Mini Golf

<Your Company Logo Here>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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[Overview](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.yj5nhqp5cf0j)

[Theme / Setting / Genre](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.5s48wntac2es)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.421ijgnpyvmc)

[Project Scope](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.155cm8v36jpc)

[- <Influence #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.c6nxu1rzd2cc)

[- <Influence #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ssiemceczw16)

[- <Influence #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.31bxzkfeuvl6)

[- <Influence #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.o4f1wa5aq6q3)

[The elevator Pitch](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.337xnergkz1b)

[Project Description (Brief):](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.z7oe7x50rpf3)

[Project Description (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.exbmsy55zuvb)

[What sets this project apart?](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kct9c2l3dr9p)

[Story and Gameplay](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ctv1wxi9dpll)

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[Gameplay (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6m1256af7s3j)

[- 2D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.1wb69txjqarm)

[- 3D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.xdk2cy4n4ovn)

[- Sound](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.f8xx8iwg5gs9)

[- Code](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ky1qxs88utre)

[- Animation](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.isk96p5euy3r)

[Schedule](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kmt9zaowjejr)

[- <Object #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.r3fjjzh8krjg)

[- <Object #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.j584764hn4bz)

[- <Object #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lbj31oz0xb3v)

[- <Object #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.p0jgh8xq0o3r)

Overview

**Theme / Setting / Genre**

Mini golf game with multiple levels, and a niche for each, but with extreme difficulty.

**Core Gameplay Mechanics Brief**

- Mouse used for everything.

-Use mouse to look around, control power of ball, etc.

**Targeted platforms**

- <Example Platform #1 Here>

- <Example Platform #2 Here>

- <Example Platform #3 Here>

**Monetization model (Brief/Document)**

- incorporated within other project.

- <Link to Monetization Document>

(How do you plan to monetize the game?)

**Project Scope**

- <Game Time Scale>

- Free (must buy parent game to obtain)

- 4 month maximum.

- <Team Size>

- me, myself, and I.

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

**Influences (Brief)**

**- <Influence #1>**

- Online - YouTube

- Some of the YouTube content creators that I watch play various mini golf games, and they always have a blast. I want other people to feel that way when they play my game.

**- <Influence #2>**

- Real Life

- Playing Mini Golf in real life is a really fun thing that anyone can do, and I wanted to simulate that In this game, but with brutal difficulty.

**The elevator Pitch**

Extreme difficulty mini golf with basic controls.

**Project Description (Brief):**

Would be composed of at least two extreme difficulty levels, with one being slightly easy than the other. The controls would be extremely basic with all control coming from the mouse. The player would have to traverse their way through a mazelike course with multiple hazards, and minimal par values for each hole.

**Project Description (Detailed)**

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

What sets this project apart?

- Extreme difficulty

- Bonus pick ups

- Varied level designs

**Core Gameplay Mechanics (Detailed)**

**- Ball Death**

- Throughout the game, you will run into multiple hazards and bad things. You do not want to touch these, as it will destroy your ball and you will have to start from the beginning of the hole again, these hazards vary from spikes to lava to dynamite.

- Once you are “Killed” by one of these hazards you must start at the beginning of the hole again. (unless you pick “easy” mode from the menu) (out of bounds does not count as a death, it just adds one stroke, and brings you back to the beginning of your last stroke)

**- Pick Ups**

- These are incorporated as a kind of risk. It keeps things interesting, while not making things too easy.

- Once you pick one up, your stroke count decreases by 1. They are usually presented on a separate, more dangerous path. But if you succeed in making it through that path, you are rewarded with one less stroke.

Story and Gameplay

**Story (Brief)**

You are a 17 year old who just wants to play some mini golf.

**Story (Detailed)**

You are a 17 year old who is fed up with life, and just wants to play some mini golf. (story is NOT built further upon in game)

**Gameplay (Brief)**

You play extremely hard Mini Golf.

**Gameplay (Detailed)**

The game starts once you pick which course you wish to play. Each course contains either 9 or 18 holes, each of which are extremely difficult. You use the mouse to look around (right click + move), and use the slider to adjust shooting power. The hole is about the same size as the ball, so precision is a must. Pickups are scattered across each hole, and picking one up grants you 1 less stroke. During gameplay, you must avoid all hazards, or else you will be brought back to the beginning of the hole with the same amount of strokes that you had, forcing you to be extremely cautious. Once all the holes are completed, the score is tallied, and displayed, along with par for the course, and each hole. During play, stroke count and par for the hole are displayed in the bottom left corner of the screen.

Assets Needed

**- 2D**

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

**- 3D**

- Characters 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>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #2>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #3>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #4>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.