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CIS 2096 – Game Dev

Orange Team Game Design Document

Style Inspired by “A GDD Template for the Indie Developer” by Jason Bakker

General Member Roles:

Anthony Galczak – Level Designer / Business Side

Mikel Woo – Logic, Combat, Puzzle Elements

Conner McHarney – Modeller / Design

**Intro**

First person shooter that is convertible to third-person shooter with short, intense levels. This game will allow you to take control of an immortal, but pained character that has to solve puzzles or defeat foes in quick, fast-paced timed scenarios.

We have mostly accomplished this style of game. We were not able to properly implement puzzles into the game and it has devolved mostly into a shoot-em-up, but I believe the fast-paced scenarios has been properly fleshed out.

**Character Bios and General Plot**

Frank is an immortal human and the negative portion of his immortality is having to suffer through trials and tests. These tests include puzzles and combat. If ever he is to die, he will instantly respawn only to repeat the same trial.

We never had a true intention on a strong story within this game and in its completion there still is not a strong story. I do not believe that not having a strong story is a detraction from the gameplay or game itself for this concept.

**Gameplay Description**

Timer starts, (30s, 60s, 90s, somewhere around this length) if the timer expires you lose and die. You’ll instantly respawn and try again. If you encounter a bad guy and get hit by him, you lose and die and respawn. If you effectively break a puzzle mechanic, you lose and respawn. The whole premise is that you are playing something similar to Super Meatboy where you fail fast and just continue on. There isn’t a terribly lengthy story, just solid gameplay. Each level will be different, some will be simple and really fast, some will be enemy-based, others will be puzzle-based.

The gun that is used for combat should also be able to be used to move boxes/elements in the game at range.

First level as a tutorial can be solving a maze via the level.

Second level could simple combat.

Third level could be demonstrating the gun moving boxes into a hole/some puzzle element to open the door.

Could make dynamic levels for puzzle or combat mechanics therefore raising the levels upto ~40-50+ instead of 4-5 static levels.

Initially, player will have no health. If hit, they will die. This may change in the future or in future levels.

We have successfully implemented health and dynamic level generation. This is actually further along than we anticipated considering the short amount of time and having the smallest group (3).

**Artistic Style Outline**

Cartoony art-style. Flat coloring on sections. Similar to cel-shading.

**Systematic Breakdown of Components**

Unity3D, Maya, associated textbooks

**Asset Breakdown**

·         **Art**

·         **Text**

·         **Sound –** Gunshots, grunts, damage sounds to enemies, ricochets off walls for bullets. Will try to obtain as much royalty-free items as possible. Those that we cannot source, we will create.

Sound was sourced royalty-free. It is actually pretty amazing what can be gotten for just attribution-licensing or for flat out free.

**Suggested Game Flow Diagram**

Start Game -> Tutorial -> Level 1 -> Fail fail, etc. -> Level 2 -> Fail fail, etc. -> Level 3 and so on until you “beat the game”. With enough resources this would be relatively close to an endless game that has puzzles and combat.

**Suggested Project Timeline**

**Additional Ideas**

Possible melee combat mechanic, using a sword.

Special weapons – gravity gun / pushes items away to do puzzle elements

Possibly could have a coin mechanic where you collect some item during the gameplay and buy power-ups like moving faster or shooting faster or doing more damage.

We were not able to implement any of these additional ideas due to time constraints. The game as it sits is pretty simplistic but is a pretty fun shooter. I found myself stuck playing the game for a few minutes whenever testing it and it is legitimately fun.

**Conclusion**

The game was a lot of fun to work on, but the depth and scope of making a game is enormous. This has personally opened my eyes to the complexity that an AAA studio has to go through to actually accomplish realistic physics, various role-playing elements, etc. Modeling alone is a team full of professionals working on one animation or model at a time.