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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
  + <Peglin>
    - Games
    - This game has a unique path selection mechanic

## 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.

# Player abilities

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Symbol/Combo | 3 in a row | 4 in a row | 5 in a row | Cross | 6 in a row |
| Bone | Bonk - Basic physical attack to a single enemy | Bone Appétit - Slash attack that deals damage to all enemies | Snap - Strong physical attack to one enemy that applies Level 2 Fragility\* | Crunch Time - Deals series of 3 middle damage attacks to random enemies | Raining Men - Summons bone rain that deals multiple attacks to all enemies |
| Eye | Zap - Basic magic attack to a selected enemy |  |  | Blaze Gaze - Middle damage attack that applies Level 4 Ignition to a selected enemy |  |
| Tooth | Rotbite - Applies Level 5 Poison\* to a selected enemy | Applies Level 1 Weakness\* to a selected enemy | Spit Acid - Applies Level 4 Poison\* to all enemies | Tooth Fairy - Applies Level 1 Stun\* to a random enemy | Plaquepocalypse - Applies Level 2 Fragility\*, Level 6 Poison\*, Level 2 Weakness\* to all enemies |
| Meat |  |  |  |  |  |
| Skin |  |  |  |  |  |
| Fat |  |  |  |  |  |

Remarks:

* Fragility – enemies with this debuff take 30% more damage from attacks. After enemies turn, this debuff lowers it’s level until it completely disappear after reaching Level 0.
* Poison – enemies with this debuff take X damage at the end of their turn, where X is the level of debuff. Poison damages enemies directly to their health, ignoring their shield. This debuff lowers it’s level until it completely disappear after reaching Level 0.
* Weakness – enemies with this debuff deal 35% less damage, while it’s on them. This debuff lowers it’s level until it completely disappear after reaching Level 0.
* Ignition - enemies with this debuff take X damage at the end of their turn, where X is the level of debuff. Ignition damages enemy’s shield 2 times stronger. This debuff lowers it’s level until it completely disappear after reaching Level 0.

# Story and Gameplay

## Story (Brief)

In the depths of cruel dungeons with monsters, a new monster was born. It was born from the corpses and meat of dead warriors who gave their lives with honor. Now it wants to get out, absorb all other living things, feeding its strength and power. Its name is gutfather . On the way to its goal - it will meet many enemies who will try to prevent such evil from getting out.

## Story (Detailed)

In the dungeons of the most brutal battles and fights, new life has appeared. From the corpses and flesh of dead heroes - a new evil has come to life. Meat and bloodshed, that's what drives it. The greatest treasure awaits it not in the depths of the dungeons, but on the surface. Where all life and freedom is, which can be killed and eaten, in an attempt to satisfy the endless hunger.

Evil will be confronted by brave knights and warriors who are ready to give their lives so that this monster never sees the light and remains to die in these dungeons. All forces and powers will be sent to fight the insidious creature, which is ready to bury all lives to satiate itself with their blood.

Who will win? Humanity with all its glory and heroism or an ugly clot of meat and flesh that wants to tear apart everything that has life

## Gameplay (Brief)

The game features Match-3 mechanics combined with turn-based combat. Players swap symbols on a grid to form combinations (3 to 6 in a row) which generate and activate powerful skills. More complex matches create stronger abilities or spawn special symbols with unique effects, such as explosions or mass destruction of certain types.

Each turn, players have a limited number of moves to create combos, after which all generated skills are unleashed on enemies. Enemies then take their turn to respond with attacks or defenses. Battles yield currency used to purchase items, and after each fight, players choose their path from different room types like elite battles, shops, or secret rooms.

Progression introduces stronger enemies and bosses, with passive items enhancing gameplay through new effects and strategic depth. The game continues until the player is defeated or defeats the final boss.

## Gameplay (Detailed)

The main mechanic of the game is Match 3. The player has to put together combinations of symbols: 3 in a row, 4 in a row, 5 in a row and 6 in a row to create skills. At the beginning of the game, he has 3 moves per turn, that is, 3 changes of symbols in places. By collecting combinations, the player receives a skill that will be immediately activated after the end of the move. What skill the player receives depends on the combination and the symbol, the more complex the combination, the stronger the skill used. Collecting 4, 5, 6 and crosswise in a row - spawns symbols with special abilities on the table that are activated after destruction. These are such abilities as:

1) Explosive symbol - after destruction, it also breaks symbols around itself. Appears when collecting 4 in a row

2) Charged symbol - after destruction, it breaks symbols in a vertical or horizontal line from itself (depending on how the combination was collected, vertically or horizontally). Appears when collecting Crosswise in a row.

4) All-Seeing Symbol - is activated when the player replaces it with another symbol. When activated, it destroys all symbols with the same value with which this special symbol was replaced. Appears when collecting 5 in a row.

If a combination is collected that already exists and is ready for use, then instead of adding this skill again - its power goes to the already existing symbol.

Also, the player can upgrade his range of reaching symbols. After upgrading, he will be able to swap not only adjacent symbols, but also those that are further from each other

After the player's turn ends, all of his collected skills are used on enemies. These can be attacks, self-defense, self-healing, etc. After this, it is the turn of the enemies, they can also attack, defend themselves and heal. In total, there can be a maximum of 3 enemies in one battle.

Defeating enemies gives the player currency, for which new items can be purchased in the future. After this, the player must choose the next room he wants to visit (the choice is given from 2 rooms). The game may have the following rooms:

1) Battle with regular enemies

2) Battle with an elite enemy

3) Battle with a boss

4) Secret room

5) Shop

During the game, as a reward for defeating elite enemies and bosses, or when buying in the shop - the player receives passive items. They can improve the basic characteristics of abilities, or can add special effects, such as: "Destruction of adjacent cells of the symbol, if ...", "After killing an enemy, ... appears on the board", "When collecting a combination of 4 in a row, the enemy receives ..." etc.

At the very beginning of the game, the player encounters weakened enemies that were broken and crippled by battles in the dungeon. The further the player goes, the more energetic and aggressive enemies the player encounters. There will be a few locations in total, at the end of which a boss will be waiting, after defeating him you can go to the next level.

The game ends when the player dies or when the player defeats the last boss.

# 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.