# Project Umbra GDD v2

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Game\_Name Project Umbra

#### Overview

Genre: Management, Sandbox, Anime Target Audience: 13+, Weebs, Otaku

**Experience: Dopamine Driven, God Complex Satisfaction** 

Platform: PC

**Unique Selling Points: Never Created Before** 

## **High-level Details**

## **Brief Story:**

You were chosen to fulfill the task by the almighty to control worlds and balance them. How do you do it? well, up to you

## **Main Objective:**

Satisfy your God Complex and Transform The World with your power and choices.

## **Gameplay Pillars:**

- 1. Send Different People to The Marbles
- 2. Give Them Blessing Or Curses
- 3. See how their stories unfold

## **Detail Documents**

- Story
- Gameplay
- Technical Requirements
- **Assets**

#### Resources

▼ Concept / Ideas Board

https://telkomuniversityofficial-

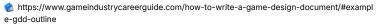
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▼ References

https://connect-prd-cdn.unity.com/20201215/83f3733d-3146-42de-8a69-f461d6662eb1/Game-Design-Document-Template.pdf

#### How to Write a Game Design Document (Examples and Template)

Learning to write a game design document is a key to starting your game and rallying a team to your vision. Find tips, outlines, and professional GDD examples.





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