slime shooter GDD

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# general information

title – slime shooter

elevator pitch

Our game is going to be about slime. Our main character is facing some enemies in its journey, in order to survive it should kill the enemies. Its weapon is going to be small slimes that come out of its body. The game has 3 stages: in the first one the enemy is water, second is fire~~, third and the final stage is facing another slime (big boss) and having a 1:1 fight with it.~~ There have been made some modifications to the structure, due to lack of time, namely it is the following: *The third level has been removed from the game.*

This game was designed by young students, in their free time. I think playing it will give you a great chance to get a closer look at what the young generation can do withing limited time and assets. Especially considering the fact that every team member had other commitments as well, we managed to bring out a wonderful work.

document we need to prepare & present:

* GDD
* Git (<https://github.com/Qaswwwer/Unity> )
* Trello (<https://trello.com/b/08sEwZWh/collaboration-board> )
* the game

# design

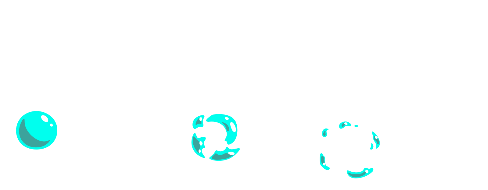
* genre: platformer, jumper
* game view: 2D
* setting: winter forest, desert, sci-fi
* target:
  + age: all age groups
* monetization: no monetization
* platforms: Unity

Main Art direction and Graphic Background

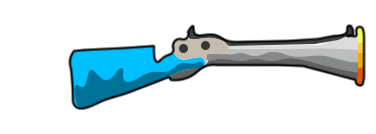
For the art direction our Artists mainly focused on Japanese minimalism in anime/cartoon style. That was for the background of both levels.

On the other hand, for the design of the character and other details they took into use their own drawing style. It is difficult to say to which category they belong, so free style describes it the best in my point of view.

***Designs by Kameron:***

A carved pumpkin with a face

Description automatically generated with medium confidenceA picture containing logo

Description automatically generatedGraphical user interface, application, icon

Description automatically generatedIcon

Description automatically generatedA picture containing shape

Description automatically generated

***Designs by Ainella:***

A picture containing text

Description automatically generatedA picture containing chart

Description automatically generatedA picture containing gear

Description automatically generatedLogo

Description automatically generated with low confidence

# developer team:

**the team**:

Ilkay Amirova

Igor Pawłowski

Kamronbek Yokubjonov

Mihail Miadzvedski

Najmiddin Nazarmatov

Ainella Bernikova

**roles**:

design/art:

Kamronbek

Ainella

coding:

Ilkay (as a backup)

Igor

Mihail

Najmiddin

pitch & presentation:

Ilkay

Igor

# work schedule:

Deadline for submitting the whole project (all 4 parts) -> **13th of January.**

In general, we have 3 months to prepare everything.

**phase 1** - Pre-production *(creating GDD, discussing overall art style and preparing first proof of concept)*

milestone 1 – *(October – November ‘22)*

* We talked and chose a reference for our game.
* Prepared some materials for discussing the theme of the game.
* We prepared the basic version of our git and Trello and GDD.
* Distributed tasks and started working on them.

milestone1 – *(November – December '22):*

* Drawings of main character, enemies, background, and weapons.
* The first level was created.
* Main menu created.
* Animation of the main character.
* Shooting and arm rotation were implemented.

milestone2 – (*December ‘22*):

* Animation of enemies.
* Some more sprites were drawn.
* New git repos was created because the old one had a bug.
* Pause menu implemented.

**phase 2** – Vertical Slice/Demo

milestone 3 – (*January ‘23*):

* Implementation of the “finish” scene which appears when the game is won.
* Platforms added.
* Frist level’s implementation finished then 2nd level created.
* New sprites were designed and added to repos.
* Health bar implemented.

milestone 4 – (*last week before the deadline*):

* Fixing of possible bugs.

description of how budget was calculated:

No budget for the project was provided – we use our own ideas & free assets from the internet.

