**GAME DESIGN DOCUMENT (GDD) TEMPLATE**

**Concept Document**

The concept document serves the purpose as a way to present a game concept. A general overview of the game, with the idea anyone can read and understand what the game is like. This part of the document is one that will change very little once the concept is accepted.

**Title Page**

The title page includes general information about the game:

Game Name : HotPotatoes

Game Logo : A hot potato with two garden tool on back inside a circle

Game Catch Phrase : “ From farm to fight: the journey of a potato warrior!”

Document Type : Game Concept Draft

Document Version : 1.00

**Credit Page**

The credit page should present information about the person who authored the document and for what company.

Document Purpose: To explain my game and propose it to my colleagues.

Document Version: 1.00

Working Title: HotPotatoes

Game Concept: Party game

Game Document Author: Dominic Pescasio

**Sign-Off**

The sign-off section lists all the people involved (by rank and role) and confirms that each member of the team has read through the document and agrees with the current plan.

GAME CONCEPT SIGN-OFF

Lead Artist: Judah B

Lead Designer: Dominic P

Lead Programmer: Mason S

Lead Producer: Dominic P

**Introduction**

The game HotPotatoes is a party game/ death match where friends who want to challenge each other can battle in crazy chaotic fashion to see who’d win and where the loser of each round will be given the choice to select one ability upgrade from a small randomly generated selection to help them in the upcoming battles. It is a modified cloned game based off the game Rounds it is a fantasy game that can be played on the Pc.

**Game Analysis**

HotPotatoes is a game for up to four friends who want to compete to see who the potato paladin would be using farming equipment and other varies objects that spawned on the map, the first round is mashed meditation a calm relaxing target practice but after players start losing and gaining ability/weapon upgrades that combo off each other to create a mashed madness with the ability cards making the player have increase physical abilities like Increased health, speed, blocking timer, and the amount of time you can block before cool down, jump boots, or changing the damage and attack rate and stamina recharge. The weapon upgrades would be for farming equipment making things gain a special weapon class or change to have the gun works. Final the super upgrade makes the player have abnormal ability like double jump, teleportation, change size of character, etc. First to win 7 matches can end the game or if all parties agree they can rematch but instead of resetting the upgrades all stays the same and you continue the game for another 7 matches.

**GAME DESCRIPTION**

Genre: Party game

Describe the Genre: The genre is a party game for friends to hangout or torment each other, in a last man standing scenario where you fight for survival.

Game Elements: The game would be full of players trying to eliminate each other by chasing, evading, and blocking while also trying to aim attacks and get special upgrades to gain an advantage over your friend.

Game Content: A competitive thriller with humor between friends and rage when the upgrades combo becomes too overpowered in later matches.

Theme: The theme would be a western, old fashion maybe.

Style: The style could be cartoonish old school or something.

Game Sequence: The game sequence would be simulation.

Players: 4

**GAME REFERENCE**

Game Taxonomy:

HotPotatoes would be a Fictional Game/Simulation

Player Immersion:

The game is a tactical dueling match where friends get to make strategies on how to defeat each other with a bunch of different abilities, weapons, and combos.

Reference:

The style is based off the game Shotgun Farmers while the play style is like Rounds a roguelike platformer dueling game.

**GAME TECHNICAL**

Technical Form: 2D graphics (Flat)

View: The player will experience the game from a 2D side view.

Platform: Game will be built on and for PC

Language: The language that will be used for the coding is C#

Device: The device that it can be played on is PC

**GAME SALES**

Consumer Group: People that enjoy playing party-based games and destroying their friends.

Payment: We will make the customer just buy the game and have no in-game purchases.

Estimated Price: The estimated price would be changeable but starting at 4.99$

**Game Atmosphere**

**The main characters that the players will be playing are Potatoes they are big plump bodies with short stubby limbs, the level designs that the players will have the pleasure of playing on platformer arenas slightly different themes in color throughout each map. The audio would include different combat sounds for separate attacks and characters’ movement sounds for jumping running also taking damage and music that would vary based off the color of each level to create a better ambience.**

**Game Play**

When opening the game HotPotatoes you will see three buttons’ Modes, Setting, and Quit. Modes will take you to a screen that where you can pick a few options for Custom, Normal, and Chaotic the normal and chaotic are close to the same except in chaotic your multiple upgrades between matches and the weapons rarity increase meaning more powerful weapons more often and Normal is just a more peaceful version. While custom mode will let you decide if an upgrade or weapon should be disabled and can adjust the starting players stats. When in the game you start off empty handed but there will be weapons/power-ups that spawn on the map for you to grab and attack each other. After the victor is decided for the first round the players who lost will be given a choice between a few stat increase points or a weapon upgrade for the next battle. The stats they can upgrade would be health, speed, attack rate, damage, and blocking. While the weapon upgrade might need some extra help from other weapon upgrades to become powerful. There are 13 levels for the players to learn and figure out how to use the playing field to the advantage. The player’s controls would be wasd for movement lmb and rmb for aiming and attacking while q e f will be utilities or gadgets. When the player has won 7 matches, they get a choice of ending the game to either try their hand again and hope for better luck or end the session and the other choice is rematch for friends who want to explore how chaotic everything can be. I think it would be fun because of the crazy battles and unexplainable deaths and that this game might get people to be competitive with one another.

**Key Features**

Some key features may be that there will be 10-15 different bright and colorful levels with fast paced fights and a variety of 13 weapons and utilities to use for total chaos.

**Selling Features**

**A selling feature would be that the game is simple to learn but also takes time to learn the individual combos to make each weapon more powerful and that the replay ability might be good since the randomness of what upgrades you’d get each game would various.**