

# Nydus

*Game Design Document.*

## Game Identity / Mantra:

Fast paced Dungeon Crawler about a group of imprisoned soldiers who crew an ancient war mech to escape

## Design Pillars:

Fast-paced shoot-em-up, Empowering character development, Stressful Resource Management

## Genre/Story/Mechanics Summary:

A crew imprisoned deep in a mountain bunker are facing death but develops an plan which utilized an ancient war mech to attempt their escape. The old machine is low on resources such as power and ancient ammunition, so the crew must strategically collect battery power from the base around them and find improved weapons to equip to fight their captors. Borrowing themes from popular dungeon crawlers and roguelikes without adhering to the strict requirements of those genres.

## Features:

- Generated Dungeons (using the Spelunky method)
- Resource Management (power and 'wear and tear') Movement and fighting deplete, pillaging the base to find more.
- Inventory management for special items to equip in limited slots (Gun in Arm, Type of Boots, Helmet, Front Body Plating, etc.)
- Enemy is alien race that spawn out of nydus portal in the ground (nydus - meaning nest)
- Different types of enemy will spawn from Nydus depending on the player leveling.
- 1 scene in unity and tiles are drawn based on vision only when needed/or lit.
- Console log as a heads up display of the Mech which prints out a written description of everything you come across or do as an action.
- Crew based modes of play: Pilot mode is top down shoot-em-up, Mechanic mode allows you to equip items which take time and need to be queued, Navigator mode allows you to search for items needed using the scanners, which take time and need to be queued.

## Interface:

Fluid motion not a turn based game so the controls move 8-directional and rotation to always face the mouse for shooting direction.

## Art Style:



## Music/Sound:

T.B.D. - A Must, very important, possibly some voice work.

## Development Roadmap / Launch Criteria:

**Platform:** Steam/Web/Facebook. **Audience:** 30-60 years / male & female / nostalgic gamer.

<b>Milestone 1:</b> Mechanics complete -	30/06/18
<b>Milestone 2:</b> Level Generation complete -	15/07/18
<b>Milestone 3:</b> Player Characteristics Complete -	30/07/18
<b>Milestone 4:</b> Inventory/Items Complete -	15/08/18
<b>Milestone 5:</b> Enemy System Complete -	30/08/18
<b>Milestone 6:</b> Game Play Through Complete -	15/09/18
<b>Milestone 3:</b> Play Tested #1 -	16/09/18
<b>Milestone 3:</b> Make Improvements -	30/09/18
<b>Milestone 3:</b> Play Tested #2 -	01/10/18
<b>Milestone 3:</b> Bug Fixes -	15/10/18
<b>Milestone 4:</b> Polish complete -	30/10/18
<b>Launch Day:</b>	<b>15/11/18</b>