# Game Development Document Outline

//Must include cover art, names for characters and a story etc……..

Members

Conor Ryan – R00126782

Graham O’Shea – R00044268

Daniel Cosgrove – R00153272

Darren White – R00154050

Table of Contents

Game Overview.......................................................................................................................................

Game Concept.....................................................................................................................................

Genre...................................................................................................................................................

Platform

//Obviously more to be included biiyssssssssssssssssssssssssssssss

Game Name

Numismatics (Numismatix)

Game Goals

This is a fast-paced, competitive game where the goal is to collect the coins in as fast as possible.

Platform

The platform in which we created this game was Unreal Engine.

GDD templates

Just a github test, you know yourself like.

Story

Characters

Nas the Numismatic is the sole character in this game.

Music and SFX

Map / Levels

////Paper prototype

Draft one

![A picture containing device, object

Description automatically generated]()

////Draft two

////Final Draft

Game Control

Game Camera

HUD System

Control Schemes

![A close up of a device

Description automatically generated]()

Inspiration

Classic games such as Mario and Sonic have inspired us to make this game, we all agreed that these games would appeal to the older generation as it’ll be reminiscent of those games but it will also target the new aged gamer. Our target audience is between the ages of 6-69.