

Lunar Lander

Game Design Document



By: Jacob Holyfield

Game Overview

High Concept (Elevator Pitch)

A game where you try to land on the moon. You have limited fuel to land. Once you land successfully you get a score based on the time it took and how much fuel you have left.

Game Summary

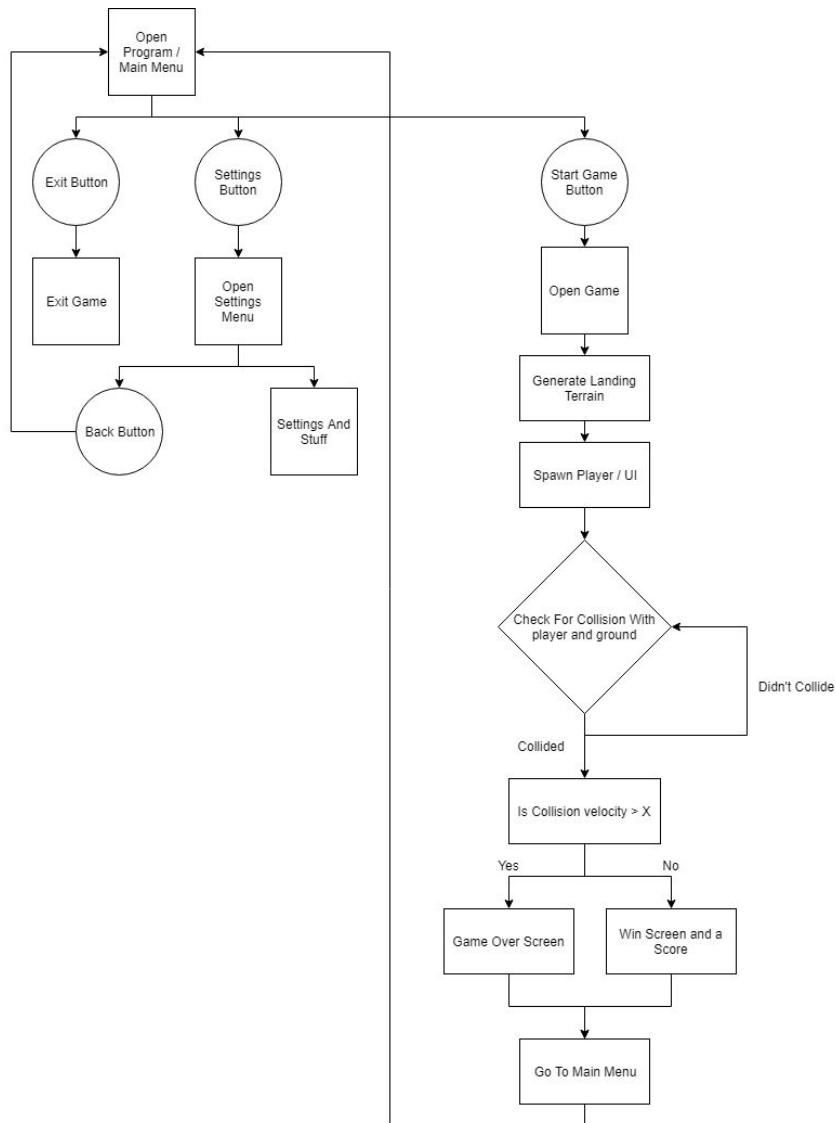
A game where you try to land on the moon. You have limited fuel to land. Once you land successfully you get a score based on the time it took and how much fuel you have left.

Gameplay

First Minutes

- Space / The Moon
- The Ground is approaching fast without a clear place to land
- Need to act fast!
- Kerbal Space Program Feel

Game Flow



Victory/Lose Conditions

- If you hit the ground going faster than 3m/s then you loose

- If you land on the ground (aka hit the ground going slower than 3m/s) then you win and get a score

Asset List [To be written by the Producer]

[Describe the feel of the game here and list out the assets that will need to be created for the project. Most of the heavy lifting will be done in the Art Style Guide that the Art Lead is responsible for yet the GDD has this section to list out the assets that will need to be created and how it pertains to gameplay.]

Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

Schedule [To be written by the producer]

Day 1

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone one and by whom. Do not assign something to people until the start of each day!]

Day 2

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone two and by whom. Do not assign something to people until the start of each day!.]

Day N

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]