Codename Umbra

A picture containing text

Description generated with high confidence

Revision: 1.0.0

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Special thanks to Alec Markarian

Otherwise this would not have happened

# Overview

## Theme / Setting / Genre

- Top down action-oriented shooter, set in a forest inside a nightmare.

## Core Gameplay Mechanics Brief

- Constant darkness

- Rogue-like

- Randomly generated world

## Targeted platforms

- Windows PC

## Project Scope

- <Game Time Scale>

- 5 Months

- ~100$

- <Team Size >

- <Core Team>

- Andrei Cioanca

- Game Developer

- Claudiu Rediu

- Game Developer

- <Marketing Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- <Licenses / Hardware / Other Costs>

- GameMaker Studio 1.4

## Influences

### - (Games) Hotline Miami

- Top down shooter and use of pixel art style

- (Games) Cursed Blood

- Randomly generated levels

## The elevator Pitch

A top down shooter based on a bow and different types of arrows that aid you in fighting nightmarish creatures in the darkness of a forest inside your dreams.

## Project Description (Brief):

This document represents AltRay Digital’s proposal for a 2D top-down shooter game that is playable on Windows PCs. Codename Umbra is meant to have an action-oriented gameplay coupled with elements of lighting effects.

Emphasis will be on fun and an intricate mix of mechanics. Lighting will play an important role in combination with the bow and arrows. This document will be updated and changed when development is started. The development of the game is to take into consideration the proposed plan and release date.

# What sets this project apart?

- Overall setting

- Bow and arrows focus

- Arrows have double purpose

## Core Gameplay Mechanics (Detailed)

### - Arrows

- <Details>

The player can make use of the arrows to damage the enemies and illuminate the environment to gain vision of the surroundings.

- <How it works>

The player shoots an arrow and it produces a light that follows it until it goes out of sight or until it hits something in the view. After it hits, it continues to produce light for a few seconds.

### - Shooter

- <Details>

The player possesses a bow and different types of arrows which are in unlimited amount. There are limited types of arrow.

- <How it works>

The player starts with the basic type of arrow and while it explores the world it gathers new types of arrow that can be used against the enemies in different ways.

# Story and Gameplay

## Story (Brief)

You wake up in a forest in the middle of the night with just a bow and arrows at your disposal. It seems that the arrows glow and your surroundings is filled with nightmarish beings.

## Story (Detailed)

You go to sleep after a long day. It feels like every part of your life is getting at you and from the exhaustion you fall in a deep state of dreaming. You open your eyes and find yourself in a forest in the middle of the night. Besides you there is a bow with glowing arrows. Strange sounds start coming from the dark woods. Horrible visions of unreal beats start surrounding you. You have just an option. Protect yourself from the beasts of chaos.

## Gameplay (Brief)

The game presents an action-oriented gameplay. Everything revolves around the player’s the player being able to gain information of the surroundings using the arrows that light the pitch-black environment and eliminating the enemy in a randomly generated world.

## Gameplay (Detailed)

The game is divided into waves of enemies. The player starts the level with a certain health pool and must survive as long as possible against the onslaught of different enemies. He needs to make use of the arrows to gain information on the surroundings and guide through the forest in order to avoid threat. There will be different types of arrows that can be collected in the world through exploring and getting rid of the enemy. Each arrow will have a different effect on the enemies and the environment. It will have elements of rogue-like games such as permanent death, focus on replay ability and the focus of doing as much as possible inside the game while staying alive.

# Schedule

### - Documentation

- Game Design Document

- Marketing Plan

### - Prototype

- Playable Level

- Initial Character

- One Mob

- Basic Mechanics

### - Complete Game

- ?

### - Market and Release

### - Marketed the Game

- Playable Release State