Planet of the Grapes GDD

1. **Project Overview:**

# **Game concept:**

* + 1. **Type of game:**

Space shooter/tycoon

* + 1. **Brief Game Description:**

Run and defend a space vineyard. Defend it from aliens. Grow rare grapes/make space wine. Sell space wine to get money/reputation. Use money/reputation to Build defences, buy new weapons and ships. Go out into space and find more rare grape types. Return to base and run/defend space vineyard. Repeat until “most successful business-person in space”.

* + 1. **Genre:**

top-down space shooter/tycoon

* + 1. **Purpose of Game:**

Mobile Time Killer game

* + 1. **Control Methods:**

virtual joystick and touch

* + 1. **Chosen Playable Device:**

mobile (android, maybe iOs)

* 1. **Target audience:**

12-30 yrs old mobile/web gamers

* 1. **Look and feel:**

Space cartoony (think FTL and clashnslash)

* 1. **Project scope:**

1 level/instance. Play until you beat out all of your competitors. Endless? Earn enough money to establish yourself as master of galaxy?

* + 1. **Number of locations:**

2:

* + - 1. **Space vineyard**:

Your home, you manage your grape business here. Choose a grape type to grow, various upgrades for growth speed and how much is earnt when finished growing and how many are grown. Also upgrade ship from here (weapons/defenses).

* + - 1. **Space:**

Control your ship to fly around space. Attack other spaceships, find rare grapes, trade with aliens.

* + 1. **Number of NPCs:** -

3 other major races/competitors. Bugs, robots//rock people and shiny orb dudes.

* + - 1. **Bugs:**

Bugs are green. Bugs attack with green gooey laser stuff and purple poison stuff.

* + - 1. **Robots/rock people:**

Robots/rock people are red. They attack with fire and mini drones?

* + - 1. **Shiny Orb Dudes:**

Shiny Orb Dudes are yellow. They attack with electricity and light laser stuff.

* + 1. **Number of weapons:**

4 main spaceship weapon types: rapid lasers, slow big laser, rockets, pulse wave. You can also buy other major race ships when you have earned enough reputation with that race?

* 1. **Research of existing games**
     1. **FTL (Faster Than Light):**

The art style of FTL is similar to the one that this game is going to be. The UI/HUD has a very “space” like feel to it, and the background is simple yet gives a very strong indication that you are in space.

* + 1. **Clash’N’Slash:** The world defense game Clash’N’Slash has very similar combat mechanics and art style to that which this game will have. The mechanics are fairly basic in that the majority of weapons are simple projectiles or area explosions, and the art style of the projectiles/weaponry looks higher quality than the rest of the games art but still keeps with the theme.
    2. Spacial Flux: Old kickstarter game? Art style of spaceships similar to that planned for this game.

1. **Requirements Specification Documentation**
2. Project Overview
   * Game Concept *- This will include…..*
   * Type of game
   * Brief game description
   * Genre
   * Purpose of game
   * Control methods
   * Chosen playable device
   * Target Audience *– Who are you making this game for?*
   * Look and Feel *–what visual style have you gone for*
   * Project Scope *- This will include…..*
   * Number of locations
   * Number of levels
   * Number of NPC’s
   * Number of weapons/usable objects
   * Other aspects involved in the games.
   * Research of existing games *– To include …..*
   * Alternative games found in the market - *at least 3 games*
   * How your game similar to others in the current market, and why create something similar?
   * How is this different from what is on the market?
3. Requirement Specifications Documentation*– Also known as “Games Play and Mechanics”*
   * Gameplay *– To include …..*
   * Game Progression *– How do you move through the game*
     + Mission/challenge Structure *– Win conditions? Challenges? What do you do in the game?*
     + Puzzle Structure *– order of activities to achieve victory condition? i.e. collect coins by jumping on them.*
   * Game Objectives *- What do you need to do in the game?*
   * Mechanics *– To include …..*
   * “World” Physics *– how does the “world” work*
   * Movement
     + - General Movement - *What are the general movement option (jump, run, etc.)*
       - Other Movement *- Jetpack? Trampoline? Fan blowing you off course?*
   * Objects
     + - Picking Up Objects *– What objects are found in the game that the character picks up?*
       - Moving Objects *– What objects are found in the game that moves around the character (spikes/walls/platforms/etc.)*
   * Actions
     + - Switches and Buttons – *What are they and how do the work?*
       - Picking Up, Carrying and Dropping *– Any object you do this with and how is this done?*
       - Talking *(if applicable)*
       - Reading *(if applicable)*
     + Combat/character interaction *- If there is combat or even conflict, how is this specifically modeled? What happens when you collide with an object?*
   * Economy (*if appropriate*)

* + Game Options – *2 Player? Time trail?*
  + Replaying and Saving
  + Cheats and “Easter Eggs” (if any)
  + Licensing considerations
    - Character
    - Music
    - Sounds
    - Background images

1. System Design Documentation
   * The “Story”
     + Back story & Plot
     + Story/description for each area/level
     + Main character/s
     + NPC characters
   * Concept artwork – *to including decision descriptors (why did you pick/not pick the images?)*
   * Final character/asset designs – *include explanation of why you chose theses*
   * Final Environment designs – *include explanation of why you chose theses*
   * Proposed Level walk through *– What route is taken through the game?*
   * UI designs *– layout of all menu/help/pause screens. Must include all screens used*
   * Screens flow chart/navigation chart *– how you move 1 screen to the next (i.e. main menu – level1- etc….)*
   * AI designs *– list all NPC and how they move/interact in the game.* 
     + Collision detections & action *– What happens when character touch*
     + Movement/critical path *- Diagrams to help show movement paths.*
   * Audio to be used
     + What is used?
     + Where it’s found *(if applicable)*
     + How it was created *(if applicable)*
     + Pseudo code *- Could be shown as a flow charts*
   * Technical spec
     + Colour choice *– 32bit or 64bit*
     + Languages & SDK used and why
     + “Development” hardware and software
     + “Play” hardware and software
2. Final Prototype game- *Prototype Functionality and Quality of Application Code*
   * *At least 2 levels (1 interior and 1 exterior)*
   * *Complete prototype games in playable format*
   * *Quality of coding (found in supplied games files)*
   * *annotated code(found in supplied games files)*
3. Test/Evaluation Strategy
   * Overview of test Strategy *– explain how you are going to test your game and why these methods.*
   * Test Strategy & Results
   * Usability Test Strategy & Results
   * End user feedback *- beta testing by someone not in the group, and findings*
   * User Manual *– Install, how to play the game, and completion instructions.*
   * Overall evaluation
     + Games evaluation
       - Positives
       - Negatives
     + Game further improvements
4. Group Cohesion, Teamwork and Project Management
   * An overview of team-membership *- E.g. assigned roles and responsibilities for each team member*
   * Project Activities *- An appropriately represented list of project activities, including estimated durations and resource requirements. (Gantt Chart Diagrams)*
   * Minutes of Meetings *- A formally minuted record of each project group meeting, walkthrough and technical review, talks with end users.*
   * Version control details *– Explanation of changes made during the project*
   * Group/team work evaluation