Diortem

Saucey Pig

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[Overview](#_Toc527136291)

[Theme / Setting / Genre](#_Toc527136292)

[Core Gameplay Mechanics Brief](#_Toc527136293)

[Targeted platforms](#_Toc527136294)

[Monetization model (Brief/Document)](#_Toc527136295)

[Project Scope](#_Toc527136296)

[Influences (Brief)](#_Toc527136297)

[- <Influence #1>](#_Toc527136298)

[The elevator Pitch](#_Toc527136299)

[Project Description (Brief):](#_Toc527136300)

[What sets this project apart?](#_Toc527136301)

[Core Gameplay Mechanics (Detailed)](#_Toc527136302)

[- <Core Gameplay Mechanic #1>](#_Toc527136303)

[- <Core Gameplay Mechanic #2>](#_Toc527136304)

[- <Core Gameplay Mechanic #3>](#_Toc527136305)

[Story and Gameplay](#_Toc527136306)

[Story (Brief)](#_Toc527136307)

[Assets Needed](#_Toc527136308)

[- 2D](#_Toc527136309)

[- Sound](#_Toc527136310)

[- Code](#_Toc527136311)

[- Animation](#_Toc527136312)

[Schedule](#_Toc527136313)

[- Assets](#_Toc527136314)

[- Code](#_Toc527136315)

[- Boss Implementation](#_Toc527136316)

# Overview

## Theme / Setting / Genre

- Action-Adventure

## Core Gameplay Mechanics Brief

- Shooting

- Platformer

- 2D Side-Scroller

- Items and Powerups

## Targeted platforms

- Windows

## Monetization model (Brief/Document)

- None, we do not intend to commit copywrite infringement.

## Project Scope

- <Game Time Scale>

- Cost? $0

- Time Scale: Approximately under 4 months

- <Team Size>

- <Core Team>

- Boris Merlo

- Software Engineer, Asset Producer

- Michael Noseworthy

- Team Lead, Software Engineer

- Peter Tu

- Software Engineer, Agile Project Manager

## Influences (Brief)

### - <Influence #1>

- Metroid

- The main influence of our game is Metroid. A game made originally for the Nintendo that has had many iterations.

### 

## The elevator Pitch

You control a player that explores through a huge spaceship fighting enemies, collecting powerups while progressing to the next level with more difficult enemies.

## Project Description (Brief):

Ramus enters a mysterious derelict ship on the unexplored world of Nallot IV to investigate Space Pirate activities. He has thwarted their dastardly efforts before. He stopped them from amassing an army of SetroidM’s and he kept Father Stem from retrieving the last known SetroidM larva.

# What sets this project apart?

- It is a recreation of a famous game

- It’s our test game for our engine

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- Player moves around the level to reach the next

- Player can shoot at things

### - <Core Gameplay Mechanic #2>

- Enemies can be on the map

- Enemies can shoot at player

### - <Core Gameplay Mechanic #3>

- Boss character with primitive AI attacks player

# 

# Story and Gameplay

## Story (Brief)

Ramus Asan, interstellar bounty hunter, is flying in his gunship one day when he receives a strange distress signal from an unknown vessel. He goes to intercept the call and ends up on a vessel that has been abandoned. Ramus enters and finds that the vessel is filled with space pirates-but they are all either dead or dying. Some pirates evacuated, but Ramus does not chase them. All throughout the ship, horribly mutated life forms are floating in tanks and sealed behind doors. When Ramus finally enters the reactor core, a gigantic creature called the site Queen jumps out and attacks! Ramus destroys the beast, but the battle damages the core and Ramus flees for his life. Along the way, though, he encounters...something strange. This something gets out of the ship. Ramus decides to pursue it and they end up on Nallot IV, a planet once inhabited by the Ohozoc race. Ramus begins his quest to find his foe, but ends wrapped in a web of corruption, mysterious artifacts, and a strange material that could endanger the galaxy! Can Ramus rescue Nallot IV and defeat the Space Pirates?

# Assets Needed

## - 2D

- Textures

- Environment Textures (tileset)

- Characters List

- Tamus Asan – Main Character

- Enemies

- Enemies – boss

- Environmental Art Lists

- Elevator

- Doors

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1 music

- Level 2 music

- Level 3 music

- Sound List (Player)

- Character Movement Sound List

- Jump

- Movement

- Falling

- Character Hit / Collision Sound list

- Touching

- Bounce off

- Hitting ground

- Character on Injured / Death sound list

- Player Hit

- Enemy Hit

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Music runs per level

- NPC Scripts

- AI movement

- AI player detect and fire

## - Animation

- Character Animations

- Player

- Character Jump movement

- Character Turn

- NPC

- NPC Turn

- NPC Movement

# Schedule

### - Assets

- Time Scale

- Milestone 1

Basic Character

Basic Enemies Assets

Basic Level tileset

Basic Level Design

- Milestone 2

Full Character Assets

Full Enemies Assets

Full Level tileset Assets

Full Level Design

- Milestone 3

Character Animations

Polish all assets

### - Code

- Time Scale

- Milestone 1

Basic Character movement

Basic Enemies movement/AI

Basic Tile Collision

- Milestone 2

Full Character movement

Full Enemies movement/AI

Full Tile Collision

Basic Animation coding

- Milestone 3

Full animation coding

Polish all features

### - Boss Implementation

- Time Scale

- Milestone 2

Add boss to the game

Basic Boss movement and shooting AI

- Milestone 3

Boss

Full Boss movement and shooting AI

Animations for the boss