# project scope:

Main inspirations for the game are previously released titles – Contra and Mario. The game has a main character who must travel through 2 levels. The first level is a ‘water world’ with enemies that are water. The second level is similar to the first one, but with the enemy – fire. All enemies follow the main character, who has 5 lives, if it loses them all it is a game over. ~~The third level is a boss level – one huge enemy with lots of health. When the player kills the boss.~~ If it kills all the enemies and reaches the end of level 2, the game is won. Otherwise, the slime must start from the level beginning.

The idea is for us to learn how to work in a team and support each other. For some it is practicing social skills, for other leadership and teamwork. As well as learning how to use common tools like GitHub, Trello, and Unity.

# build schedule

* First preparation of the characters. Mainly their design.
* Develop some features (which include a lot of things from the movements to shooting and life continuity)
* After finishing the implementation of the first level the second one will be created.
* Test if everything is working without any bugs.
* Last step -> prepare all the documents. Assemble everything in Unity.
* Presentation.

# game structure

minimum requirements:

It should work.

recommended requirements:

It should look fancy. The person who sees the description should want to play this game. Ideally the game can be developed until the Beta version. Unfortunately, currently it is not possible due to many factors.

gameplay

The player starts off in the Winter Forest. Its main goal is to reach the end of the Winter Forest and go to the Desert aka Fire world. In the Winter Forest our main character comes across lots of water enemies, they follow it and 5 damages will kill the main character. In order to get away, the player can shoot (infinitely). After reaching the end and killing all the enemies you are taken to the 2nd level. In here the enemies are Fire, again to get away you can shoot slimes at them. If the player reaches the end of the second level without dying, then it I a WIN! Congratulations! If not, then you should start from the beginning.

You can also escape, by jumping on to the platforms, run forward, and go back.

game progress:

2 levels:

1st – meeting its enemies and killing them without using all its life. Level enemies are WATER.

2nd - meeting its enemies and killing them without using all its life. Level enemies are FIRE.

If reached the end of the 2nd level without dying – WIN! That I the end of the game.

~~3~~~~rd~~ ~~– final part. Our main character meets its final enemy, it will be in a form of another big slime. If the battle is successful, you win, and the game is finished!!~~

Main character will have 5 lives until the end of the game. If lost all it is a game over.

player main goal:

Pass all 2 levels without dying and by killing all the enemies.

player movement:

The player can move left (left arrow key/a), right (right arrow key/d), jump (space bar), double jump (up arrow key again mid-air), shooting (mouse click).

player actions:

The player character can shoot slime – to cause damage to enemies. To make the game more complicated we didn’t give our main hero shields or any other means of protection.

additional functions:

Main menu:

You can decrease/increase the background music. Quit or start.

Pause/Game Over menu:

You can decrease/increase the background music. Quit or start from the beginning.

Finish scene/menu:

You view your results.

game engine version:

Unity

other versions used:

(...)

addons:

(...)

# structure of the repository:

It is a shared repository is on GitHub, we all have access to it. Multiple folders with assets, scripts, and other files essential to the game. Our repository has a structure of a tree, where everybody pushes newly made modifications. It mainly looks like as following:

Assets, Packages, Project Settings, Stash, .git files and the GDD.

# content/assets

locations:

(...)

No real-life locations will be used. Only fictional 2 locations either self-created or designed based on some location from the internet.

plot:

No special plot was designed for the game. The main goal is that you’re a slime and must progress in the levels to beat the game.

level design:

Platforms, obstacles.

graphics:

2D graphics, mirroring real life self-drawn similar to a cartoon/anime.

# references:

design:

Real life objects were taken as a reference for some sprites and backgrounds.

SFX:

<https://www.zapsplat.com/music/cartoon-slimy-hit-9/>

<https://www.zapsplat.com/music/game-sound-monster-hit-impact-kill/>

background music:

License free music:

<https://www.chosic.com/download-audio/28027/>

dubbing:

No dubbing will be implemented.

other:

For learning purposes mainly YouTube videos were used. On top of that there are other webpages for learning git and unity usage.