**1. Game Overview**

* **Game Title**: Create a compelling title that reflects the game’s theme.

**Genre**: What type of game is it? (e.g., Action-Adventure, Puzzle, RPG)

First Person Shooter

* **Summary**: Provide a short, engaging summary of your game’s premise in 3-5 sentences.

In this game you play as the grim reaper (with his own mask) and the reaper’s goal is to destroy the creatures corrupted by masks. These 3 masks are cursed, and it is up to the reaper to destroy them. The masks powers can be extracted for the reaper to use after defeating the creatures with them. The masks are different with their own unique powers. By the end of the game the reaper will then put the powers of the masks together and go face to face with a creature with all 3 mask powers combined.

**2. Story & Narrative**

* **Setting**:

The setting where this game takes place in the Gothic town of Luciana in the 1800’s, Luciana is a rainy town with a blue, depressing tint to it. Key Places/Levels are the Abandoned Workshop, Town of Luciana, and the Mask Shrine.

* **Plot**: The main story arc and goal of the player is to gather all 3 masks in order to destroy them. The 3 masks are worn by creatures and the masks have possessed them and the habitants of the level/area. At the end of the game the grim reaper goes to rest for eternity as he’s served his purpose in the end.
* **Characters**:

The Protagonist is the Grim Reaper, there are 3 Antagonists, all of them wearing masks that have corrupted them. The first antagonist you meet is the steam powered serpent.

**3. Gameplay & Mechanics Bosses:**

* **Core Gameplay Loop**:

The core gameplay loop of the game is going to have the player, rather than using a ranged weapon like most first person action games, make the player use a scythe. The scythe is the main weapon of the player, and the masks give you abilities to use on your scythe The mask abilities are as follows: The first mask that you collect from a boss lets you throw your scythe like a boomerang without a cooldown, but the scythe will have reduced damage, so the player doesn’t rely on it. The second mask you collect will let the player do multiple swipes in quick succession, with a 15 second cooldown. The third mask is going to let the player do a massive 360 slash area of effect that does a lot of damage but with the caveat that the ability takes a second to do and slows the player down. The mask in the very beginning of the game allows the player to dash with I-Frames allowing the player to move around more freely and the dash I-Frames would be essential for boss fights since the bosses’ attacks do quick attacks and the player isn’t fast enough to outrun them.

* **Boss Idea and Execution:**

The Steam Powered Serpent:

This is the very first boss that you encounter and the boss to teach you to rely on the immunity frames with your dashes to not get hit. The serpent’s is stationary except its neck and head and its attacks would be relatively quick but give telltale signs that it’s about to come. In its first phase it should be very simple with attacks that don’t come out as often, so the player has a lot of punish windows, but in its second phase the gameplay quickly ramps up its speed with the snake’s mask being activated now being able to come out with attacks more quickly, so the player has less punish windows on the snake. The mask worn by the serpent now also allows the snake to do a new attack that makes the snake let out a screech that damages the player if they’re too close, this attack will have a long windup so the player knows it’s coming, after that, the serpent will be stunned for a couple seconds so that the player gets some free hits in. This boss’s mask gives the player an ability that lets them swipe multiple times in quick succession.

* **Objectives & Quests**:

Every level, the player will have to defeat a boss and collect its mask to progress to the next level.

* **HUD/Menu Design**:

**4. Art & Visual Style**

* **Art Style**: Describe the visual theme of the game (e.g., low poly, realistic, toon-shaded, etc.).
* **Custom Assets**: List at least 8 assets you will create in Blender (e.g., character models, props, environmental objects).

**5. Progression & Replayability**

* **Progress Saving**: Explain how the game will save player progress.
* **Replayability Features**: What features encourage players to replay the game? (Speed run mode, collectibles, multiple endings, varying difficulty, player choice, etc)

**6. UI/UX Considerations**

* **Menus**: Describe the start menu, pause menu, and win screen.
* **Customization**: How will the buttons, fonts, and UI be customized to fit the game’s theme?

**7. Technical Considerations**

* **Controls**: List the expected control scheme (keyboard/mouse or gamepad layout, be precise and complete! “Keyboard and mouse” is not acceptable. List keys for interactions, etc.)
* **Physics & Movement**: Describe how the player moves and interacts with the world.
* **Collision & Navigation**: What measures will you take to ensure a clean gameplay experience? (e.g., no stuck points, proper collision detection, smooth navigation.)

**Submission Guidelines:**

* **Format**: Submit your GDD as a Word document
* **Length**: 2-4 pages (bullet points and concise descriptions encouraged, but you must include ALL relevant details).