Game Development Document

Version: 1

Date: 29/03/2023

Team: Cencorisk

Story

You are trapped on an island. You need to complete missions to collect key items to escape with a boat.

Characters

Player

Enemies (npc’s)

Friendly npc’s

Level & Environment design

Open world map. Different villages. Medieval theme.

Gameplay, Art, Sound and Music

Third person shooter game, with a suitable music

Team & Roles

Dion → enviroment

Gino → player

Yoeri → weapons

Mike → npc’s

Technology

C#, Unity

User Interface, Game Controls

Main menu, pause menu, toolbar, minimap, crosshair, healthbar.

W-A-S-D to walk, shift to sprint, esc to pause, space to jump

Accessibility

steam

Monetization

€ 50,-