Bully

<[Logo] >

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GDD Template Written by: Muhammad Yusuf Nugroho

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# 

# 

# Overview

## Theme / Setting / Genre

Tower defense is a subgenre of strategy games where the goal is to defend a player's territories or possessions by obstructing the enemy attackers or by stopping enemies from reaching the exits, usually achieved by placing defensive structures on or along their path of attack.

## Core Gameplay Mechanics Brief

* + Core Mechanic Destroying Tower

## Targeted platforms

* + IOS
  + Android
  + Steam

## Monetization model (Brief/Document)

* + Premium USD $20
  + Freemium, Micro-transactions, Subscription and Ad Driven
  + How do you plan to monetize the game?
* Selling on Steam
* Advertising Monetize
* Subscription per month
* Sellin item or inventory boost

## Project Scope

* + <Game Time Scale 5 min /game>
    - <Cost?> /How much will it cost?/ Rp 10 mio ( With Licenses & Hardware Cost)
    - <Time Scale> /How long will it take to make this game?/ 5 minutes
    - Choosing Deck for 30 sec
    - Actual Games 03:30 Min
    - Winning or Losing logic for about a minute
  + <Team Size>
    - <Core Team>
      * <Team Member Name>
        + /What does he/she do?/

Yusuf : Full stack Dev

Abe : Gameplay Mechanic & Concept Design

Rizky : Project Manager

## Influences (Brief)

* + <Influence #1>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #2>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #3>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #4>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>

## The Elevator Pitch

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

## 

## Project Description (Brief)

<Two-Three paragraph description>

## Project Description (Detailed)

<Four-Six paragraph project description>

# What sets this project apart?

* + <Reason #1>
  + <Reason #2>
  + <Reason #3>
  + <Reason #4>
  + <etc.>

## Core Gameplay Mechanics (Detailed)

* + <Core Game Mechanic #1>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #2>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #3>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #4>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

* + <The Summary or TL;DR version of below>

## Story (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Use Mind Mapping software to get your point across/

## Gameplay (Brief)

* + <The Summary version of below>

## Gameplay (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Combine this with the game mechanics section above/

# Assets Needed

## 2D

* + Textures
    - Environment Textures
  + Heightmap data (if applicable)
    - /List required data - Example: DEM data of the entire UK./
  + <etc.>

## 3D

* + Character List
    - Character #1
    - Character #2
    - Character #3
    - etc.
  + Environmental Art Lists
    - Example #1
    - Example #2
    - Example #3
    - etc.

## Sound

* + Sound List (Ambient)
    - Outside
      * Level 1
      * Level 2
      * Level 3
      * etc.
    - Inside
      * Level 1
      * Level 2
      * Level 3
      * etc.
  + Sound List (Player)
    - Character Movement Sound List
      * Example 1
      * Example 2
      * etc.
    - Character Hit / Collision Sound list
      * Example 1
      * Example 2
      * etc.
    - Character on Injured / Death sound list
      * Example 1
      * Example 2
      * etc.

## Code

* + Character Scripts (Player Pawn/Player Controller)
  + Ambient Scripts (Runs in the background)
    - Example
  + NPC Scripts
    - Example
    - etc.

## Animation

* + Environment Animations
    - Example
    - etc.
  + Character Animations
    - Player
      * Example
      * etc.
    - NPC
      * Example
      * etc.

# Schedule

## <Object #1 Gameplay>

* + Time Scale
    - [Milestone 1] Core Mechanic 1 – Nov - 2022
    - [Milestone 2] Core Mechanic 11 – Nov – 2022
    - Etc.

## <Object #2 Main Menu>

* + Time Scale
    - [Milestone 1] Core Main Menu 14 – Nov – 2022
    - [Milestone 2] Pending
    - Etc.

## <Object #3 Sign in>

* + Time Scale
    - [Milestone 1] Pending
    - Milestone 2
    - Etc.

## <Object #4 Design post processing>

* + Time Scale
    - [Milestone 1] Pending
    - Milestone 2
    - Etc.

**Design Concept Art**

# Story and Gameplay

## Story (Brief)

* + Story about child getting bully or abuse

## Story Concept

* + Chapter 1 - > 25 Level
  + Chapter 2 - > 25 Level
  + Chapter 3 - > 25 Level
  + Chapter 4 - > 25 Level
  + Chapter 5 - > 25 Level
  + Chapter 6 - > 25 Level
  + Chapter 7 - > 25 Level
  + Chapter 8 - > 25 Level
  + Chapter 9 - > 25 Level
  + Chapter 10 - > 25 Level

**Chapter 1  
/\***

* **Environments will be fix untill level 25**
* **Change The enemy every 5 level**

**Camera Pov**

**** 

**Environment Asset**

**Coding Style by Muhammad Yusuf Nugroho**

This documentation about how we build the architecture code for achieved maximum performance in runtime as well as building reusable code in long run.

Phase :

* Psudeocode
* Gameplay
* Building Main Menu
* Refactoring the code while implementing the naming convention of c#

**Psudeocode**

Game Manager for controling how the game is going, while implementing the singleton pattern so every logic places in the same object whille the game is currently running.

Script for Controling The game:

1. Level Manager

2. Scriptable Object

3. Enemy Manager

4. Tower Manager

5. Player Manager

Architecture for the Tower Defense Game

1. Level Manager -> (GameObject) Object Pool

2. Scriptable Object -> (GameObject) Enemy Manager, (GameObject) Tower Manager & (GameObject) Player Manager

3. Enemy Manager (Require of the Enemy Script) -> Controling how the enemy moves and behaves

4. Tower Manager (Require of the Tower Script) -> Controling how the Tower moves and behaves

5. Player Manager (Require of the Player Script) -> Currency System, Tracking Progress, Inventory for Tower.

**Gameplay**

Primary Focus

-Creating Enemy Script

Level Design :

Choose the right method for Enemy Move

Animation State:

* Spawning
* Move
* Attacking
* Hit
* Death

Level Manager

// Reference

public Slider timeSlider;

public TMP\_Text timerText;

public float gameTime;

private bool stopTimer;

ObjectPool

// Reference

Base logic :

While (!stopTimer) => SpawningPool = True;