

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


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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.

 <https://www.gameindustrycareerguide.com/how-to-write-a-game-design-document/#example-gdd-outline>

