

Game Design Document (GDD)

1. Game Overview

Title:

Course Overload

Genre:

Roguelike Survivor

Platform:

PC (Windows/Linux/Mac) | Potential Mobile Port

Target Audience:

Students, Gamers who enjoy auto-battlers, roguelike survival games

Game Inspirations:

- *Vampire Survivors*
 - *HoloCure – Save the Fans!*
 - Hollow Knight
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2. Gameplay Mechanics

Core Loop:

- Players choose a character (CS, IT, IS, CA) and survive waves of enemies by using auto-attacking weapons and special skills.
- Gain experience from defeated enemies to level up and upgrade weapons/skills.
- Survive for a set duration or defeat a final boss to win.

Controls:

- **Movement:** WASD or Arrow Keys
- **Ultimate Skill Activation:** Spacebar or Right Mouse Click
- **Pause/Menu:** ESC

Progression System:

- Characters level up during a run by collecting XP.
 - Players can select upgrades, passive skills, or new abilities at each level-up.
 - Each run earns currency for unlocking new characters, maps, and passive upgrades.
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3. Characters & Abilities

1. Information Technology (IT)



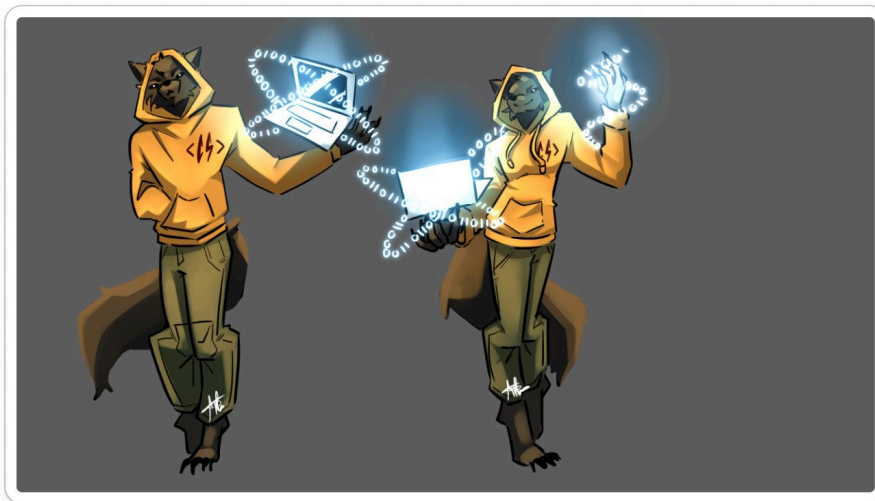
- **Main Weapon:** *Wire Cable Whip* – Attacks in a sweeping arc.
- **Ultimate Skill:** *Call Center & Bluescreen of Death* – Summons ghostly IT support agents to freeze enemies.

2. Information Systems (IS)



- **Main Weapon:** *Rotating Clipboards* – Deals damage to enemies on contact.
- **Ultimate Skill:** *Admin Access* – Temporarily grants invulnerability and speeds up attack rate.

3. Computer Science (CS)



- **Main Weapon:** *Thrown Code Symbols* – Shoots < and > symbols at enemies.
- **Ultimate Skill:** *Code Supernova* – A massive burst of code fragments explodes, damaging all enemies on screen.

4. Computer Applications (CA)



- **Main Weapon:** *Drone* – A drone follows the player, auto-firing at enemies.
 - **Ultimate Skill:** *Satellite Laser* – Calls a powerful orbital laser strike on enemies.
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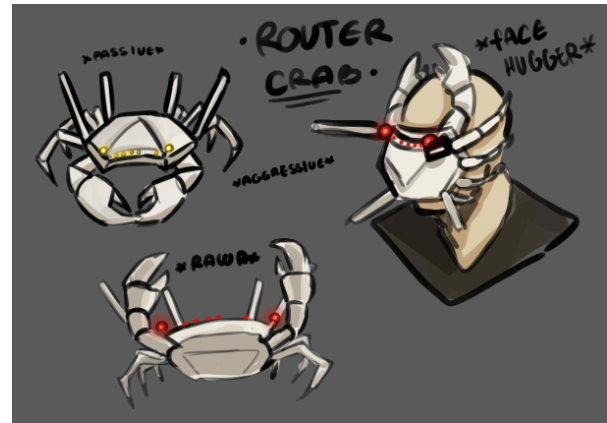
4. Enemies

