**Slime Hunter**

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# **Overview**

## **Theme / Setting / Genre**

- Top down Rogue style dungeon

## **Core Gameplay Mechanics Brief**

- Player Movement to traverse through the dungeon

- Able to shoot projectile to attack enemies

- Level finishes when player reaches the finish line

- Pick up drops after destroying an enemy to pick up coins

## **Targeted platforms**

- Windows OS

## **Monetization model (Brief/Document)**

- Buy to play model

## **Project Scope**

- <Game Time Scale>

- 2-3 months

- Programming Team

- Joseph Malibiran

- Okada Tsuzuri

- Terence Stewart

- <Licenses / Hardware >

- Laptops

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**Influences (Brief)**

### **- Tank Shooter**

- Tank mode from Wii Play

- Includes a top down view of your character.

- Can shoot enemies to increase your points and lives.

### **- Binding of Isaac**

- Video Game by

- Level layout and generation is similar

- Also only able to shoot in 4 directions

**Core Gameplay Mechanics (Detailed)**

### **Player Controls**

* The Player is able to navigate throughout the level by using the arrow keys
* The player will have to navigate throughout a variety of level layouts and enemies making it essential that the player movement is functional.

### **Win/Lose Condition**

* The player will win the level everytime they can make it to the finish line of the stage.
* The player will be awarded points and is sent over to the next level

**Projectile Spawning**

* The player will be able to shoot fire ball projectiles by using the “z” key.
* The fire ball projectiles upon contact with an enemy will destroy them

### **Pick-Ups**

* When enemies are destroyed they will drop coins which are available for the player to pick up by walking over them.
* Picking up these coins will increase the players score

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# **Story and Gameplay**

## **Story (Brief)**

The main character goes off to fight slime and train him/herself.

## **Story (Detailed)**

The main character “your name” is ready to be an adventurer one day. However they have had no experience in a real life fighting scenario. Your parents give you the word of advice that there is a simple dungeon away from your home infested with different types of slime. Now you decide to head to this slime dungeon to test and hone your skills

## **Gameplay (Brief)**

The Game will consist of walking through and fighting off slimes while reaching the end of the dungeon.

## **Gameplay (Detailed)**

The player will traverse through the level while shooting fire balls to attack and clear slimes which may block your path. The player can defeat more slimes as they please or just head off to the end of the dungeon. However, killing more slimes rewards you with more points and confidence as well as they drop a few coins contributing to your allowance,

**Assets Needed**

## **2D Textures**

* Level Textures
  + Floor Tiling
  + Wall Tiling
  + Door/Exit
* Mobile entities
  + Playable Character Sprites
  + Enemy Slime Sprites
* Pick-ups
  + Coin Sprite
* Projectile
  + Fireball
  + Slashing Effect
  + Slimeball

## **Audio**

* Background Music
* Fireball Sound Effect
* Slimeball Sound Effect
* Slashing Sound Effect
* Hit Sound Effect
* Door Sound Effect

## 

## **Code**

* Player Controller
  + Keyboard Listener
* Win/Lose Condition
  + Player Character death triggers lose condition
  + Reaching Final Room triggers win condition
* Collision Detection
  + Projectile colliding with enemy or player kills them
  + Player Character collides with wall and cannot go through them
* AI
  + Enemies wander around, cannot go through walls, and shoots slimeball at player character when in range.
  + Flying enemy switches between flying around and moving directly at player character, disregards walls.
  + Turret enemy is stationary and shoots slimeball at player character when in range.
* Level Generation
  + Exits, walls, and pick-ups are spawned in a level
  + A level is rectangular in shape and has potential to have an exit at each of the 4 walls that leads to other levels.
  + How levels are connected to each other is procedurally generated.

## **Animation**

* Character Animations
  + Player Walking Animation
  + Fireball Animation
  + Slimeball Animatiom