

Gainz Co. Game Design Document

Title: Gainz Co.

Date: November 18, 2023

Version Number: 1.0

Team/Company Name: [Donley, Nick, Simon, Sawyer, Victor/Gainzco]

Contact Information: [Your Contact Info]

2. Game Overview

Concept: Like Egg Inc, with the general idea of supplements related to gains in the gym. As you progress through the game your research about pre workouts and proteins improve in return making your company more money.

Genre: Its an idle clicker game where you progress with upgrades and the end goal is to make the most amount of money possible via supplements that promote gains.

Target Audience: Anyone that wants to waste time on their phone while they wait and or compete with friends to see who can make the most money.

Unique Selling Points: Addictive clicking and stimulation through graphics and upgrades.

3. Gameplay Mechanics

Core Gameplay: Idle clicker game where you progress and prestige in order to make more and more money.

Objectives: To make the most amount of money and make the pinnacle of all gain supplements.

Controls: They will click the screen to create scientists that will then work for them and progress their research about supplements. They will be able to spend they money they make to buy upgrades that make the scientists better so they can unlock more supplement ingredients etc.

Levels/Progression: You make money spend money on upgrades until your progress starts to halt, then in some way you prestige (A restart) but the next time you start again you get a special bonus towards income.

Challenges and Rewards: Time gated challenges mostly.