GSP Senior Project Game Design Document

Team: Zombie Gentlemen

Team members: Leseamus Howard, Michael Knoche, Eduardo Reyes, Thomas Snider

1. Executive Summary
2. Story
   1. Introduction
   2. Plot
   3. Quests
   4. Branching aspect
   5. Ending
3. Look/Feel
   1. 2D
      1. Top Down View for home town
      2. Side Scrolling view for quests
   2. Direct X
   3. Home Town
   4. Adventures
      1. Forest
         1. Nice forest
         2. Destroyed forest
      2. Desert
      3. River
      4. Plains
      5. Mountains
      6. Caves
4. Game Rules
   1. RPG elements
      1. Town’s people
      2. Skills/Upgrades
      3. In game economy
      4. Farming/town resources system
   2. Combat System
      1. Fighting
      2. Damage/health system
      3. Weapons/skills
5. Characters
   1. Ragdolls
      1. Player characters
      2. Towns people
   2. Demons
      1. Boss Demon
      2. Enemy Characters
6. Objects/Weapons
7. Levels