Enemy Types:

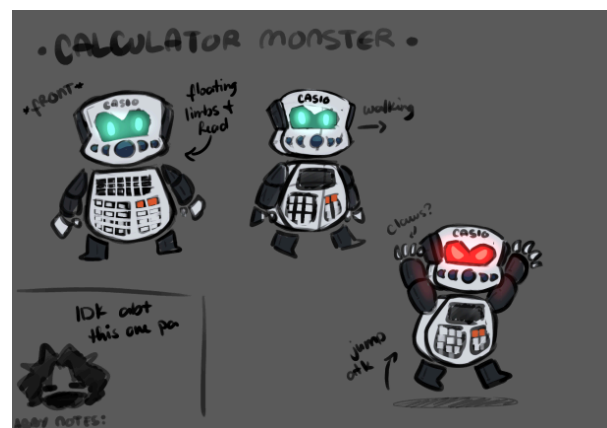
Slime Creature – Represents the blood, sweat, and tears of university students. The weakest enemy.



Router Crab – A crab that looks like a router, representing all network-related classes. It is fast but low damage and explodes upon death.



Calculator Monster – A monster resembling a Casio calculator, representing math-related subjects like calculus, statistics, and discrete mathematics.



Spanish Colonial Armor – A ghost wearing 1800s Spanish colonial armor, representing Philippine History and the subject "Life and Works of Rizal."



Enemy Behavior:

- Different enemies have distinct movement patterns (chasing, blocking paths, exploding, etc.).

5. Level Design & Environments

Locations:

- **Mindanao State University - Iligan Institute of Technology Lawn** – A big open area.
 - **Mindanao State University - Iligan Institute of Technology Hinaplanon Field** – A large open field, perfect as a starter area.
 - **Mindanao State University - Iligan Institute of Technology Rizal Park** – A spacious open area.
 - **Mindanao State University - Iligan Institute of Technology - College of Computer Studies - Computer Lab** – A classic university lab setting, full of computers and desks.
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6. Progression & Meta-Game

- **Unlockable Characters** – Future updates will include more colleges from MSU-IIT aside from CCS (i.e. CSM, COE, CEBA, CASS, CED).
 - **Skill Trees** – Upgrade characters with passives like increased attack speed or special effects.
 - **Multiple Difficulty Modes** – Normal, Hard, Nightmare.
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7. UI & UX

HUD:

- Health Bar
 - Experience Bar
 - Timer (shows survival duration)
 - Skill Cooldown Indicator
 - Passive Skills Table
 - Active Skill Table
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8. Audio & Music

- **Sound Effects:**
 - Weapon attacks
 - Character voice lines

- Enemy death sounds
 - **Music:**
 - Fast-paced electronic soundtrack with retro arcade influences
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9. Technical Aspects

Engine:

Godot

Art Style:

Cartoony 2D art style, like hollow knight

Multiplayer:

Single-player, possible future co-op mode

10. Storyline

The game takes place in an alternate version of **Mindanao State University - Iligan Institute of Technology**, where an unknown digital corruption has spread across the campus, turning knowledge itself into chaotic, living entities. The Wolves from the **College of Computer Studies (CCS)** must use their expertise to survive and unravel the mystery behind this phenomenon.

As the **IT, IS, CS, and CA** wolves fight through waves of enemies, they begin to uncover hidden messages left behind by past researchers, hinting at a long-forgotten experiment that might be responsible for the digital outbreak.

With each battle, the students gain new abilities, representing their growing mastery over the chaos. Their ultimate goal? To locate the source of the corruption and **debug** the university before it collapses into complete digital entropy.

11. Additional Notes

- **What needs further discussion?**
 - Should characters have alternative weapon loadouts?

- Should the game include a more detailed narrative structure?
 - What kind of power-ups should exist?
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