Game Design Document (GDD)

Your Game Logo

Here

***‘The Bizarre Adventures of Lunk the Block’***

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 Synopsis](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [4 Game Objectives](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [5 Game Rules](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [6 Game Play](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [6.1 Game Controls](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [6.2 Maps](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [7 Players](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [7.1 Characters](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [7.2 Metrics](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [7.3 States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [7.4 Weapons](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8 NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8.1 Enemies](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8.1.1 Enemy States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8.1.2 Enemy Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8.2 Allies / Companions](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8.2.1 Ally States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8.2.2 Ally Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [9 Art](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [9.1 Setting](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [9.2 Level Design](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [9.3 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  9.4 What you Developed   |  | | --- | |  | | Game Development Team Members    PRODUCER  Christian Barajas    PRODUCTION MANAGER  Christian Barajas    PRODUCTION COORDINATOR  Christian Barajas  GAME DESIGNERS  Christian Barajas  SYSTEMS/IT COORDINATOR  Christian Barajas  PROGRAMMERS  Christian Barajas  TECHNICAL ARTISTS  Christian Barajas  AUDIO ENGINEERS  Christian Barajas  UX TESTERS  Christian Barajas |

|  |
| --- |
|  |

# 1 Game Overview \*

Title: The Adventures of Lunk the Block

Platform: PC Standalone + iOS & Android

Genre: Procedurally Generated Dungeon Crawler

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: March, 2017

Publisher: C && C Corporation

Description: The Adventures of Lunk the Block is a 2D procedurally generated dungeon crawler. Players will play as the character “Lunk” where the user is in a castle attempting to explore the castle’s dungeons to find the ultimate treasures hidden in the dungeons of the castle. Players must survive using the three available weapons they are given which include a sword, bow and arrow, and lastly magic. Players must kill the castle’s enemies (slime-blobs, and man-eating snakes) as they make their way through different floors of dungeons. Along the way enemies will also drop gear and coins to further advance the player’s abilities/survivability. Players will also be able to level their character up as they acquire experience from killing enemies. In addition, there will also be shopping chests that will randomly spawn in the castle or dungeons for players to buy or sell items that may help them along the way. There are no allies, players will go in solo as a lone wolf to tackle the ultimate survivability test.

# 2 High Concept\*

The Adventures of Lunk the Block takes place inside of a castle. Players will attempt to make their way through the castle in order to reach the vast levels of dungeons where it is said to contain a treasure that satisfy everything this world has to offer. The only thing standing in the way of acquiring the ultimate treasure is a vast number of enemies who are determined to keep the treasure safe. In order to survive this feat, players must use everything they have to kill anything standing in their way. If swords and bows aren’t enough, then a little sorcery is always fair game in these dungeons.

# 3 Synopsis\*

When acquiring something that will bring upon the ultimate happiness in life, nothing will stand in your way from acquiring the treasure. In order to triumph, anything is fair game.

# 4 Game Objectives\*

The objective of the game is to search the many different levels of dungeons located beneath a castle to find the ultimate treasure that is said to provide everything the world has to offer.

# 5 Game Rules\*

The game takes place in a closed environment that is procedurally generated. You begin inside the walls of a castle and make your way into the dungeons in search of the ultimate treasure. Along the way, players must kill all enemies in order to proceed through the castle floors into the vast floors of dungeons located beneath the castle. Players will have three weapons to choose from in order to kill off enemies in each floor. As you progress, the enemies will become stronger in numbers as well as fight back once you reach the dungeons. To help players survive, they can level up their character by killing enemies and gaining experience. There will also be shopping chests to provide additional variety and ways to strengthen one’s character. Enemies also have a chance at dropping gear and supplies for the player.

# 6 Game Play\*

## 6.1 Game Controls

PC:

Move Up – “W”

Move Left – “A”

Move Down – “S”

Move Right – “D”

Replenish Health – “Q”

Replenish Mana – “E”

Equip nothing – “HotBar 1”

Equip Sword – “HotBar 2”

Equip Bow – “HotBar 3”

Equip Magic – “HotBar 4”

Attack up – “Up Arrow”

Attack Left – “Left Arrow”

Attack Down – “Down Arrow”

Attack Right – “Right Arrow”

Open/Close Inventory – “I”

Enter/Exit Shopping Chests – “K”

\* Use mouse to interact with Inventory, Shopping Chests, and menus \*

### 6.2 Maps

Castle – First two floors

Dungeons – Third floor and greater

# 7 Players (optional)

## 7.1 Characters

Player:

-Lunk the Block

## 7.2 Metrics

Player Speed – 2.5

Player Stamina – Infinite

Player Starting Max Health – 110

Player Starting Health - 110

Player Starting Max Mana - 120

Player Starting Mana – 30

Base Sword Stat – 1

Base Bow Stat – 1

Base Magic Stat – 1

Base Armor Stat - 0

## 7.3 States

## 7.4 Weapons

- Sword: Swings a sword any direction needed; no cooldown necessary

- Bow: Shoots arrow any direction needed; no cooldown necessary

- Magic: Shoots battle magic in any direction needed; requires at least 15 mana to activate

# 8 NPC (optional)

## 8.1 Enemies

- Slime blobs

- Man Eating snakes

### 8.1.1 Enemy States

- Man Eating Snakes: Idle, moving, or shooting projectile

### 8.1.2 Enemy Spawn Points

Every castle or dungeon floor assigns random spawn points for every enemy, and randomly assigns the number of enemies needed to be killed to move to the next floor.

## 8.2 Allies / Companions

### 8.2.1 Ally States

### 8.2.2 Ally Spawn Points

# 9 Art \*

## 9.1 Setting

The game takes place inside a castle, and then as the game progresses it moves into dungeon floors.

## 9.2 Level Design

Each floor inside the game is procedurally generated, so every floor will be different even if the game is restarted. In addition, each floor contains spiked floors that can damage the player along with a shopping chest on each floor that the player interact with. Each shopping chest is spawned randomly somewhere on the map along with an exit that leads to the next floor.

## 9.3 Audio

CasualSoldiers\_THEME looped Background Music

DM-CGS-19 Sword Attack

DM-CGS-17 Player Damage Taken

DM-CGS-28 Coin Pickup

DM-CGS-12 Player Level Up

DM-CGS-07 Gear Pickup

DM-CGS-26 Health/Mana Replenished

DM-CGS-08 Exit/Transition to next floor

DM-CGS-31 Enter Shopping Chest

DM-CGS-47 Exit Shopping Chest

DM-CGS-44 Cycle Through Weapons

9.4 What you Developed

companyLogo

\_ai2bullet

\_bullet

\_blank

\_inventoryBack

\_player

\_weaponBarOuter

shopBack

pauseMenu

sound effect queues