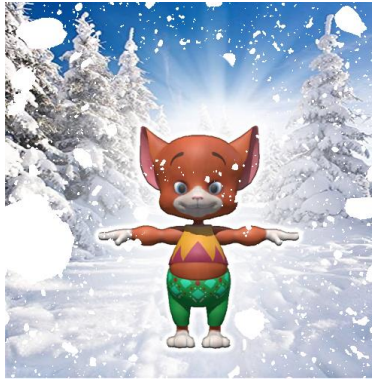


# Wolf Escape



Revision: 0.0.1

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian  
Otherwise, this would not have happened

Reformatted by: Brandon Fedie

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## Overview

- Theme / Setting / Genre
- Core Gameplay Mechanics Brief
- Targeted platforms
- Monetization model (Brief/Document)
- Project Scope
- Influences (Brief)
- The Elevator Pitch
- Project Description

## What sets this project apart?

- Core Gameplay Mechanics (Detailed)

## Story and Gameplay

- Story
- Gameplay (Brief)
- Gameplay (Detailed)

## Assets Needed

- 2D
- 3D
- Sound
- Animation

## Schedule

## Gantt Chart

## Overview

### What sets this project apart?

- It has a winter-themed setting, which is fitting for the holidays;
- Great world design and character model;
- Good animation and game logic.

#### ➤ Core Gameplay Mechanics (Detailed)

- Player Movement:
  - The player is controlled by using “A” to go left, “D” to go right, “S” to roll and “Space” to jump.
  - “A” and “D” trigger a shift in the object’s X direction, causing him to shift lanes. The “S” key triggers an animation on the characters model, causing him to roll on the ground, decreasing its Y value, making it possible for it to avoid certain obstacles. The “Space bar” also triggers an animation in the model, causing the object to increase and decrease its Y value, enabling the dodging of certain obstacles.
- Collision with obstacles:
  - Contact with objects that spawn ahead of the character causes the end of the game.
  - The collision is detected by the usage of colliders, if the character touches any collider that doesn’t have the tag “ground”, it automatically determines that it is an obstacle and the run ends.
- Game Speed-Up:
  - The character’s speed increases in proportion to the time that has passed since the beginning of the run.
- Collection of Cheese:
  - Contact with cheeses that spawn ahead of the character triggers an increase in a counter.
  - When the character touches a cheese, a trigger causes the cheese count to go up and the disappearance of the cheese that was touched.

## Story and Gameplay

### ➤ Story

- The protagonist in this game is a mouse called Tommy. He lived a happy life in a peaceful forest. When the winter came the forest froze, and the wolf made it its territory. Everyone in the forest obeyed the wolf and was scared of him, except for Tommy. With his wits he managed to find a road and is attempting to escape his pursuer. What he didn't expect was that due to the increase in snowfall the road was icy, which lead to a lot of car accidents in the area. Will Tommy manage to dodge all the vehicles in order to return to a peaceful life?

### ➤ Gameplay (Brief)

- Using the "A", "S" and "D" keys, in addition to the "Space bar", which makes the character jump, to avoid the obstacles, while trying to collect as many cheeses as possible.

### ➤ Gameplay (Detailed)

- The road where the player finds himself is divided into 3 lanes, which he can switch between using the "A" key to go to the lane on the left and "D" to go to the lane on the right. It is also possible to use the "S" key to perform a roll, and the "Space bar" to jump. There are obstacles along the way, and the objective is to last as long as possible. Some obstacles can be avoided simply by switching between the lanes, others have to be either jumped over or rolled under and some have to be avoided by performing more than one action simultaneously.
- There are collectible items in the road: Cheeses. These cheeses have the purpose of making the player switch to a harder lane, and can be used to purchase cosmetics, in later versions of the game.
- As time goes on and the score (distance traveled) increases, the speed also increases, making getting a high score a very difficult task.
- The roads will spawn in a random order, making each run feel unique and challenging.

## Assets Needed

### ➤ 2D

- Textures
  - Environment Textures (Background)

### ➤ 3D

- Character List
  - Main Character: Mouse;
  - Enemy Chaser: Wolf (Not implemented);
- Environmental Art Lists
  - Obstacles;
  - Side Plots;
  - Landscape (in game background);
  - Main Menu Background.

### ➤ Sound

- Sound List (Ambient)
  - Outside/Before Game Starts
    - Countdown:
      - "3";
      - "2";
      - "1";
      - "Go!".
    - Menu Music.
  - In game
    - In game music.
- Sound List (Player)
  - Character Sound List
    - Jumping sound;
    - Eating cheese sound.

➤ **Animation**

- Environment Animations
  - Snow Particles falling.
- Character Animations
  - Player
    - Jumping;
    - Rolling;
    - Falling.

## Schedule

WolfEscape - Planing				
Task	Person In Charge	Date	Estimated Time (h)	Used Time (h)
Brainstorm of project ideas	Everyone	10/20/2021	2	2
Defining the game's theme	Everyone	11/3/2021	2	2
Prototype creation	Daniel e Diogo	12/20/2021	3	4
Github repository creation	Diogo	12/20/2021	1	1
Fix .gitignore	Diogo	12/26/2021	2	2
Updating player controller	Daniel e Diogo	12/26/2021	2	2
Update version 2020.3.25f1	Everyone	12/26/2021	1	1
Pause Menu	Daniel	12/26/2021	1	1
Update pause menu	Daniel	12/28/2021	1	1
Update Character controller	Daniel	12/29/2021	1	1
Character controller withs Mixamo animations	Diogo	12/29/2021	3	5
Score added	Diogo e Guilherme	12/29/2021	3	3
Countdown menu	Guilherme	12/29/2021	2	2
Speed increase	Diogo e Guilherme	12/29/2021	1	1
Fix animations	Diogo e Guilherme	12/29/2021	1	1
Update floor	Daniel	12/29/2021	1	2
Curved Road	Daniel	12/29/2021	2	2
Fix player controller, slide smoother	Diogo e Daniel	12/30/2021	3	3
Fix colliders	Diogo	12/30/2021	1	1
Roll animation added	Diogo	12/30/2021	1	1
Adicionados first obstacle assets	Daniel	1/1/2022	2	3
Coins added	Daniel	1/4/2022	1	1
Coins turned into cheese	Daniel	1/4/2022	1	1
Fix coins respawn	Diogo e Daniel	1/4/2022	1	3
counterCoins added	Diogo	1/4/2022	1	1
loseGame menu	João	1/5/2022	2	2
Restart game implemented and losing animation	Diogo	1/5/2022	2	3
Falling snow implemented	João e Guilherme	1/5/2022	2	3
Side plots added	João e Guilherme	1/5/2022	4	5
Skybox added	Daniel	1/5/2022	1	1
MainMenu	Daniel e Diogo	1/6/2022	1	1
Fix bugs	Diogo	1/6/2022	1	3
Audio Mixer implemented	Diogo e Guilherme	1/6/2022	1	1
Press R to restart	Diogo	1/6/2022	1	1
Added music to main menu	Daniel	1/6/2022	1	1
Creating Game Design Document	Guilherme	1/6/2022	4	3
Updated obstacles prefabs	João e Guilherme	1/6/2022	1	2
Desining personalized assets	João	1/6/2022	1	1/2
Designing game's splashscreen	João	1/6/2022	1/2	1/2
Road Randomizer	Guilherme	1/7/2022	2	2
Updating Github Repository	Diogo	1/8/2022	1/2	1/2
Finishing Game Design Document	João e Guilherme	1/8/2022	2	2
Gantt Chart creation	João e Guilherme	1/8/2022	3	3



## Gantt Chart

