

CS 3540 – Gold Master Release

Drummage: Drumgeon of the Bonggod

GAMEPLAY TRAILER

<https://www.youtube.com/watch?v=kgKcU6vCjrI>

WEBGL EXPORT

<https://developer.cloud.unity3d.com/share/share.html?shareId=Z1JGXFPq3S>

GITHUB REPOSITORY

<https://github.com/J-Ober7/Drummage-Dungeon-of-the-Bongod.git>

GAME DESIGN DOCUMENT

It is likely that your game design has changed drastically since you submitted your initial GDD. Based on your final game release, provide your updated GDD below.

1. CHARACTERS

The Player plays as the Drum-mage, a drum-based spell slinger searching for the mythical Drums of the Bongod.

2. STORY/NARRATIVE

The Drum-mage is obsessed with treasures and powers, and thus embarks on a journey through the dangers of the forgotten Drumgeon in search of the Drums of the Bongod.

3. GAME WORLD

Players explore a dungeon, filled with traps, monsters and loot.

4. GAMEPLAY

The game is played in first-person. Gameplay features include traversing a 3D Dungeon and separate turn-based enemy encounter sequences. Players can traverse the dungeon to unlock rooms, gather loot, and avoid traps. When players encounter an enemy, the scene changes to a turn-based combat system, where players must play different rhythms to cast spells and attack enemies.

5. GAME MECHANICS

Outside of combat players use a rotation-based movement system to progress through the grid of the dungeon, walking forwards/ backwards, and rotating with left and right. Combat is phase based. First is the planning phase, where the player sees what measures the enemy will attack, a performing phase, where the player plays out their attack and defense sequences, matching the enemy sequences in order to defend, and a resolution stage, where the combat plays out

6. ITEMS, LOOTS, AND POWER-UPS

Through this treacherous Drumgeon, the Player will need items to aid through their journey.

Items in game:

Consumable Healing Potions

Keys to unlock doors

7. GAME RULES

The game is lost when the player loses all of their health by taking damage from enemy attacks. The player can then reset to their last save point or quit. The game is won when The Drum-mage reaches the final level of the dungeon after a certain number of floors and defeats the final boss. Each individual floor in the dungeon can be cleared by defeating the floor boss. Health is replenished by using expendable potions that can be found within.

8. TARGET AUDIENCE

The target audience for this game is of the age of 10 and up. Reasons include the difficulty of being able to follow the beat and succeed at fairly complex drum sequences.

9. ARTWORK

We mostly plan on using the provided assets, however, we will have to create our own 3D model drums which the player can play in order to accomplish the vision we are aiming for.

10. GDD PROCESS

We met up one evening and spitballed ideas about how to incorporate enemies and the stationary experience of this 3D drumgeon crawler. Since we are a small group it was easy to discuss different possibilities and find the best fit for our ideas. Overtime we refined and iterated on our ideas until we got them into workable products that we were happy with.

GAME ASSETS

BattleDragon: <https://assetstore.unity.com/packages/3d/characters/creatures/battle-dragon-axe-63644>

Skeleton Outlaw: <https://assetstore.unity.com/packages/3d/characters/skeleton-outlaw-130946>

Low Polygon Potion Pack: <https://assetstore.unity.com/packages/3d/props/low-polygon-potions-pack-74967>

Hand Painted Keys: <https://assetstore.unity.com/packages/3d/handpainted-keys-42044>

Ultimate Dungeon Pack: <https://assetstore.unity.com/packages/3d/environments/dungeons/ultimate-low-poly-dungeon-143535>

ProceduralFire: <https://assetstore.unity.com/packages/vfx/particles/fire-explosions/procedural-fire-141496>

Particle Ribbon: <https://assetstore.unity.com/packages/vfx/particles/spells/particle-ribbon-42866>

Various sound effects from: <https://freesound.org/>

BackgroundMusic: http://soundimage.org/wp-content/uploads/2016/02/Dragon-Mystery_Looping.mp3
<https://soundimage.org/fantasy-2/>

CONTRIBUTIONS

In the table below, add the name of each script/game component. and the names of teammates who have contributed to that script, along with a brief explanation of who did what. Two sample records are provided.

Script/Component	Contributors	Description
UI Buttons, Menu Background	Sophie	Almost all of the art in the menus and UI was done by Sophie.
PlayerBattle.cs, EnemyBattle.cs, BattleTest.cs, Pattern.cs, Beat.cs, Spell.cs	Jakob Ober	All: Jakob
PlayerMovement.cs, EnemyBehaviour.cs,	Claudia	All: Claudia
First Level Scene	Claudia	All: Claudia
Second Level Scene	Jakob	All: Jakob
Third Level Scene	Luis	All: Luis
3D models for Drums and Sticks	Sophie	All: Sophie
LevelController.cs, Winning.cs	Jakob	All: Jakob
Trailer	Luis	All: Luis
Door.cs, Key.cs	Jakob & Claudia	Pair Programed: Claudia & Jakob
Pickup.cs, PickUpType.cs, Health.cs, Inventory.cs	Claudia	All: Claudia
Inventory UI	Claudia	All: Claudia
Battle UI	Jakob & Sophie	Dropdown Graphics: Sophie UI Layout & Text: Jakob
Spell Effect Prefabs	Luis & Jakob	Heal, Weaken, Explosion: Luis Shield: Jakob
Main Menu Button Logic	Luis	All: Luis
TriggerTrap.cs	Luis	All: Luis
PlayerLogic.cs	Jakob	All: Jakob
DeathScreen and TutorialBeat Scene	Jakob	All: Jakob
Sound Effects	Jakob, Claudia, Sophie, Luis	We all played an equal part in finding sound effects to use.
NavMesh for each level	Claudia	All: Claudia