GAME DESIGN DOCUMENT

Unnamed Project

Be A Gamer Productions

2018-2019

2 december 2018

Content

Aggreement and Version

Version	Date	Edit
1.0	26-11-2018	Document creation.
1.1	2-12-2018	Filling the document.

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Overview

Game Description

Theme

The game is set in an post apocalyptic world that is starving of resources while the goverment left all of the 'low life' citizens to die on a dying planet.

Setting

The game will feature some parts of realism/semi-realism and some parts of fantasy.

Genre

The game is an Action-Adventure RPG game with a massive open world.

Core Gameplay

To the core this game will be a story based co-op experience where the player gets to experience how it would be to build civilisations in a post apocalyptic / dying world and they can choose to help each other and rebuild the world or to fight each other for resources.

List of important game aspects:

- PvP:
  Player versus player will be a very important aspect of the multiplayer experience, because of this the shooting/fighting mechanics should be up to standard with other games, in a way that the players will not have any issues while fighting enemies or other players.

- Base Building:
  Players must be able to have a system with which they can freely build anything to their desire.

- AI:
  The AI in game will have to be intelligent enough to fight groups of players at the same type and also have to be able to fight other AI when necassery.

- Rendering:
  Rendering should be smooth and look good, it should be able to do 60 fps on medium settings on console to be acceptable.

- Logical controls:
  Controls should be the same as the standard that is set by modern age games.

- Anti Cheat / Grief:
  Players should be able to report other players in game for cheating and griefing, this system must be functional and tested before launching the game.

Platforms

- Computer

  – Windows OS
  – MAC OS
  – Linux OS

- Playstation 4

- Xbox One

Hardware & Software

Hardware used for development:

- CPU : I7 8700k OC 5Ghz

- GPU : GTX 1070Ti

- RAM : 32Gb G-Skill Trident z 2400Mhz

Software used for development:

- OS : Windows 10

- DirectX : Version 11 & Version 12

- Engine : Unity 2018.2/3

- 3D Modeling : Blender

- Texturing : Photoshop

Hardware used for testing:

- CPU : I7 8700k OC 5Ghz

- GPU : GTX 1070Ti

- RAM : 32Gb G-Skill Trident z 2400Mhz

- Storage : 1Tb Samsung 970 evo

- Network : Broadband internet connection

Influences

- Fallout 76
- No Man's Sky
- State of Decay
- Dying Light
- Subnautica
- The Forest
- Ark: Survival Evolved
- Rust

Scope

An important thing in game is that there should be online grouping functionalities, PvP and PvE focussed playing styles are also a big part of the game and must be included in the end product. Story and quests should be open and available to multiple people at the same time, this might be though to implement without making some compremises.

Result

If all goes to plan this game should have a big, open and filled map with lots of things to do, many things to find and a story to be followed. Players should be able to make 'clans' or 'factions' and fight with others for resources, locations or just for fun. If players are confronted by cheaters, they should be able to report them, ignore them and play the game without being influenced by them. There should be a system in place for players to build shelters and/or bases protect themselves and their resources from others.

Story & Gameplay

Story

Full story of the game

Gameplay

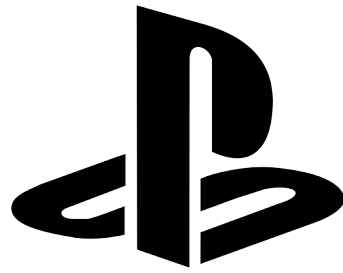All the gameplay elements of the game

Controls

PC

- WASD : Movement
- Mouse : Camera Movement
- L. Shift : Toggle run
- Spacebar : Jump
- Escape : Menu
- Tab : Inventory
- Left Mouse : Shoot/Punch
- Right Mouse : Aim
- Scroll Wheel : Scroll through weapons
- E : Interact / Pick Up
- Q : Drop item (In hand or hovering in menu)
- M : Open the map
- T : Open text chat

Playstation 4

- Left Stick : Movement
- Right Stick : Camera Movement
- L3 : Toggle run
- Cross : Jump
- Options : Menu
- Triangle : Inventory
- R2 : Shoot/Punch
- L2 : Aim
- L1 / R1 : Scroll through weapons
- Square : Interact / Pick Up
- Circle : Drop item (In hand or hovering in menu)
- Touchpad : Open the map
- In menu : Open text chat

Xbox One

- Left Stick : Movement

- Right Stick : Camera Movement

- L. Click : Toggle run

- A : Jump

- Menu : Menu

- Y : Inventory

- R. Bumper : Shoot/Punch

- L. Bumper : Aim

- L1 / R1 : Scroll through weapons

- X : Interact / Pick Up

- B : Drop item (In hand or hovering in menu)

- View : Open the map

- In menu : Open text chat

Assets

2D Textures

- List
- of
- Assets

3D Models

- List
- of
- Assets

Sounds

- List
- of
- Assets

Music

- List
- of
- Assets

Code

- List
- of
- Assets

Animation

- List
- of
- Assets

Schedule

(Add image of planned schedule here)

Planned deadline for this project is the summer of 2020.