Generic Blank Game Design Document (GDD)



***‘Catchy Game Tagline’*** – Be brave, be thankful, Overcome the Challenge

This page: Table of Contents and Team Member Listing

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Table of Contents  [1 Game Overview](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [2 High Concept](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [3 Unique Selling Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [4 Platform Minimum Requirements](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [5 Competitors / Similar Titles](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [6 Synopsis](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [7 Game Objectives](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8 Game Rules](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [9 Game Structure](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10 Game Play](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.1 Game Controls](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2 Game Camera](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2.1 HUD](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2.2 Maps](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11 Players](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.1 Characters](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.2 Metrics](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.3 States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.4 Weapons](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [12 Player Line-up](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13 NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1 Enemies](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1.1 Enemy States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1.2 Enemy Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2 Allies / Companions](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2.1 Ally States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2.2 Ally Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14 Art](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.1 Setting](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.2 Level Design](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.3 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15 Procedurally Generated Content](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.1 Environment](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.2 Levels](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.3 Artificial Intelligence NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.4 Visual Arts](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.5 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.6 Minimum Viable Product (MPV)](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [16 Wish List](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)   |  | | --- | | [17 Ge](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)nre and Bibliography | |  | |  | | Game Development Team Members    PRODUCER  Jiaxi Chen    PRODUCTION MANAGER  Jiaxi Chen    PRODUCTION COORDINATOR  Jiaxi Chen  GAME DESIGNERS  Jiaxi Chen  SYSTEMS/IT COORDINATOR  Jiaxi Chen  PROGRAMMERS  Jiaxi Chen  TECHNICAL ARTISTS  Jiaxi Chen  AUDIO ENGINEERS  Jiaxi Chen  Levi Moore(Zero Rare)  UX TESTERS  Jiaxi Chen |

|  |
| --- |
|  |

# 1 Game Overview

***Title: RunChris***

***Platform: PC Standalone***

***Genre: Side-scrolling***

***Rating: 8+/10(By Mysef)***

***Target: Who likes the Side-scrolling***

***Who begins to create the first game (aging from 10 - 99)***

***Release date: November,2019***

***Publisher: Jiaxi Chen***

**Description: RunChris is a third-person Side-scrolling game. The player is a boy who is with *creator’s face and riding a dog. Hence, the player should find the key and go to the next level. The enemies are two different kinds of pig, who are using the different pants. The player can use the bullet to attack big enemy and jump on the top of small enemy. Furthermore, the player may use the stone in the special scenes to kill the enemy.***

# 2 High Concept

***RunChris sets the player in the forest. Chris and his lovely dog are going to overcome the challenge. Besides using the bullet, the player should pay attention on the surrounding. Using bullet, jumping and stone to kill the enemy. After killing the enemy, the player can go wherever he want and get the collection or key.***

# 3 Unique Selling Points

* ***You can see what the author looks like and remember me.***
* ***Review the classical Side-scrolling game***
* ***Unique self-design drawing***
* ***The player won’t be killed by the enemy. (Because the creator(me) cannot die)***
* ***The player only dies because of the player fall into the death line.***
* ***The HP will be decrease to the 0 and increase after the 0.***

***(HP is like a record, so that the player should use least HP to pass the game)***

# 4 Platform Minimum Requirements

* ***PC***
* ***Windows 7 or later***
* ***Graphic card: DirectX 9***

# 5 Competitors / Similar Titles

***Create by my own***

***Similar style: Super Mario***

# 6 Synopsis

* ***The RunChris is the creator’s (Me) first game. It is that the creator goes the forest and experience the different dangerous things, such as enemy, moving landing and thorn. The player should find the key to door and escape.***

# 7 Game Objectives

* ***The game is to follow the path which is the easiest way to find the key and open the door to next level. Furthermore, it is to think how to overcome the challenge which is special in every scene.***

# 8 Game Rules

* ***The game is divided into 3 levels. Player should find the key in each level, because the door will appear after the player find the key. If player did not find the key, the player won’t know where the door is. The easiest way to win is following the road, then player can find the key and the door. Player should try his best to avoid damage and pass the game. Furthermore, the player can use the bullet to kill the enemy and protect himself.***

# 9 Game Structure

* ***Menu***

***↓***

***Level 1***

***↓***

***Level 2***

***↓***

***Level 3***

***↓***

***Credit Scene***

# 10 Game Play

## 10.1 Game Controls

* PC (Windows)

Horizontal Move:

Move Left: Left Arrow

Move Right: Right Arrow

Attack:

Fire: Left Ctrl

Jump:

Jumping: Space

E：

Go to the next Level

## 10.2 Game Camera

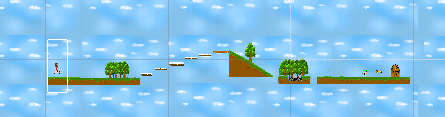
* When the game starts, the camera will follow the character. When the character does the Horizontal-Move, the camera also it’s move. If the character is doing the Vertical-Move, it might move depend on the distance.

