Game Design Document (GDD) - Platformer Project for Portfolio

Project Title: Escape from the First Platformer (можно заменить на реальное название)

Quick Description: A 2D/2.5D platformer created as a portfolio project to explore Unreal Engine 5 Blueprints, basic AI, player mechanics, and level design. The focus is on learning and showcasing development skills.

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1. Concept

- **Idea:** Create a small, playable platformer that includes movement, jumping, collectibles, simple enemies, and environmental hazards.
- **Tone/Atmosphere:** Lightly adventurous, fun, with challenges but no graphic content.
- **Player Goal:** Navigate through the environment, overcome obstacles, collect items, and reach the end of the level.

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2. Target Audience

- People interested in platformers.
- Players who enjoy light puzzles and basic combat mechanics.
- Primarily for portfolio demonstration rather than commercial release.

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3. Gameplay

- **Core Mechanics:** Jumping, running, crouching, basic attack.
- **Controls:** Keyboard (WASD or arrow keys) for movement, Space for jump, F for special actions.
- **Enemies/Obstacles:** Simple AI enemies that chase the player, damage zones, moving/disappearing platforms.
- **Platforms:** Static, moving, disappearing, breakable.
- **Collectibles:** Items that open doors or trigger events.
- **Special Zones:** Damage zones (lava, traps), healing areas, checkpoints.

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4. Progression / Story

- **Intro:** Player enters the level from a starting point with minimal instructions.
- **Main Flow:** Traverse platforms, overcome hazards, collect items, encounter enemies.
- **Outro:** Reach the exit point, see a short animation or fade screen. End of portfolio demonstration level.

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5. Graphics and Style

- **Visual Style:** Simple, functional, clear for a prototype; focus on readability and testing mechanics.
- **Environment:** Greybox/test assets, placeholder textures.

- **Camera:** 2.5D side-scrolling view, fixed camera with smooth follow.

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6. Audio

- **Music:** Background loop to indicate level atmosphere.
- **SFX:** Jump, attack, item pickup, damage, death.

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7. UI / HUD

- Health indicator.
- Collected item count.
- Pause menu and start menu.
- Minimalist, functional UI for testing mechanics.

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8. Technical Details (UE5)

- Blueprints for player movement, jump, crouch, attack.
- Enemy AI Blueprint for simple chasing behavior.
- Spawn system for enemies and collectibles.
- Checkpoint and respawn system using Game Instance to save player state.
- Damage and healing zones implemented via triggers.
- Level streaming for intro/outro scenes.

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9. Key Features / Learning Goals

- Player movement and animation blending.
- Interaction with environment (moving, disappearing platforms).
- Enemy AI basics and spawn mechanics.
- Collectibles affecting game progression.
- Simple UI and feedback systems.
- Game instance data persistence for respawns.
- Fade screens, pause, and menus.

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10. Testing Plan

- Test player movement and jump physics.
- Ensure enemies spawn correctly and follow expected paths.
- Check collectibles and triggers for doors/next zones.
- Validate checkpoint respawn preserves player state.
- Confirm UI elements display correctly.

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11. Notes / Future Improvements

- Expand levels with more complex puzzles.

- Add combat mechanics refinement.
- Introduce more advanced AI behaviors.
- Add polish: improved materials, particle effects, animations.
- Potential for larger portfolio demo showcasing more varied gameplay.

Purpose: This GDD documents a portfolio project focused on learning Unreal Engine 5 mechanics and creating a functional playable platformer prototype.