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## Game Development Team Members

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# 1 Game Overview

Title: Elden Cheese

Platform: PC Standalone

Genre: Open World RPG

Rating: Everyone

Target: Casual gamer (aging from 12 - 30)

Release date: April, 2022

Description: Elden Cheese is a soul's like open world Role playing game. The player will be able to explore our world to fight enemies

# 2 Platform

PC

# 3 High Concept / Genre

Elden cheese provides the player with an open world experience that will reward exploration.

# 4 Unique Selling Points:

Elden Cheese features multiple dungeons and an open world that can be explored

# 5 Competitors / Similar Titles

This game is similar to Elden Ring, A soul's like game that values exploration and practice to master the game.

# 6 Game Objectives

The Objective of this game is to beat the final boss

# 7 Game Structure

The structure of this game is as follows:

- 1) Main menu screen with options to go to a how to play screen, credits, or play the game
- 2) The main game scene.
- 3) In the Open world, there are various portals that will take the player to another dungeon where they will either fight enemies or a boss battle.
- 4) If the player dies, they will be respawned at the start of the dungeon or an area near where they died in the open world.

# 8 Game Play

## 8.1 Game Controls

The game will use WASD for movement and a rolling mechanic that will be used to dodge enemy attacks. The player will also have a set amount of healing potions that the player can use to fully regain health. The Player can roll by pressing Control, do a medium attack by pressing right click, and a Heavy attack by pressing Q.

## 8.2 Game Camera

The game camera will be 3rd person behind the player. The player will be able to move the camera around with the mouse.

