Let’s Go Timmie Game Design Document (GDD)

Your Game Logo

Here

***‘Go Timmie GO!’*** - Jacob Jin

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# 1 Game Overview

Title: Let’s Go Timmie

Platform: PC Standalone

Genre: 2D platform

Rating: (10+) ESRB

Target: Casual gamer who wants to burn time

Release date: Dec, 2021

Publisher: Jacob Jin

Description: Let’s Go Timmie is a 2D platform game. In this game, the main character Timmie will need to go through obstacles in order to find his dad. Timmie can only run or jump during any level, to avoid enemies and holes. When Timmie dies, he will respawn at the beginning of the level. A score will be calculated at the end of each level based on Timmie’s performance.

# 2 High Concept / Genre

This game is designed to help a gamer burn some free time, and keep them frustrated during each level. Trolling player would be really fun.

# 3 Unique Selling Points

* Trolls the player
* Looks like Mario

# 4 Platform Minimum Requirements

* Functioning PC

# 5 Competitors / Similar Titles

* The Mario series

# 6 Synopsis

Go Timmie go! Time to find your dad!

# 7 Game Objectives

* Die as little as possible
* Complete the level as fast as possible

# 8 Game Rules

1. When Timmie dies, he would respawn at beginning of the level
2. When Timmie touches enemies, he would die
3. When Timmie falls off the map, he would die
4. When Timmie reaches the end zone, the level is complete
5. The score of each level is calculated based on the death count

# 9 Game Structure

# 10 Game Play

## 10.1 Game Controls

Left, right and up arrow key for run left, run right and jump

## 10.2 Game Camera

Camera will always follow the player based on player’s movement

### 10.2.1 HUD

Score: Display the score penalties based on player death count

### 10.2.2 Maps

# 11 Players

## 11.1 Characters

Player only have 1 choice of being Timmie.

## 11.2 Metrics

TBD

## 11.3 States

Idle: When player is not moving

Running: When player is moving horizontally

Jumping: When player is moving vertically

Death: When player is dead

## 11.4 Weapons

None

# 12 Player Line-up

Just Timmie

# 13 NPC

## 13.1 Enemies

### 13.1.1 Enemy States

### 13.1.2 Enemy Spawn Points

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

## 17 Bibliography

Tiles by [ATeshGames](https://opengameart.org/users/ateshgames) (<https://opengameart.org/content/super-mario-world-style-tiles>)

Characters from (<https://sanderfrenken.github.io/Universal-LPC-Spritesheet-Character-Generator>) see sheet-credits.csv