### 10.2.1 HUD

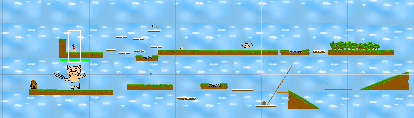
* ***Player HP (the player won’t die when it become 0, and it will increase to the negative. See reason at Unique Selling Points.)***
* ***Pause Menu***
* ***Item counter (it will count how many ice creams you collected)***
* ***Inventory System (Incomplete)***
* ***Player Character***

### 10.2.2 Maps

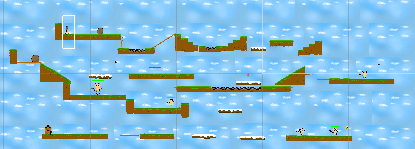
***Level 1: Begin (Easy)***



***Level 2: Second Level (Medium)***

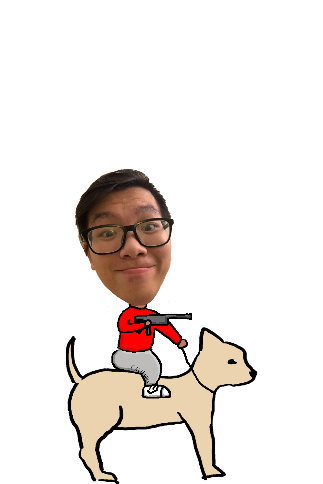


***The Last Level: Final Level (Hard)***



# 11 Players

## 11.1 Characters



* ***The Character is based on the creator and creator’s dog. The creator and his dog are friend. They are always be together whenever they are in the game or real life.***

## 11.2 Metrics

* ***Speed: 500***
* ***Mass: 20 – 100***
* ***Gravity Scale: 3 – 5***
* ***Jump: 1200 – 1500***
* ***Bullet Damage: 2***
* ***HP***

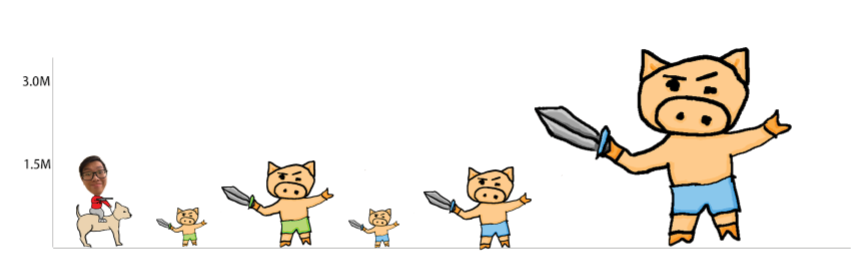
## 11.3 States

* ***Standing (Idle): This state will be appeared when player is doing noting***
* ***Walking: The state will be appeared when the player is doing Horizontal Move, and it will show the movement animation which can cause the player to have real action.***
* ***Jumping: The animation is displayed after the player press the ‘Space’ to jump***
* ***Falling: The animation***

## 11.4 Weapons

|  |  |  |  |
| --- | --- | --- | --- |
| Weapon | Description | Effect on enemy | CD |
| Gun | Press the Left ctrl | Reduce 2 HP each bullet | 0 |

# 12 Player Line-up



# 13 NPC

## 13.1 Enemies

***SmallBluePig: It can avoid the bullet because it is too short***

|  |  |  |  |
| --- | --- | --- | --- |
| *MoveSpeed* | *AttackDamage* | *HP* | *Size* |
| *10* | ***1*** | ***20*** | ***0.5*** |

***NormalBluePig: It is a normal enemy, and it can be attacked by bullet.***

|  |  |  |  |
| --- | --- | --- | --- |
| *MoveSpeed* | *AttackDamage* | *HP* | *Size* |
| *10* | ***1*** | ***20*** | ***1.5*** |

***BiggestBluePig: It is so big that the player can’t jump on his top. Hence the player must use the bullet to kill it, Otherwise, the player can’t go through***

|  |  |  |  |
| --- | --- | --- | --- |
| *MoveSpeed* | *AttackDamage* | *HP* | *Size* |
| *10* | ***1*** | ***20*** | ***3.5*** |

***SpecailBluePig: It has same size as normal, but It has the fastest speed and most HP.***

***(Find the stone to kill it.)***

|  |  |  |  |
| --- | --- | --- | --- |
| *MoveSpeed* | *AttackDamage* | *HP* | *Size* |
| *300* | ***1*** | ***10000*** | ***1*** |

***SmallGreenPig: It is same as SmallBluePig except HP***

|  |  |  |  |
| --- | --- | --- | --- |
| *MoveSpeed* | *AttackDamage* | *HP* | *Size* |
| *10* | ***1*** | ***10*** | ***0.5*** |

***NormalGreenPig: It is same as NormalBluePig except HP***

|  |  |  |  |
| --- | --- | --- | --- |
| *MoveSpeed* | *AttackDamage* | *HP* | *Size* |
| *10* | ***1*** | ***10*** | ***1.5*** |

### 13.1.1 Enemy States

* ***Standing (Idle): When the game starts, the enemy should be standing.***
* ***Move: The enemy do the Horizontal Move in the special interval after the standing is done***

### 13.1.2 Enemy Spawn Points

***All Enemy will spawn over the landing when the scene is loaded.***

## 13.2 Allies / Companions

There is no Allie.

