



## GAME DESIGN DOCUMENT (GDD) TEMPLATE

Game Name: Fruit Getter XL

Genre: Platformer

**Game Elements:**

Jumping on platforms to get various fruits

**Player:**

Single Player

## TECHNICAL SPECS

**Technical Form:**

3D

**View:**

Side on

**Platform:**

PC

**Language:**

C#

Device:

PC

## GAME PLAY

There are fruits and there are platforms and there are bees. get fruits to have points, enough points and the difficulty goes up. Bees give you a hurt, too much hurt and you die

## Game Play Outline

This outline will vary depending on the type of game.

- Start game
- Enter game
- Collect fruits that spawn
- Enough points and the difficulty goes up
- Profit

## Key Features

It has fruit : )  
It also has bees : O  
Difficulty increases as you  
achieve point milestones

## DESIGN DOCUMENT

### Design Guidelines

Keep it simple, this is just for the OOP principle submission assignment

### Game Design Definitions

Player collects fruit to get points. Bigger fruit = more points. If the player is touched by a bee swarm, the level restarts.

Enough points and the level reloads and the bees get faster

Abstraction/Encapsulation - should occur naturally throughout the dev process

Inheritance - Main "Fruit" and "Enemy" classes

Polymorphism - different fruit get parameters, different enemy movement(?)

## Player Definition

- Gamepad controls
- Can jump

## Player Definitions

A suggested list may include:

- Fruit points
- Health
- Level

## Player Rewards (power-ups and pick-ups)

-Fruit (Increase points)

Cherry

Banana

Watermelon

-Heart (Restore HP)

-Durian(?) (Kill Bees)

User Interface (UI)

Hp

Total Points

Difficulty Level