

Hoedown in Ghosttown

Teddy and Kaisha



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GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian
Otherwise, this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

- <Influence #1>

- <Influence #2>

- <Influence #3>

- <Influence #4>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Core Gameplay Mechanic #2>

- <Core Gameplay Mechanic #3>

- <Core Gameplay Mechanic #4>

Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- 3D

- Sound

- Code

- Animation

Schedule

- <Object #1>

- <Object #2>

- <Object #3>

- <Object #4>

Overview

Theme / Setting / Genre

- Theme: Pixelated Western RPG

Core Gameplay Mechanics Brief

- Point and Click Gameplay
- Dialogue/Quest Based

Targeted platforms

- #1: PC
- #2: Console
- #3: Mobile

Monetization model (Brief/Document)

- <Monetization Type>

To have it as free for the start and then if popularity and dlcs become more involved then the game will gain a price.

- <Link to Monetization Document>
(How do you plan to monetize the game?)

Project Scope

- <Game Time Scale>
 - Cost? AT LEAST \$15. Extra time and struggles (lmao) might increase the price.
 - Time Scale? Short Term: 3 Months (December 2022) Long Term: Unsure!
- <Team Size>
 - <Core Team>
 - Kaisha
 - Asset creation/unity work and being cool
 - etc.
 - Teddy
 - Unity Work and being cool/Sound Design maybe idk
 - etc.

- <Marketing Team>
 - For now, same as the regular team!

- <Licenses / Hardware / Other Costs>
 - Possibly asset packs depending on ability to problem solve - most likely not though.

- <Total Costs with breakdown>
 - Time
 - Energy
 - Sleep

Influences (Brief)

- <Influence #1>
 - Video Game: Classic Point and Click Adventures
 - Games like Monkey Island and Day of the Tentacle balance exploration and interaction very well and serve as a great inspiration!
- <Influence #2>
 - Video Games: Visual Novel (Dream Daddy)
 - The mechanical layout of the dialogue, inspires the idea of how we want our NPCs to be involved with our character.
- <Influence #3>
 - Art: Modern Pixel Art (Undertale, Deeperd Sword)
 - Bringing life to the pixel art we're so familiar with from the past, and improving the fidelity & design inspires us as well.
- <Influence #4>
 - Video Game: West of Loathing
 - Being a cheeky, hilarious point-and-click western game is EXACTLY why it's an inspiration!

The elevator Pitch

<A one-sentence pitch for your game.>

A pure-hearted young man who desires to become a world-famous 'horse boy' goes on a grand adventure in a ghost town to help its denizens.

Project Description (Brief):

Our protagonist, Micah Marigold, has always wanted to be a 'horse boy.' In search of his own adventure and a horse to call his own, he wanders into the western desert. Within, he finds a mysterious town, populated by ghosts...

Project Description (Detailed)

While scouring the desert land, Micah stumbles upon a deserted "ghost" town and meets the actual ghosts who once lived there. The point is for the player to resolve what is keeping the ghost residents living beyond the grave and in the town. Each ghost NPC will have a different reason why they still remain in the town. The ghosts will need help finding out how they died or need help finding something they lost. Eventually, the goal is to make all the ghosts at peace and have the living move back into the town.

What sets this project apart?

- Adorable Art Direction
- Two Person Team
- Feel-Good game.

Core Gameplay Mechanics (Detailed)

- **<Core Gameplay Mechanic #1>**
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- **<Core Gameplay Mechanic #2>**
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- **<Core Gameplay Mechanic #3>**
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/
- **<Core Gameplay Mechanic #4>**
 - <Details>
/Describe in 2 Paragraphs or less/
 - <How it works>
/Describe in 2 Paragraphs or less/

Story and Gameplay

Story (Brief)

always wanted to be a 'horse boy.' In search of his own adventure and a horse to call his own, he wanders into the western desert. Within, he finds a mysterious town, populated by ghosts...

Story (Detailed)

While scouring the desert land, Micah stumbles upon a deserted "ghost" town and meets the actual ghosts who once lived there. The point is for the player to resolve what is keeping the ghost residents living beyond the grave and in the town. Each ghost NPC will have a different reason why they still remain in the town.

Gameplay (Brief)

Each ghost NPC will have a different reason why they still remain in the town. The ghosts will need help finding out how they died or need help finding something they lost. Eventually, the goal is to make all the ghosts at peace and have the living move back into the town

Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

Assets Needed

- 2D

- Textures
 - Environment Textures
- Heightmap data (If applicable)
 - List required data required - Example: DEM data of the entire UK.
- Etc.

- 3D

- Characters List
 - Character #1
 - Character #2
 - Character #3
 - etc.
- Environmental Art Lists
 - Example #1
 - Example #2
 - Example #3
 - etc.

- Sound

- Sound List (Ambient)
 - Outside
 - Level 1
 - Level 2
 - Level 3
 - etc.
 - Inside
 - Level 1
 - Level 2
 - Level 3
 - etc.

- Sound List (Player)
 - Character Movement Sound List
 - Example 1
 - Example 2
 - etc.
 - Character Hit / Collision Sound list
 - Example 1
 - Example 2
 - etc.
 - Character on Injured / Death sound list
 - Example 1
 - Example 2
 - etc.
- Code
 - Character Scripts (Player Pawn/Player Controller)
 - Ambient Scripts (Runs in the background)
 - Example
 - NPC Scripts
 - Example
 - etc.
- Animation
 - Environment Animations
 - Example
 - etc.
 - Character Animations
 - Player
 - Example
 - etc.
 - NPC
 - Example
 - etc.

Schedule

- **Objective 1 - have a world space created**
 - End of Oct.
 - Town outside
 - At least 1 indoor location created
- **Objective #2 - Art**
 - Just before finished product.
 - Character Art
 - Environment Art
 - Etc.
- **Objective 3 - Sound/Music**
 - End of Nov?
 - Milestone 1
 - Milestone 2
 - Etc.
- **Objective #4**
 - Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.