<Viking Village Pillage>

<NECTEK>

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[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#_421ijgnpyvmc)

[Project Scope](#_rdb2xo3rjh0s)

[Influences (Brief)](#_155cm8v36jpc)

[- <Influence #1>](#_c6nxu1rzd2cc)

[- <Influence #2>](#_ssiemceczw16)

[- <Influence #3>](#_31bxzkfeuvl6)

[- <Influence #4>](#_o4f1wa5aq6q3)

[The elevator Pitch](#_337xnergkz1b)

[Project Description (Brief):](#_z7oe7x50rpf3)

[Project Description (Detailed)](#_exbmsy55zuvb)

[What sets this project apart?](#_s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#_a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#_jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#_y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#_lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#_kct9c2l3dr9p)

[Story and Gameplay](#_6pmf08ssy6y0)

[Story (Brief)](#_ctv1wxi9dpll)

[Story (Detailed)](#_kqt2h5q76zyt)

[Gameplay (Brief)](#_ejtq4v6r30ui)

[Gameplay (Detailed)](#_cl69l94amjmx)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- 3D](#_xdk2cy4n4ovn)

[- Sound](#_f8xx8iwg5gs9)

[- Code](#_ky1qxs88utre)

[- Animation](#_isk96p5euy3r)

[Schedule](#_kmt9zaowjejr)

[- <Object #1>](#_r3fjjzh8krjg)

[- <Object #2>](#_j584764hn4bz)

[- <Object #3>](#_lbj31oz0xb3v)

[- <Object #4>](#_p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre

- Atmospheric village where the player interacts with the environments and listens to the surrounding music

## Core Gameplay Mechanics Brief

* Player interacts with the environment around him. Gets to know the lore Viking village and listens to the environment that surrounds him.

## Targeted platforms

- HTC Vive

## Project Scope

- <Game Time Scale>

- Time Scale – around ten minutes or more according to player choice

## The elevator Pitch

Immerse yourself in a village of peace and tranquility while traversing through a beautiful land filled with music.

## Project Description (Brief):

Players will be able to traverse the world of Viking village while being immersed into it. The players will be able to feel different musical elements coming from different sources. This game is mostly based on exploration. The game does not have a goal per se.

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

Walking/running/jumping around the environment

### - <Core Gameplay Mechanic #2>

Interacting with certain objects(ability to kick or move them) Reading storybooks spread across the land.

### 

# Story and Gameplay

## Story (Brief)

Player lands on Viking village, does not know exactly where he is. The player finds out he’s in his virtual state of peace.

## Gameplay (Brief)

Player explores the village while listening to the music. The player can go anywhere on the map provided.

# Assets Needed

## - 3D

- Characters List

- Player 1

- Environmental Art Lists

- Huts/buildings of old

- Water(river or sea)

- Land mass

- Bird

## - Sound

- Sound List (Ambient)

- Intro

- Music plays when starting the game

- layer 2 – Explore – when the player is exploring

- - layer 3 – Proximity/Location based music when player oves outside village area.

Sound List (Player)

- Character Movement Sound List

- footsteps

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Music

## - Animation

- Environment Animations

- Birds(acts as sound source for music) – moving through the sky quickly. This event happens at random. Music is attached to the bird. Bird travels to war zone of the game.

- etc.

- Character Animations

- Player

- Movement – First person