BattleCraft Squad

<Your Company Logo Here>

Blue Fenix Studios

Revision: 0.1

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Special thanks to Alec Markarian

Otherwise this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

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# Overview

## Theme / Setting / Genre

- Action Game.

## Core Gameplay Mechanics Brief

- The player moves in a 2D plane, side scrolling way, looking for the opponent and try to kill him/her.

- Players will be able to pick and collect items or weapons to achieve the main objective depending on the game mode played.

- There are different game modes and levels where players face each other and try to beat him/her. The game modes are: Last Standing, Sudden death, Knockout, Capture the Flag, Conquest and Race.

## Targeted platforms

- PC.

- Mobile platforms.

## Monetization model (Brief/Document)

- In-App Advertising

- In-App Purchases.

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## Project Scope

- <Game Time Scale>

- We expect the cost of the project elaboration to be the less possible

- This project version (v.0.1) is estimated to be developed in a period from 4 to 5 months.

- <Team Size>

- <Core Team>

-Luis Caicedo Pimienta.

- Direction and Management.

- Game designer.

- Programmer.

- Henry Caicedo Pimienta.

-Game designer.

-Level designer.

-Art designer.

- <Marketing Team>

- Luis Caicedo Pimienta.

- Is in charge of every issue related to direction, management, marketing, and public aspects of the game.

- Software used: Unity engine personal edition.

- <Total Costs with breakdown>

## Influences (Brief)

### - Minecraft

- Minecraft multiplatform game

We base our art on this game, using a cube modeled world, with similar weapons like sword, arch; items like minerals ores and characters like zombies, skeletons and things like that, the art was taken from the website Kenny.nl

### - Worms

- Worms Battle Islands game

We base our gameplay on some of the mechanics from the PSP 2D version of this game, where players deal each other with the objective of defeat all of the character (Team) of the opponent using a great variety of weapons. Each player has a turn with a time limit where they can move the character, select the weapon, and shoot the opponent character.

### - BomSquad

- BomSquad Android game

This game is a 3D multiplayer battle game, where players try to beat each other using bombs and punches, also, has a great variety of game modes, like campaign mode, capture the flag or race.

## 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):

This is the initial project for the game, here we make a simple prototype with the simple mechanics like player movement and very basic combat controls with their respective animation and characters, the design of a level and a basic AI script for an enemy. Also we work here development of the initial version of the multiplayer game mode (for two players), where players are going to be able to fight against the other using two different android devices.

With the passage of the time and the continuous development of the future project versions, we´re going to improve everything and continue adding the missing aspects of complete version of the game (v.1.0).

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- Excellent game art design.

## Core Gameplay Mechanics (Detailed)

### - Player Movement

- <Details>

Our character are going to move in a 2D side scrolling level, from right to left or left to right and the ability to jump, so characters can move up or down.

- <How it works>

The side movement of the character is controlled by the player moving the joystick or movement buttons and for jumping, pressing the respective jump button.

### - Using weapons and items

- <Details>

The only weapon here

- <How it works>

/Describe in 2 Paragraphs or less/

### -

- <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

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule for this version.

### - Basic Character Movement

- 2 – 4 Weeks

- Make a simple level where test the character movement

- Create a simple character with the assets

- Create sprites for the basic movement

- Animate the character with basic walking sprites

- Create the scripts and test them

- Create the CameraFollow script.

- Create the Jump sprites

- Animate the character with jump sprites

- Update the scripts

- Modify the level creating high grounds and irregular zones (Mountains, holes, platforms, etc.)

- Test the project on editor

### - Basic Combat Movement

- 2 – 4 Weeks

- Create the simple combat sprites

- Animate the character with simple combat sprites

- Update the movement script with combat controls

- Create the Prefab of the Simple Character.

- Test the Project on editor and Mobile device.

### - Basic Multiplayer Interaction (LAN over WiFi for the Android Build)

- 2 – 4 Weeks

- Change the Build Settings to Android

- Create/Find Basic Camera follow Script

- Test the project on editor

- Take the sample multiplayer scripts (the scripts from the previous projects) and adapt them to the project

- Create the basic multiplayer interaction between two devices joining the same level

- Make all this test in Android devices until everything works perfectly.

### - Basic AI for an Enemy Character

- 2 – 4 Weeks.

- Create an AI Script for the enemy using the basic character prefab made previously.

- Create a simple enemy character with the assets

- Create all the sprites required for the enemy character (Basic movement and Basic combat sprites)

- Create the animation for the enemy character

- Test the project

### - Make Simple Life System Script

- 2 – 4 Weeks.

- Create a simple life system script

- Show the life points upside each characters

- Respawn characters when die

### - Simple UI

- 2 – 4 Weeks.

- Create a simple UI for the Menu with 4 Buttons (Start Game, Create LAN game, Join LAN game and Exit Game)

- Create a Back to Menu button inside the level scene

- Test the project on editor

### - Build Settings and Testing

- 1 Week

-Fix minimum details and try to remove Bugs

- Build project for PC and Android.

-Distribute the game to the public (Testers)

### -Evaluate the Testing.

- 1 Week

- Evaluate and listen the testers recommendations for future builds of the game

- Search information about optimization (for android build projects, Image compression, editor configuration etc.)

### - Develop next Version

- What it has to take

- Continue developing the game, with aspects as