<Your Game Name Here>

<Your Company Logo Here>

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GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

Steampunk / Flying / Top Down Scrolling Shooter

## Core Gameplay Mechanics Brief

Refuel

Upgrades

Incendiaries

Mothership escort

Different player perspectives on different levels

Player classes

Bosses

Multiplayer – Hot Seat, LAN, Internet

## Targeted platforms

PC

## Monetization model (Brief/Document)

None

## Project Scope

- <Game Time Scale>

No Cost

2 Months

- <Team Size>

Johan Forsell

Christoffer Guilotte

Martin Häger

Marcus Rönnäng

Arjun Maher

Kalle Vedin

Andreas Höglund

Jarkko Paasonell

Martin Lindblom

- <Licenses / Hardware / Other Costs>

None

- <Total Costs with breakdown>

None

## Influences (Brief)

### Spy Hunter

### <https://www.youtube.com/watch?v=PT_X-YELPjY>

### Star Force

### <https://www.youtube.com/watch?v=tjodzr5f568>

### 1944: The Loop Master

### <https://www.youtube.com/watch?v=9u5LBOaP_uc>

## The elevator Pitch

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

## Project Description (Brief):

As a player you control a plane. Your mission is to escort a mothership to a target location through a series of levels. You will encounter numerous enemies on the way and the difficulty keeping the mothership afloat increases over time. The mothership needs to be repaired/refueled every now and then. Your plane also requires refueling and/or switching.

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

Backgrounds

Sea

Desert

Clouds

Countryside

(Cityscape)

- Sprites

Planes

Player

1

2

3

Enemy

1

2

3

4

5

6

7

8

Mothership

Bosses

1

2

3

Projectiles

…

Explosions

…

Clouds

…

UI

Score Icon

Fuel Indication Icon

Health Icon

## - Sound

- Sound List (Ambient)

- Outside

Intro

Level 1 - 3

- Sound List (Player)

- Character Movement Sound List

- Plane sound

- Character Hit / Collision Sound list

- Explosions

- Hit

- Fire

- Character on Injured / Death sound list

- Crash

- Mothership explosion

## - Animation

- Environment Animations

- Explosions

- Character Animations

- Player

- Plane movement animation

- Plane land animation

- Plane propeller

- NPC

- Plane movement animation

- Plane propeller