Nathan Angel Game Design Document (GDD)

The Path to the Heart

Your Game Logo

Here

***‘The road to the heart is difficult can you find it?’*** - you

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--- | |  | | Game Development Team Members    PRODUCER  You    PRODUCTION MANAGER  You    PRODUCTION COORDINATOR  You  GAME DESIGNERS  You  SYSTEMS/IT COORDINATOR  You  PROGRAMMERS  You  TECHNICAL ARTISTS  You  AUDIO ENGINEERS  You  UX TESTERS  You |

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# 1 Game Overview

Title: The Path to the Heart

Platform: PC Standalone + iOS & Android, VR, XBox, Switch,

Genre: Bullet hell

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: April, 2022

Publisher: Angelic Games LLC

Description: The Path to the Heart is an infinite runner style bullet hell. The player character is a heart that is trying to get back to its body. To do this the player character is dodging the shots from turrets along the ground and ceiling and other shapes that inhibit the player’s field of movement. The art style is very simplistic just simple shapes and polygons. The difficulty levels come from the speed at which the background moves. The goal is to reach the end of the course to put the heart back in the chest, each course has its own theme in which the ground moves in tempo with the song. The player character is controllable with WASD and has 3 lives before finally dying. Dying resets the player to the beginning of the level.

# 2 High Concept / Genre

Bullet hell – dodge the incoming shots to avoid getting hit

# 3 Unique Selling Points

Difficulty comes from the background music

# 4 Platform Minimum Requirements

# 5 Competitors / Similar Titles

Some other titles that are similar would be “Project Arrhythmia”, “Jetpack Joyride”, and from a gameplay standpoint “Undertale”.

# 6 Synopsis

# 7 Game Objectives

Return to your body

# 8 Game Rules

Use WASD to move

Don’t touch the ground

Don’t get hit by the bullets

# 9 Game Structure

# 10 Game Play

## 10.1 Game Controls

## 10.2 Game Camera

### 10.2.1 HUD

### 10.2.2 Maps

Three maps with varying speeds and number of obstacles

# 11 Players

## 11.1 Characters

The heart

## 11.2 Metrics

## 11.3 States

Heart - Default, broken, dead

## 11.4 Weapons

# 12 Player Line-up

# 13 NPC

## 13.1 Enemies

The turrets, the squares, the crosses, the hexagon

### 13.1.1 Enemy States

### 13.1.2 Enemy Spawn Points

## 13.2 Allies / Companions

### 13.2.1 Ally States

### 13.2.2 Ally Spawn Points

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

## 17 Bibliography

Preliminary bibliography

Art:

Angel, Nathan (2022) Heart

Angel, Nathan (2022) Turret

Angel, Nathan (2022) Cross

Angel, Nathan (2022) Square

Angel, Nathan (2022) Hex

Angel, Nathan (2022) Ribcage

Background:

Angel, Nathan (2022) ParalaxScroll

Angel, Nathan (2022) ForeGround

Angel, Nathan (2022) BackGround

Menu Screen:

Angel, Nathan (2022) SplashScreen

Angel, Nathan (2022) Buttons

Angel, Nathan (2022) MainMenuBackGround

Music:

Undecided on the song selection

Scripts:

Angel, Nathan (2022) GameManager

Angel, Nathan (2022) PlayerManager

Angel, Nathan (2022) TurretEnemy

Angel, Nathan (2022) HexEnemy

Angel, Nathan (2022) CrossEnemy

Angel, Nathan (2022) SquareEnemy

Angel, Nathan (2022) SceneManager