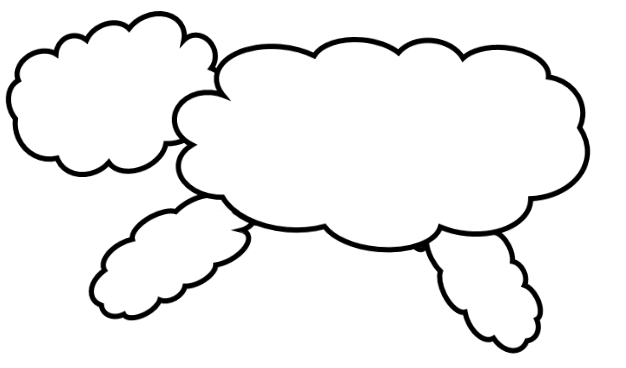
Project Sheepherder(GDD)



***‘Have you ever wondered what it would be like to guide a flock of sheep through potential danger? You haven’t? Well too bad, because now you’re going to.’*** - Jacob Barger

This page: Table of Contents and Team Member Listing

|  |  |  |
| --- | --- | --- |
| Table of Contents  [1 Game Overview](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [2 High Concept](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [3 Unique Selling Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [4 Platform Minimum Requirements](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [5 Competitors / Similar Titles](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [6 Synopsis](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [7 Game Objectives](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [8 Game Rules](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [9 Game Structure](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10 Game Play](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10.1 Game Controls](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10.2 Game Camera](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10.2.1 HUD](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10.2.2 Maps](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11 Players](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11.1 Characters](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11.2 Metrics](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11.3 States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11.4 Weapons](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [12 Player Line-up](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13 NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.1 Enemies](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.1.1 Enemy States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.1.2 Enemy Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.2 Allies / Companions](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.2.1 Ally States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.2.2 Ally Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [14 Art](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [14.1 Setting](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [14.2 Level Design](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [14.3 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15 Procedurally Generated Content](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15.1 Environment](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15.2 Levels](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15.3 Artificial Intelligence NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15.4 Visual Arts](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15.5 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15.6 Minimum Viable Product (MPV)](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [16 Wish List](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)   |  | | --- | |  | | Game Development Team Members    PRODUCER  Garrison Price    PRODUCTION MANAGER  Garrison Price    PRODUCTION COORDINATOR  Jacob Golden-Needham  GAME DESIGNERS  Blake Myers, Garrison Price, Jacob Barger, Jacob Golden-Needham  SYSTEMS/IT COORDINATOR  Jacob Golden-Needham  PROGRAMMERS  Balke Myers, Garrison Price, Jacob Barger, Jacob Golden-Needham  TECHNICAL ARTISTS  Blake Myers, Jacob Barger  AUDIO ENGINEERS  Jacob Barger, Garrison Price  UX TESTERS  Blake Myers |

|  |
| --- |
|  |

# 1 Game Overview

Title: Herding Hysteria

Platform: PC Standalone

Genre: Herding + strategy

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: April, 2023

Publisher: Gold Games

Description: Herding hysteria is a third person herding game where the player is a shepherd trying to collect and guide his flock. The shepherd guides his flock with the aid of his faithful dog away from dangers ranging from environmental challenges like cliffs and divides to predators, and even the wrath of the gods. The player must command his dog to control the flock and shout to scare off predators to prevent members of the flock from being killed.

# 2 High Concept

Herding Hysteria puts the player in control of a shepherd that must guide his flock through an unnamed and dangerous land. They must avoid losing members of said flock to dangerous terrain, bloodthirsty predators, or vengeful acts from the gods. The player must use the abilities of both the shepherd and his trusty dog to guide the flock and keep danger at bay.

# 3 Unique Selling Points

* Unique and fun premise
* Low poly art style
* Potential for fun co-op experience

# 4 Platform Minimum Requirements

Nvidia Geforce 940m or Equivalent

Intel i5 or Equivalent

4GB of RAM

XGB of Disk space

# 5 Competitors / Similar Titles

Disobedient Sheep

Flock!

