

# GDD

## **Introduction:**

My game is a 3D platform game (similar to a Super Mario 3D) in which you have to arrive to the end of the level while you dodge obstacles, kill the enemies and grab the coins.

## **Version:**

2021.3.16f1

## **Gameplay/Controls:**

You move with WASD, move the camera with the mouse (3<sup>rd</sup> person camera), attack (with a sword) with left-click and jump with spacebar (doble jump too) **CHANGE: Without doble jump.**

You have 3 lives/hits **CHANGE: 5 lives instead of 3.** When an enemy attacks you, you lose 1 life and if you lose them all you have to restart the game.

You earn points by grabbing coins and killing enemies. When you complete the game, you will see a chart with the highest's scores **CHANGE: It only shows the last try score.**

## **Enemies:**

There will be 3 types of enemies:

- A melee attacking one that dies with one hit **CHANGE: Two hits.**
- A melee attacking one, bigger than the first one, that dies with three hits.
- A ranged attacking one that dies with one hit. **CHANGE: An even bigger one, that dies with five hits.**

## **Visual style:**

The character is like a small samurai/swordsman **CHANGE: Medieval warrior** and all the game is very cartoonish visually.

## **UI:**

- Main menu: Start game, options **CHANGE: controls button, not options** and exit.

- Game: Current point and lives.
- Pause menu: Resume, restart and go to main menu.
- Game over: Restart and go to main menu.
- Level completed: High score chart **CHANGE: Your score**, restart and go to main menu.