

<<<< 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**

Project management

**Collinsey**

Character design

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

**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 ?**

# Development Phases

---

## **1. Idea is born.**

At this point , I thought of the game and thought it would be great to make it .

## **2. Brainstorm the idea , to add flavor to the game that is to be .**

Here , I thought about the idea and added some things to the level design , story and controls feel.

## **3. Prototyping phase.**

At this phase , I will develop a simple working game in a set of iterations , until all the basic mechanics according to the idea are met .

After prototyping , I will release to testers , or test myself to see if it is worth making or not .

At this stage , the game prototype can end or it can continue to be implemented .

## **4. Implementation phase .**

At this stage , the prototype has already been approved for polishing . I will perfect it and mold it to a well presentable state and release it for testing .

## **5. Release phase .**

Here , I release a beta of the game to be played / an alpha . After release , the development process should not end , but I should plan on iterating again , by adding features , which are brainstormed , prototyped and implemented again if they pass play-testing .

# 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.

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 :