Core Gameplay Document

Project Name: [Game Name]

Team Name: [Team Name]

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# **The Core Gameplay Document**

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# **Game Design Summary**

## ***Project Background***

[Project Background Text]

## ***Game Concept Overview***

The core design of [Game Name] is based upon the goal of creating a fast-paced multiplayer fighting game. While the specific details of this project are laid out below, there exist a few high-level design motifs which permeate the project.

These Include:

* Multiplayer Driven
* Round-based Competition
* Third-Person (Spectator) Perspective
* Two Dimensional Focus
* Emphasis on Projectile Combat
* High Degree of Player Maneuverability

By allowing the player a large freedom to move about the play area, the game will feel more responsive and interactive. This, combined with a focus on projectile weaponry will allow player v. player interactions to vary wildly depending on skill, with better players able to dodge their opponent’s attacks and direct their own with greater finesse.

The decision to restrict movement to two dimensions keeps gameplay focused, while the third-person spectator perspective makes it easier to judge where points of interest may be in the play area. These two concepts become even more important as the match becomes more chaotic.

## ***Essence Statement***

Essence Statement Text

## ***Gameplay Features***

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## ***Target Hardware***

Target Hardware Text

## ***Target Genre***

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## ***Target Audience***

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## ***Competitive Analysis***

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# **Game Scope**

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# **Game Systems**

## ***Game World***

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## ***Game Mechanics***

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## ***Audio & Sound Effects***

Audio & Sound Effect

## ***Game Physics***

Game Physics Text

## ***Art Style***

Art Style Text

# **Game Development Visualization**

Game Development Visualization Text

# **Design Development Structure**

## ***Team Structure***

Team Structure Text

## ***Design Pipeline***

Design Pipeline Text

## ***Additional Materials***

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