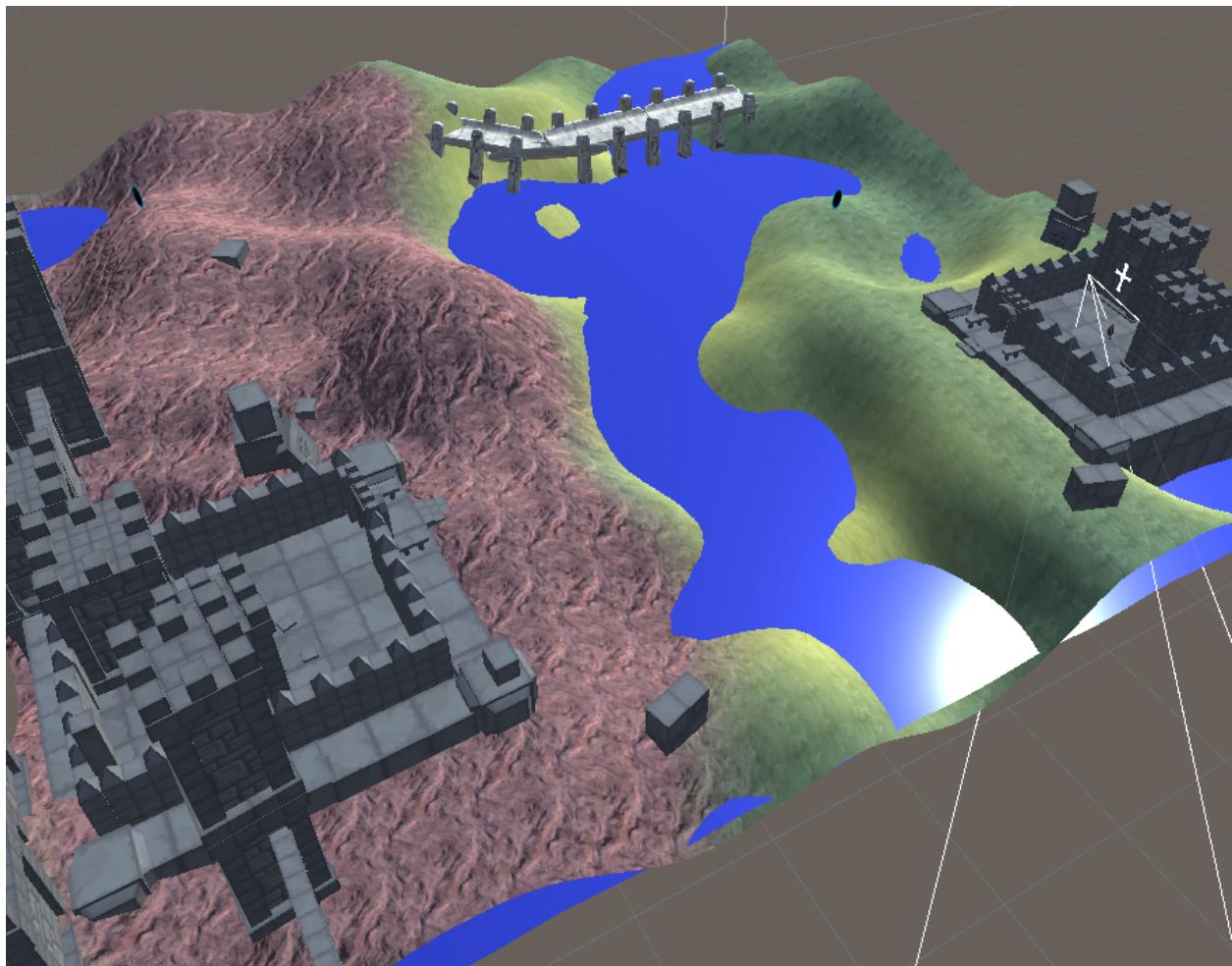
### 8.2.1 HUD

There will be a basic hud that includes your current gold amount (gold will be used to progress in certain areas). The player will also be able to see their health as well as the amount of health potions they have. There will also be HUD elements that have a use delay meter to show the player how long it will take to use an ability like a roll



## 8.2.2 Maps

There is only one map. It was made with a procedural generation editor tool. The water is not walkable / swimmable, forcing the player to take the bridge.



# 9 Players

The player will not be able to choose their character. The player is a knight with a sword.



# 9 Art

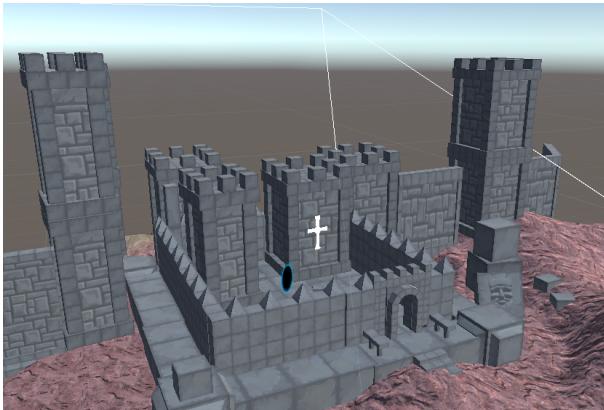
## 9.1 Setting

The setting of this game is in a fantasy/medieval setting. The player will use swords, armor, etc. And the level design is dungeons and castles.

## 9.2 Level Design

The design of this level comes from a procedural terrain editor script that we built our level off of. The castles, dungeons, and other models for the level came from the unity asset store.

### 9.3



### 9.3 Animation

This game features multiple different animations for the character's movement and attacking.

### 9.4 Enemies



This is the main enemy in our game, it will slither towards the player and do damage as well as a spinning attack that the player must dodge.

### 9.5 Audio

Our game features two soundtracks, one of them plays when you are in the open world area, the second plays when you enter the dungeons.

## 10 Procedurally Generated Content

### 10.1 Environment

In this procedurally generated environment, the red terrain will be procedurally generated. While some sections may be harder than others because of the randomness, there will still be a clear path for the player to fly through. The game should never make a random terrain that is unbeatable.

## 11 Wish List

- our own character models
- a more detailed map
- more enemy variety

## 12 Minimum Viable Product:

- working movement
- attacking system
- Basic map layout

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