Project: Party Game

GAME DESIGN DOCUMENT

pocket of pixels, llc

2016

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# Title

Project: Party Game

# Team Members

Tim - Programmer

# Synopsis

Players will adventure through various boards with two main objectives. First will be smaller objectives provided by the King during each chapter of the game and the second will be the overarching objective of solving the main story. Players will be able to have both competitive and cooperative play at any time they choose. The day to day operations of the game will involve leveling up your player and towns.

# Version

GDD Version 0.0.0

February 23, 2016

# High Concept

This is a turn based RPG board game where up to 4 players can compete and cooperate with one another to build up their towns, character, and equipment.

# Story

## Genre

RPG

## Story Summary

The game follows the story of

## Setting Description

More stuff here

# Gameplay

## Overall Summary

Yup

## Vertical Slice

This is happening

## Single Scenario Run-Through

So awesome

## Difficulty

Epic

# Interface

## Camera

3rd person

## Control System

GamePad and vita controls

# Features

## Feature Set

Cool things the game will do

# Project Scope

## Prototypes

All the prototypes

## Funding Campaign

What’s going to be done for this?

## Alpha

And this?

## Demo

And this?

## Beta

And this?

## Final

But especially this!

# Technical Design

## Mechanics

Fun stuff

## Game Options

Literal options

# Character Design

Yup

# Environmental Design

Uh huh

# Target Market

All the markets!

# Target Platform

Vita master race!