing enemies and finding the portal to the next level. Collect Items to enhance your stats.

## **Core Gameplay Mechanics**

Character Selection – Players can choose one of four playable characters with varied stats.

Procedural Map Generation – Each level is procedurally generated, with random terrain, obstacles and enemy placement. Each level has a random size within a specified min and max range.

Player Movement – Freely move utilizing, WASD and the player always points toward the mouse cursor.

Combat – Player has a primary attack (left-click) and secondary attack (right-click). Both are projectiles that travel

towards the mouse position with the secondary attack having a longer cooldown, higher damage and slower speed.

Items – Are scattered across the map randomly with the level generation. They can modify all of the player stats. Primary and secondary damage, attack speed (cooldown), range. Health, shield, regens, elemental and critical, chance and damage.

Stats given by items persist until you end the run.

Enemies – Spawned randomly on the map with level generation, they randomly walk around the map until the player is in their detection range then will try to attack the player. Having their own stats: health, damage, attack speed (cooldown) experience. Health bar shows up once they have taken damage.

Enemies scale with time, every minute.

Portals – There are two portals that spawn randomly with level generation, the next level portal moves on to the next level and the end run portal ends the run. (yellow, brown/orange respectively.)

Level Progression – You can clear all enemies, and collect all items but you can move through either of the portals at any time.

Levels – When you level up you gain health, shields and damage

## **UI and UX**

### **Main Menu**

Play Button – To move to character selection screen.

Settings Button – To modify the game settings.

Credits Button – To show the credits and other little information.

Quit Button – To exit the game.

## **Character Selection Screen**

Dropdown menu to select one of the four characters.

Shows all the player stats, their sprite and name and a brief description.

## **Game HUD**

Stage, Health, Shield, Timer, Experience, and enemies remaining counters.

## **Settings Screen**

Modify game volume.

## **Art Style**

2d pixel art, generic colored terrain.

## **Animation**

Basic animation for portal, projectile explosion, enemy attack, player attack.

## **SFX and Music**

Simple music, SFX for attacks, taking damage, moving through portal, item pickups.

## **Technical Specifications**

Engine – Unity

## **Development Tools**

Visual Studio, Piskel

## **Development Plan:**

### **Phase 1: Concept and Planning**

Define game concept and core mechanics

Create initial sketches and concept art

### **Phase 2: Prototyping**

Develop Menu screens and UI

Develop basic player controls and movement

Implement procedural map generation

Create initial enemy behavior and combat system

### **Phase 3: Core Mechanics**

Develop item system and stat modifications

Implement character selection and progression

Add enemy spawns and level progression

### **Phase 4: Polish and Optimization**

Refine gameplay mechanics and balance

Optimize performance and fix bugs

Add sound effects and background music

### **Phase 5: Testing and Feedback**

Conduct playtesting sessions

Gather feedback and make necessary adjustments

### **Phase 6: Finalization and Release**

Finalize art and audio assets

Prepare for launch on selected platforms

Release the game and provide post-launch support

## **Future Updates:**

New characters with unique abilities

Additional enemy types and behaviors

More items and power-ups

Expanded maps and new biomes

## **TODO**

Fix typos,

Character Selection screen, remove game title, move select character up and make it bigger, make the dropdown where the character name is or separate all of the characters as a clickable option.

Group the stats by types, Health, Shield, Move speed. Primary Attack

Move description to beneath name, move stats to center of screen, right center of screen can be the character options to click on

Range, Speed, Damage

Secondary Attack

Range, Speed, Damage

Elements

Stats

Crit

Stats

Main menu top left

## Settings

Apply button, make continue button disabled unless in run

Add visual for stats, pickups remaining, add more interesting terrain and obstacles.

## Minimap

Balance Testing and improvements