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Game Design Document

Computer Games Development

Final Year Project - Repeat

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# Concepts

## Tagline

Run around killing and looting enemies, buy upgrades from a shop to make yourself more powerful and you can destroy the terrain to create your own path or simply for fun.

## Details

Platform: Window’s

Target age: 16+

Ratings: Pegi 12,

## Game Summary

## Game Outline

## Unique selling point

* Multiplayer – play with another player
* Level editor – Design your own map and play it by yourself or with someone, save it and share it.
* Sound/Music - Make it feel more alive
* Particle effects – Adds a bit fancier stuff to not make it look bland.
* Destructible terrain

## Similar competitive products

Dead Cells, Blasphemous

# Gameplay

## Overview

## Game Loop

# Mechanics

## Controls

## Currency

## Combat

## Health, Damage, Death, and Cost

## AI Enemy

## Level Editor

# Progression

## Game world.

The player starts somewhere in the world with nothing but a light source keeping him from darkness, he travels around killing and looting, finding a stranger in a shop to strengthen himself by buying upgrades.

# Story

## Overview

The player is mysterious just like the “Doom Guy” in Doom games there is no backstory the character is shrouded in mystery, all that is know is the player goal is to travel portal to portal he may seem like he is finding something or someone.

## Narrative

The player travels around the world killing enemies and avoiding traps, while simultaneously getting stronger by the stranger in the shop that appears to be everywhere, the player can buy upgrades to strengthen himself, either it can be more health or upgrades on its own attacks, you earn currency by killing enemies.

# Game Characters

## Player

## Goblin

## Skeleton

## Evil Eye

## Mushroom

## Demon King

# User interface

## Overview

This project has few clicking on the screens throughout the project to the main menu to level editor and gameplay.

# Aesthetics

I added some fancy aesthetics to make the world in my game feel more alive and not bland, these can be persistence so when you kill enemies their bodies will remain so you can see where they died, there is particle effects and sound throughout the project

## Particle Effects

## Sound/Music

# Inspirations