**GAME NAME**

**GAME DESIGN DOCUMENT**

By Vaity and D4ng30nM4sst3r for summer piratejam 2025

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# Introduction

## Game Summary Pitch

‘One ex machine’ is an action game about being robot and destroy all other robots in the area. Build your body prepare your might and make precision attacks, only one will left.

## Inspiration

|  |  |
| --- | --- |
| **S.T.A.L.K.E.R. Call of Chernobyl**  Inside of this modification on the S.T.A.L.K.E.R. Call of Pripyat there are couple of major changes, especially for simulation of NPC’s life. This mod has such mode to play as Azazel Mode which allows you to play as another with NPC its equipment and reputation after your character dies. |  |
| **Armored Core 6**  Obviously game about robots with body customization. Third person mecha action shooter in the famous series. |  |
| **Crossout?**  Building your own car |  |

## Player experience

Player as operator drone from Third person need to clear area from other robots. Robot body parts is replaceable and change functionality to achieve the goal. Even if a robot get destroyed, if there is one connected robot, player would be able to get control over it. Player attacks weak spots, dodge enemies attacks and build your own fighter.

## Platform

The game will be release on Windows, Linux and Web

## 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

Singleplayer, Indie, Third person Action, Shooter, Mecha, Beatemup?

## Target audience

Game with understandable simple mechanics, with sandbox direction in use of game items. Player must be in touch with common control input to handle third-person action, so it must be player with some little experience and moreover.

# Concept

## Gameplay overview

The player control robot, built from different parts, combination of such parts can make unique functionality. Player’s goal is to be the only one left droid in an area but due to unarmored robot can’t handle a shot in power unit it won’t be easy.

## Theme Interpretation (Only One)

‘Only one’ interpretation - The player would face multiple options and have only one choice available. Also that would be expressed in game with situations where only one can make it through and\or have only one chance.

As an third-person action game such theme would strictly interpret in the main goal as being the only one survived. Also to make player face multiple options of equipment and tools for achieving your goal and choose only one.

## Primary mechanics

|  |  |
| --- | --- |
| Mechanic | Example |
| Walking  Player can move in 4 directions. |  |
| Camera  Player can view his robot and environment in 3d dimension. |  |
| Power unit  Torso and the only weak spot of robotic body, one hit and machine goes to mech heaven. |  |
| Body parts  Equipment for player such as his legs (defines his movement), head (defines his vision), right hand (defines his weapon) and armor (protects powerunit). If robot gets hit in any of listed parts they will malfunction. |  |
| Weapon  Right hand of robot and only weapon in his arsenal. If player fires it and it hits other robot it would get damage. It has three types of firing:  scan-hit (the moment it fires the moment it hits); projectile (something like missile or nade); |  |
| Enemy robot  The only hostile being in environment. Its weak spots and arsenal the same as player could obtain. It could search path toward you. Notice you. Be unaware - patrolling. And retreat if has no weapons. |  |
| Reconnect  If there is another connected robot and players machine destroyed, there could be connection to this and continue play. |  |
| Manipulator  Robots ‘left hand’ it could join\change robot parts. Just shorten distance to equipment and make an action. It’s (invincible) invisible… and you can’t even say… my name |  |

## Secondary mechanics

|  |  |
| --- | --- |
| Mechanic | Example |
| Crawl  If robot last his legs. It will crawl by its manipulator. Hitbox of robot shortens. |  |
| Bad vision  If robots head get destroyed then vision of player become worse. For enemies they could become more confused |  |
| Swap parts  Manipulator(the left hand of each robot) can replace old parts, which cause old part to drop on the ground, and add new parts in case of the old ones being destroyed |  |
| Physics? |  |
| Boost  Boost to avoid being shoot |  |
| Auto-lock  Enemies aim can lock in player model |  |
|  |  |

# Art design WIP

3d ps2\psp style

# Audio WIP

## Music

Techno\Industrial.

## Sound effects

In.

# Game Experience

## UI

Some robotic stuff

## Controls

**Keyboard**

Arrow keys / WASD + mouse

# Development Timeline

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| # | Assignment | Type | Status | Finish by | Notes |
| 1 | Game Design Document | Other | In progress |  |  |
| 2 | Base player controller | Programming | Completed | 19 July 2025 | Very base |
| 3 | 3D modeling | Assets | In progress |  |  |
| 4 | Sound design | Assets | In progress |  |  |
| 5 | Basic Weapon mechanic | Programming | Completed | 22 July 2025 | Base |
| 6 | Enemies mechanics | Programming | Completed | 22 July 2025 | Base |
| 7 | Laser gun |  | In progress |  |  |
| 8 | Ordinary gun |  | In progress |  |  |
| 9 | Rocket gun |  | In progress |  |  |
| 10 | Grenade Launcher |  | In progress |  |  |
| 11 | User Interface |  | In progress |  | Highly important |
| 12 | Landscape textures |  | In progress |  |  |