# 6 Synopsis

Some cosmic disturbance has caused your flock to disperse, leaving you with the task of finding each of your sheep and guiding the reforming flock along the way.

# 7 Game Objectives

* Collect the sheep in each level to grow the flock
* Guide the growing flock of sheep to each successive sheep to grow the flock
* Avoid losing sheep to terrain dangers, predators, or supernatural acts

# 8 Game Rules

The game takes place in closed levels populated by sheep and various hazards. The player can move freely and gather the flock using his shout ability and by sending his dog to control the movement of the sheep. The player can also use the shout ability to scare off predators. Once the shepherd has collected the appropriate amount of sheep or time runs out, they advance to the next level. If the player wishes, they may decide to replay a level to achieve a better outcome.

# 9 Game Structure

Level Start->Gameplay->Advance to Next Level

->Replay Level if failed or player desires better outcome

Gameplay for Player1: guide flock to find sheep, keep them safe

Gameplay for Player2: help or hinder Player1

# 10 Game Play

## 10.1 Game Controls

Player1:

W-move forward

S-move backward

A-rotate left

D-rotate right

Left Shift-Sprint

Up Arrow-send dog to the front of the flock

Down Arrow-Send dog to the rear of the flock

Left Arrow-Send dog to the left of the flock

Right Arrow-Send dog to the right of the flock

Space-shout

Player2:

Left Mouse-hurl rocks at player flock

Right Mouse-call thunder to scare away enemies

## 10.2 Game Camera

The camera follows the player from a third person/top down perspective with a slight smoothing delay upon player acceleration.

### 10.2.1 HUD

TIME: time spent in the level

CURRENT SHEEP: number of sheep currently in the flock

GOAL: target number of sheep to collect

### 10.2.2 Maps

# 11 Players

## 11.1 Characters

The shepherd has lived a quiet life tending to his sheep, but this doesn’t mean he isn’t up to the challenge of finding each one after they get lost.

## 11.2 Metrics

Speed: 10, 20 while sprinting

Max Health: 100

Shout Range: 5

## 11.3 States

Idle: a cycled idle animation where the player breathes and looks around

Walk: moving will cause the player to cycle through a walking animation

Running: the player will move at an increased speed and cycle through a running animation

Shouting: while shouting the player’s head will shake

Commanding: when giving the dog a command, the player’s arm will be raised and lowered

## 11.4 Weapons

# 12 Player Line-up

# 13 NPC

## 13.1 Enemies

Wolf: Speed-10 Attack Damage-5

### 13.1.1 Enemy States

Idle: an idle animation of bobbing up and down will cycle

Move: a movement animation will cycle

Flee: a similar animation for the movement will cycle, but at a slightly faster speed with slightly faster physical movement of the enemy

### 13.1.2 Enemy Spawn Points

Each enemy instance will have its own spawn point in each level. These will be procedurally placed within the level with a minimum distance to be spaced apart and placed away from the start location for the player.

## 13.2 Allies / Companions

The shepherd’s only ally is his faithful dog that always keeps him company and obeys his commands.

### 13.2.1 Ally States

Ilde: the dog sits patiently and waits

Running: a running animation will cycle while the dog runs to a position around the flock

Following: a slower version of the run animation will cycle while the dog follows the flock at a certain position

### 13.2.2 Ally Spawn Points

The dog always spawns near the player at the start of each level

# 14 Art

## 14.1 Setting

The game takes place in an unnamed, hilly and mountainous region

## 14.2 Level Design

The levels will consist of physical obstacles for the player to navigate with sheep to collect and enemies to avoid scattered throughout

## 14.3 Audio

Title music

Looped gameplay music

Sound for shouting

Sound for command

Dog barking

Sheep bleating

Wolves howling

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

The terrain for the levels will be procedurally generated with perlin noise, and sheep and enemies will be procedurally placed in each level

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

* One level with some obstacles, populated with simple enemies
* Controllable player with functioning shout
* Simple version of flock to guide and protect
* Networked multiplayer allowing second player to control “god” powers

# 16 Wish List

Add procedural animations to make the game’s look and feel be more interesting

Add more characteristics to the dog companion