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Gutfather

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

* + Match 3
  + Roguelike
  + Strategy
  + Turn based

## Core Gameplay Mechanics Brief

* + Matching gems of the same type
  + Using buff gems like (bomb, laser) in matching new gems

## Targeted platforms

* + Windows
  + Browser
  + Android

## Monetization model (Brief/Document)

* + Paid Final

## Project Scope

* + <Game Time Scale>
    - <Cost?> $200
    - <Time Scale> 6 months

## Influences (Brief)

* + <Bejeweled 3>
    - Games
    - This game has amazing match 3 mechanics with various levels

## The Elevator Pitch

<A one sentence pitch for your game>

## Gutfather is a grotesque roguelike Match-3 where you play as a sentient heap of flesh, born from the remains of fallen heroes deep in the dungeon. Combine your own organs — eyes, bones, teeth — to unleash devastating abilities, devour enemies, and evolve. Discover passive upgrades, grow stronger, and fight your way through armored knights who stand between you and the surface. It’s tactical, visceral, and absurdly satisfying. In this dungeon, you are not the hero — you are what comes after.

## Project Description (Detailed)

**Gutfather** is a darkly comedic roguelike Match-3 game where you take control of a grotesque, sentient mass of flesh, stitched together from the bodies of fallen adventurers. Trapped in the depths of a cursed dungeon, this abomination seeks one thing: to reach the surface and consume everything in its path. To do so, it must battle relentless waves of knights, crusaders, and would-be heroes who believe they’re saving the world — unaware that the monster they face is already evolving.

The core gameplay revolves around matching your own body parts — bones, teeth, eyes — to fuel attacks, activate powers, and manipulate the battlefield. Each match is a decision: spend your guts for power now, or save them for stronger combos later. As you progress, you'll discover passive relics, mutations, and cursed upgrades that permanently alter your playstyle, enabling wildly different builds each run. Strategy and chaos blend into a satisfying loop of gore and growth.

Stylized with grimy pixel art and soaked in atmosphere, *Gutfather* balances horror and humor, offering a fresh twist on the Match-3 formula. It's not about saving the world — it's about tearing through it, one organ at a time.

# What sets this project apart?

While most Match-3 games rely on colorful gems and casual mechanics, *Gutfather* weaponizes the genre — turning every match into a brutal choice between survival and power. You're not just matching for points; you're sacrificing your own body parts to fight, evolve, and consume.

Its unique protagonist — a living heap of flesh born from the corpses of heroes — flips the hero fantasy on its head. The game invites players to embrace the monster, not defeat it. Combined with roguelike progression, deep synergy-based upgrades, and a twisted sense of humor, *Gutfather* delivers a one-of-a-kind experience that's as strategic as it is unsettling.

## Core Gameplay Mechanics (Detailed)

* + Core Game Mechanic #1: Strategic Match-3 Combat
    - Details: The heart of Gutfather lies in its twisted Match-3 system, where players link together grotesque symbols representing the creature’s own organs — bones, teeth, eyes, flesh — to activate offensive and defensive abilities. Matching 3 of the same organ triggers basic skills, while larger combinations (4, 5, or 6 in a row) unleash stronger effects and even spawn special symbols with explosive or board-altering properties. Each match isn't just about clearing the board — it's a tactical decision that affects the player's survival and dominance in battle.
    - How it works: Players drag or swap organ tiles to form horizontal or vertical lines of 3 or more. A 3-match triggers a simple ability like a light attack or healing, but matching 4, 5, or 6 creates a powered-up symbol — such as a "Skull Bomb" that explodes surrounding tiles or a "Bone Saw" that clears an entire row. These advanced symbols can chain together for massive effects, rewarding strategic planning. The system encourages players to build combos that align with their current upgrades and passive items, blending puzzle-solving with RPG-style skill execution.
  + Core Game Mechanic #2: Passive Item Selection & Build Crafting
    - Details: As players progress, they collect and choose from a variety of passive items that modify abilities, enhance certain tile types, or introduce new mechanics entirely. These relics and mutations synergize with the Match-3 system, allowing players to tailor their playstyle. Whether it’s increasing damage for flesh matches or spawning special tiles after every combo, the passive system ensures no two runs feel the same.
    - How it works: After clearing certain rooms or defeating mini-bosses, players are presented with a selection of passive items — sometimes a choice between three, sometimes picked up as rare drops. These items stack across the run, with some enhancing base stats and others drastically altering how matches behave (e.g., turning 3-matches into 4-matches, or converting healing into damage). The player is encouraged to build synergies between items and the symbols they prioritize on the board, creating layered, evolving strategies.
  + Core Game Mechanic #3: Dungeon Path Selection
    - Details: In between battles, players choose their next destination from a branching dungeon map. Each node represents a different type of encounter — enemy fight, treasure room, shop, event, or elite challenge — letting players control the pacing and risk level of their run. This adds a meta-layer of strategy and replayability to every session.
    - How it works: After completing a room, the player is shown a map with multiple path options leading to different room types. Icons and color-coding give clues about upcoming rewards or threats. Players must decide whether to take the safer route with healing opportunities or push forward into tougher fights for greater rewards. Combined with the evolving build and available resources, this mechanic turns each decision into a calculated risk, reinforcing the roguelike core of the game.

# 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 - Example: DEM data of the entire UK./
  + <etc.>

## 3D

* + Character 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

## <Object #1>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #2>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #3>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #4>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.