### 13.2.1 Ally States

No Allies

### 13.2.2 Ally Spawn Points

No Allies

# 14 Art

## 14.1 Setting

***The game takes place in the forest. There are many trees and the dangerous things. Chris and his dog experience different size enemy, moving landing and stone movement.***

## 14.2 Level Design

***Each Level has the enemy Pigs, multiple Landings and some collection. Each Leve is more difficult than the previous level. The pig moves in the interval. Player can jump on the top, use the bullet and use the stone to kill them. Each level has hidden death line. Hence, player should follow the path which the creator provided.***

## 14.3 Audio (Zero Rare)

|  |  |  |
| --- | --- | --- |
| ***NAME*** | ***CATEGORY*** | ***DESCRIPTION*** |
| ***BGN\_01*** | ***Background music*** | ***Plays during the game*** |
| ***Game\_over\_01*** | ***FX*** | ***When the Player die*** |
| ***Laser\_01*** | ***FX*** | ***Using the bullet*** |
| ***Coin\_01*** | ***FX*** | ***Gets the collection*** |
| ***Hit\_01*** | ***FX*** | ***Enemy die*** |

# 15 Procedurally Generated Content

## 15.1 Environment

There is no Environment change for PGC

## 15.2 Levels

There is no Level change for PGC

## 15.3 Artificial Intelligence NPC

***The enemies might be the NPC for the PGC. When the enemy touch the positive, it will change the direction and go to the negative. Otherwise, it will go to the positive.***

## 15.4 Visual Arts

There is no Audio for PGC

## 15.5 Audio

There is no Audio for PGC

## 15.6 Minimum Viable Product (MPV)

* ***One player character (Creator and his dog)***
* ***Built for the PC platform***

# 16 Wish List

* ***Add the character switch.***
  + ***In the future, I want to add more character and do the character switch after getting the special item.***
* ***Add more drawing***
  + ***I may want to add more enemy and some drawing for background and landing***
* ***Add more effect***
  + ***Adding lighting change and add more moving landing***
* ***Complete the Inventory System***
  + ***I set false to the Inventory System because I did not complete it. There has the code and the drawing. I wish I can complete it.***
* ***Add more collection***
  + ***Create the ranking list and add more collection to get the score for the ranking list.***
* ***Tips for the game***
  + ***I set that the player won’t die by enemy attack.***
  + ***if people don’t like my setting, you can just put this code to Update() or UpgradeHP() in the PlayerController.cs :***

***if (PlayerHp <= 0)***

***{***

***ResetGame();***

***}***

***17 Genre and Bibliography***

***the genre (genres) of your game:***

***RunChris is a side scroller game. It is about that the creator(Chris) and his dog overcome many different challenge and pass the game***

***Bibliography:***

***Scripts:***

***PlayerController.cs***

***WeaponConrtoller.cs***

***HorizLandingMove.cs***

***LandingMove.cs***

***Enemy.cs***

***DialogForHint.cs***

***Menu.cs***

***NextLevel.cs***

***Pause.cs***

***ExtraCredit or for further complete:***

***InventoryManager.cs***

***Inventory.cs***

***Item.cs***

***ItemUI.cs***

***CharacterSwith.cs***

***Music: (From Zero Rare)***

***BGM\_01***

***game\_over\_01***

***laser\_01***

***jump\_01***

***coin\_01***

***hit\_01***

***Art:***

***Player:***

***Stadning-Gun2***

***Stadning1-Gun2***

***Stadning2-Gun2***

***Walking-Gun2***

***Walking1-Gun2***

***Walking2-Gun2***

***Droping-Gun2***

***Jumping-Gun2***

***For further Design:***

***Stadning***

***Stadning1***

***Stadning2***

***Walking***

***Walking1***

***Walking2***

***Droping***

***Jumping***

***Stadning-Gun1***

***Stadning1-Gun1***

***Stadning2-Gun1***

***Walking-Gun1***

***Walking1-Gun1***

***Walking2-Gun1***

***Droping-Gun1***

***Jumping-Gun1***

***Menu:***

***Button-Game Pause***

***Button-Quit***

***Button-Pause***

***Button-Start***

***Button-Title***

***Enemy:***

***BlueEnemy***

***GreenEnemy***

***Collection:***

***Ice Cream***

***Ice Cream1***

***Ice Cream2***

***Key***

***Bullet2***

***Bullet2-Shooting***

***MaxHp***

***Hp***

***Backpack-Open***

***Enviorment:***

***Door-opened***

***Land1***

***Land2***

***Land3***

***Land4***

***Land5***

***Land6***

***Land7***

***Land8-Thorn***

***Land8-Thorn1***

***Land8-Thorn2***

***Land8-Thorn3***

***Land8-Thorn4***

***Stone***

***Wholeland***

***BackGround***