**GAME DESIGN DOCUMENT**



Devil may cry

Style Hack and slash

**Last Updated:**

3/21/2019

**Prepared By:**

Rick Taylor

**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 3

Target Audience 3

Storyline & Characters 4

Gameplay 5

Overview of Gameplay 5

Player Experience 5

Gameplay Guidelines 5

Game Objectives & Rewards 5

Gameplay Mechanics 5

Level Design 6

Control Scheme 7

Game Aesthetics & User Interface 7

Schedule & Tasks 8

# Game Analysis

This game will be a hack n slash with several different weapons like swords axes knifes 2 handed swords etc.

# Mission Statement

In 1-2 sentences, explain the game as if you were pitching it to potential players. This should be very intriguing. It typically includes the title, genre, platform, and brief idea of what the player does or has to overcome.

# Genre

Hack n slash

# Platforms

Pc

# Target Audience

The target audience is hack n slash gamers.

# Storyline & Characters

This is where you present a story synopsis and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gameplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Character Name | Describe the character. It is a playable character or NPC. How does this character fit into the story, etc. | Describe the character’s abilities, personality and so forth. | Present any other notes about the character. |

# Gameplay

## Overview of Gameplay

The game will be a hack n slash. The game will center around the player attacking and killing enemy opponents. Getting high scores by executing combos and killing enemies and not taking damage.

## Player Experience

The player will be attacking enemies around the level with the goal of killing everyone.

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| The player is given points with every enemy killed and can get combos | The enemies will kill the player causing them to lose |  |

## Gameplay Mechanics

* Movement, walking running
* Attacking, melee and ranged
* Jumping, directional jump, 2 metreish jump height
* Dodging, dodging moves the player left or right 1 metre
* Parrying, timed parry, 5 seconds before hit to parry
* Shooting, 2 guns, pistols, medium speed and damage
* Camera, move around with thumb sticks
* Melee, sword decent medium range damage speed, 2 handed sword high range high damage slow speed, knives, small range high speed low damage, an axe high range and damage slow speed same as 2 handed sword but different numbers on range speed and damage

Enemy types

(enemies can dodge)

* Close range, sword wielding enemy, 1 handed (with shield), medium-large health
* Long range, flying gun enemy, medium fire rate (handgun), small-medium health

Boss

Fire boss, throws fireballs, does close range aoe damage, high health slow movement

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Story mode |  |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Points | Every enemy defeated gives points |
| upgrades | New weapons every so often |

Example Games

* Devil may cry
* Bayonetta
* Kingdom hearts

Bad example games

* Samurai warrior games

## Level Design

The levels will have set paths that enemies go along to reach the players base other than that there are little to no design limitations on level design.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |

# Control Scheme

The primary control will be the mouse.

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an effect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: Gameplay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |