Beat Each Other Up with Baseball Bats:

The Game

<Your Company Logo Here>

Revision: 0.0.0

GDD Template Written by: Dylan Garvock-de Montbrun

Team Members:

Mohamed Mohamud

Jordan Parkes

# Overview

## Fighting Game

- Two players face off in a small 2D arena with one objective only: slam each others heads off with baseball bats. Landing a big hit causes the victim to be launched up into the high walls; the higher they go, the more points scored for the batter. Upon hitting the side walls, the skyrocketed player can come down with a big ground-shaking slam that can stun their opponent. Swings can be charged and saved, similar to Donkey Kong’s windup punch from Smash.

## Core Gameplay Mechanics Brief

- Beating each other up with baseball bats

- Getting launched high and coming down with a big slam

- Charging up ultra mega-swings

- Basic movement: 2D running and jumping

## Targeted platforms

- PC (steam, itch, kongregate)

## Monetization model (Brief/Document)

- Send us $5 for cheat

- free game,

One time in game purchases

- skins

- new character

Merchandise sales

- Plush of characters

- Vinyls

- Figures

- Posters

- T-shirt

## Project Scope

- Relatively Small Scope

- Free

- Short-Medium time cost, roughly 8-10 weeks

- 3 man team: Gone in 90 days

- <Core Team>

- Dylan

- **Game designer/**Core ideas,

- leader programer

- Sound programmer

- Jordyy

- Lead Depressurizer

- Gameplay designer

- Senior Programmer

- Numair

- Junior Programmer

- level Designer

- Tester

## Influences (Brief)

### - Smash Bros - Video Game

- Launching enemies into the stands with big slams

### - Lethal League - Video Game

- General design, aesthetic, pacing, impact effects

## The elevator Pitch

Smash your friends and enemies into all american grand slam homeruns, and get revenge on anyone that launched you. Increasingly blazing fast pacing and absolutely monstrous devastating hits will hook players and give them at least 15 minutes of fun.

# What sets this project apart?

- Simplicity

- Impact

- Pacing

## Core Gameplay Mechanics (Detailed)

### - Slams

- **<Core Gameplay Mechanic** Swing for the fences **#1>**

Whenever someone with a bat talks shit, you better go get your own bat. Press your attack button to instantly take a swing, hitting anyone in front of you.

- Charge your power

### - <Core Gameplay Mechanic - Charge your power #2>

Hold down the attack button to start charging up into Super Saiyan levels of swing power. Each second holding the button increases the power of your next swing monumentally. You can move at a reduced speed while charging

### - <Core Gameplay Mechanic - Send em Flying #3>

With enough power, slamming somebody will send them flying up into the rafters, where they’ll hit the wall and give points based on height. Upon bouncing off the wall, a hit player gets a chance to start charging up a revenge slam from the top rope. Hitting an enemy directly with this overhead smash sends them flying even higher than the attacker fell, and is a great way to swing the momentum. If the attacker misses this heavy slam, they instead shake the ground (and screen) and stun anyone standing on the ground. This TopSlam can be canceled at any time to fake out the opponent and store the charge for your next swing.

### - <Core Gameplay Mechanic - Counter #4>

### Reflex Mechanic is when a player tries to hit another player with there bat and ends up getting hit back with the same amount of force. You'll need to time this properly or you'll be the one flying. It's a good counter move if you know your opponent is using their charge attack on you.

### 

### - <Core Gameplay Mechanic Jumping # 5>

### Jumping will be used to avoid hit with a bat and make it harder for the other player to predict your movements.

### 

# 

## Gameplay (Brief)

<The Summary version of below>

Gameplay will be two-player trying to hit each other with bats. The player who has been in the air the fewer amounts of time will be the winner.

## Gameplay (Detailed)

Players have two ability attacking.

Swing for the fences:

It's a light attack and Is the fastest. It doesn't send an opponent flying and low on the force/damage.

Charge your power:

It's basically a charging move that allows store power for your next swing. It's the slow attack, but the most powerful. This attack sends your enemies flying. If your opponent interrupted by an attack. you'll have to start charging again.

Reflect: Reflect is the defence move used to avoid getting hit. It's the best defence move in the game and the riskiest. If you don't time it properly it doesn't work and you will get hit.

Jumping: Jump can be used to dodge an attack and get away from your enemy. It helps make your movement unpredictable.

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Background Texture

- Sound

- Sound List (Ambient)

No ambient Sounds

Background music - beat up

- Sound List (Player)

- Character Movement Sound List

- Sound for players steps

- Sound for charge Attack

- etc.

- Character Hit / Collision Sound list

- Sound for when a player gets hit with a bat

- Sound for landing the ground

- Sound for Reflex

- etc.

- Character on Injured / Death sound list

- Sound for Death after player losing

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

-Animation

-Collision

-Player input

- Ambient Scripts (Runs in the background)

-GameController

-Audio Manager

-Physics

## - Animation

- Character Animations

- Player

- Runs

- walk

-swing the bat

-Idle

-Death

- victory pose

# Schedule

### <Object base GameScene#1>

### Time scale: 2 weeks

### -MileStone 1: Get the Level designed

### -Milestone 2: Get moveable <Actor>, player

### 

<Object Physics#2>

Time scale: 4 weeks

-MileStone 1: collision detection

-Milestone 2: gravity

### <Object Animation #3>

### Time scale: 4 weeks

### -MileStone 1: Animation for the players

### -Milestone 2: Jumping

### -Milestone 3: Charge Attack -