

<<<< CAPTURE X-32 GAME DESIGN DOCUMENT >>>>

CAPTURE X-32 GAME DOCUMENT

Introduction

Purpose of this document .

- to outline the various aspects that contribute to the game-play look and feel for reference purpose .

Authors and Information about the authors of this document .

AUTHOR : COLLINSEY

DATE : 03 / 12 /2021

currently am 19 yrs of age , I love games and this is for godot community

AUTHOR : COLLINSEY

DATE : 03 / 12 /2021

currently am 19 yrs of age , I love games and this is for godot community

References

Paths and links to other documents that relate to the documentation of the project :

journal - outlines the process that the project goes through since the beginning of it . Updated week after week

project/nonprojectfiles/documentation/ journal

game Project plan document

reference images / inspirational images

project/nonprojectfiles/inspiration/

Development team organization

Game director

Collinsey

Game design

Collinsey

<<<< CAPTURE X-32 GAME DESIGN DOCUMENT >>>>

Project management
Collinsey
Character design
Collinsey
Story Development & scripting
Collinsey

=====

Modeling
Collinsey
Texturing and game artists
Collinsey
Motion Capture
no money for motion capture
Animation and rigging
Collinsey

=====

Programming
Collinsey
Music and Sound
Collinsey
Game-play engineer/Programming
Collinsey
UI development
Collinsey
cut scene development
Collinsey
Level Design
Collinsey
Environmental design
Collinsey
Graphics engineering
Collinsey

=====

Marketing
Godot asset Lib and itch.io

=====

Quality Assurance
my team consist of one person . Lol your still reading this ?

Game-play

Genre of the game

First person , Action , Shooter , Story

Theme and style Description of the game if any :

night , simple graphic , realistic [low polygons] game

Short description for the game

A first person shooter .Make your way to x-32 and capture it

Back Ground Story of the game / Concept of the game if the game doesn't have a story

x-32 is a bot , with the face of the Godot mascot . He runs a dangerous army. You are sent together with your partner , to capture it .

Setting : 1:00am midnight .

You two are dropped at the entrance of x-32's territory which is on the right. { player is instructed to take out the guard on the right so that your partner takes out the one on the left. When you take out the one on the left , restart from checkpoint }

You open the gate , and then gain entry into the territory. You then take out the guards on the compound { your partner orders you to clear the top of the building , while he does so in the bottom of the building .}
> the player takes the left , and enters the building by jumping through the window. The player then takes the stairs and accesses the top of the building , which consists of offices . The player should take out the enemies in that floor.

After clearing the first floor take the back stairs to the ground floor , take out some enemies and regroup with your partner. Before regrouping with your partner , you bump into each other and then all of you get frightened.

<<<< CAPTURE X-32 GAME DESIGN DOCUMENT >>>>

You both have to break into the house compound of x-32. You open another gate to access the compound , and then gain entry into the house. After clearing the ground floor of the mansion , you get upstairs , find a room with smooth music.

{ cut-scene : you kick the door open and you find x-32 , who is facing the back , watching fireworks at a distance. "put your hands above your head " , You order it to put its hands up. It obeys . Cigarette smoke is seen coming out of its the head region."i have been waiting for this moment my entire life hahahaha " X-32 produces evil laughs.

It turns around. To your surprise , it has four arms the two extra arms are holding shotguns in each arm . X-32 fires the gun to you and your partner. The game ends }

Player roles and objectives while playing this game

Follow the objectives , make your way through the enemies and capture x-32

Gameplay mechanics

Controls

Level(s) / Game flow

Here , the levels of the game are outlined and described as deeply as possible , and references of the map are placed , according to the flow of the story / Concept of the game

Level 1 | mission : capturing x-32

Map diagram:

refer to : *project/nonprojectfiles/inspiration/level1.png*

Challenges / obstacles:

challenges are enemies , no other challenges .

<<<< CAPTURE X-32 GAME DESIGN DOCUMENT >>>>

Specifications

Technical specifications of the game :

The specs needed for the game to run in the target computer are as follows :