**GAME NAME**

**GAME DESIGN DOCUMENT**

By Vaity and D4ng30nM4sst3r for summer piratejam 2025

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[**Game Summary Pitch 2**](#_heading=h.30j0zll)

[**Pokémon Fire Red 2**](#_heading=h.1fob9te)

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# Introduction

## Game Summary Pitch

Game about power and how u show it getting through the horde of enemies to beat the ass out of the final boss.

## Player experience

Idsads

## Platform

The game will be release on Windows and linux

### Development software

- GODOT 4.4

- Blender for 3d modeling

- Photoshop for concepts

- Github version control

- Krita for UI

- Reaper for all music and SFX

## Genre

Indie,

## Target audience

Audience

# Concept

## Gameplay overview

Th

## Primary mechanics

|  |  |
| --- | --- |
| Mechanic | Example |
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## Secondary mechanics

|  |  |
| --- | --- |
| Mechanic | Example |
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|  |  |
|  |  |
|  |  |

# Art design

3d Low-Poly

# Audio

## Music

Mu

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## Sound effects

In.

# Game Experience

## UI

Haven’t decided yet.

## Controls

**Keyboard**

Arrow keys / WASD + mouse

# Development Timeline

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| # | Assignment | Type | Status | Finish by | Notes |
| 1 | Game Design Document | Other | In progress |  |  |
| 2 | 3D modeling | Assets | In progress |  |  |
| 3 |  |  |  |  |  |
| 4 |  |  |  |  |  |
| 5 |  |  |  |  |  |
| 6 |  |  |  |  |  |
| 7 |  |  |  |  |  |
| 8 |  |  |  |  |  |
| 9 |  |  |  |  |  |