Project Description

This is a Game Design Document that describes the details of a third-person game based on 3d action and survival with little puzzle-solving mechanics. As the game progresses the player will be ranted ability to aid his survival.

1. Character

The main character “player’s character”, name not been decided yet. The character was stranded on an island with no means of surviving. The character learns how to handle weapons which will then be used against enemies to fight for survival.

1. Story & Progression

The aim of this game is to survive, ends up having a loop.

1. Gameplay

* Goal

The main goal of the game is surviving. The game will be subdivided into two areas of play. The first area will be referenced as the first level.

The player’s goal in the first level is to clear the area, move forward and get access to a massive gate in front of them.

* Game Mechanics

1. Character movement

* Forward & Backward, left & right
* Jumping

1. Player Inventory

* Collectables

1. Enemies

* AI
* Movement
* Attacking

1. Abilities

* ***Dashing***
* Teleportation

1. ***Puzzles***

* ***Access to Door, to get through to the second level requires puzzle solving.***

1. Internal Economy

* I think the Game Manager/ UI

***Game mechanics will be fleshed out properly soon.***

* Item & Power-ups

Ability charges can be refilled by the ratio of the number of enemies killed.

Health (not sure yet might be dropped by some enemies killed or spawns at specific locations and specific times), same with ammo pick-ups.

* Progression & Challenges
* Losing & Enemies

1. UI elements
2. Art style
3. Music & sound

***I think we should visit Darren next week so we can discourse what we are planning on doing, and what mechanics are acceptable.***

***Underline ones will be the last mechanics we will implement.***