Nathan Angel Game Design Document (GDD)

The Path to the Heart

Icon

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

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|  |

# 1 Game Overview

Title: The Path to the Heart

Platform: PC Standalone

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 a 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 map layout and number of enemies. The goal is to reach the end of the course to put the heart back in the chest, each course has its own shape and motif surrounding the movement of the player. The player character is controllable with WASD and has 1 life. 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 number of enemies and the map layout

# 4 Platform Minimum Requirements

150 MB of storage

# 5 Competitors / Similar Titles

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

# 6 Synopsis

Get back to the body while dodging the enemies

# 7 Game Objectives

Return to the heart to the body

# 8 Game Rules

Use WASD to move

Don’t touch the enemies

Don’t get hit by the bullets

# 9 Game Structure

Structure of the game is a linear bullet hell with the player moving along a map in order to find their ribcage and reconnect their heart

# 10 Game Play

## 10.1 Game Controls

Movement:

W,A,S,D

Leave Level:

Escape

## 10.2 Game Camera

Camera is locked to player character

### 10.2.2 Maps

Three maps with varying number of obstacles

Easy:

A screenshot of a video game

Description automatically generated

Medium:

Graphical user interface

Description automatically generated

Hard:

Graphical user interface

Description automatically generated

# 11 Players

## 11.1 Characters

The heart

Icon

Description automatically generated with low confidence

## 11.2 Metrics

100 x 100 pixels

1 Hp

## 11.3 States

Heart - Default

# 12 NPC

## 12.1 Enemies

The turret

![Logo

Description automatically generated]()

the square

![Shape

Description automatically generated]()

the cross

![Logo

Description automatically generated]()

the hexagon

![Icon

Description automatically generated with medium confidence]()

the traveller

![Icon

Description automatically generated]()

### 12.1.1 Enemy States

Cross – diagonal

![Logo

Description automatically generated]()

Cross – vertical

![Logo

Description automatically generated]()

### 12.1.2 Enemy Spawn Points

Set spots along each map

Easy:

A screenshot of a video game

Description automatically generated

Medium:

Graphical user interface

Description automatically generated

Hard:

Graphical user interface

Description automatically generated

# 13 Art

## 13.1 Setting

Various maps

## 13.2 Level Design

Linear map configuration

## 13.3 Audio

Death sound effect

Win sound effect

Bullet shoot sound effect

# 14 Procedurally Generated Content

## 14.1 Environment

Bullet hell

Graphical user interface, application

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence

A screenshot of a computer

Description automatically generated with medium confidence

## 14.2 Audio

Death SFX

Shoot SFX

Win SFX

# 15 Wish List

Add music to the game

Enforce some sort of auto scroll to indicate where the player should go

Create more levels

## 16 Bibliography

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Background:

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