Generic Space Shooter

<Team Derp>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#_421ijgnpyvmc)

[Project Scope](#_rdb2xo3rjh0s)

[Influences (Brief)](#_155cm8v36jpc)

[- <Influence #1>](#_c6nxu1rzd2cc)

[- <Influence #2>](#_ssiemceczw16)

[- <Influence #3>](#_31bxzkfeuvl6)

[The elevator Pitch](#_337xnergkz1b)

[Project Description (Detailed)](#_exbmsy55zuvb)

[What sets this project apart?](#_s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#_a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#_jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#_y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#_lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#_kct9c2l3dr9p)

[Story and Gameplay](#_6pmf08ssy6y0)

[Story (Brief)](#_ctv1wxi9dpll)

[Story (Detailed)](#_kqt2h5q76zyt)

[Gameplay (Brief)](#_ejtq4v6r30ui)

[Gameplay (Detailed)](#_cl69l94amjmx)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- Sound](#_f8xx8iwg5gs9)

[- Animation](#_isk96p5euy3r)

[Schedule](#_kmt9zaowjejr)

[- <Object #1>](#_r3fjjzh8krjg)

[- <Object #2>](#_j584764hn4bz)

[- <Object #3>](#_lbj31oz0xb3v)

[- <Object #4>](#_p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre

- 2D Space shooter

## Core Gameplay Mechanics Brief

- Player has unique weapons that will need to use to take down all the unique enemies that they will encounter.

- Complex level design where the player will have a large area to explore that is filled with secrets, upgrades and enemies.

- Complex AI that will react to certain actions that the player and each enemy will act unique and different to other AI in the game.

- The player will have a class system that will allow for different styles of play.

## Targeted platforms

- Windows 10

## Monetization model (Brief/Document)

- Game will be monetized through steam greenlight when the game is put into open beta and will be released for full price when game is completed and put out for sale.

## Project Scope

- <Game Time Scale>

- $0.99

- Game should take approximately 2 years to complete.

- <Team Size>

- Team Derp

- Danny Martins

- Lead Programmer

- In charge of designing and helping implement all major feature into the game.

- Cost per hour $2.00

- Nikolas Niemczak

- AI programmer

- In charge of designing and implementing the Ai into the game.

- Cost per hour $0.69

## Influences (Brief)

### - <Influence #1>

- Super Metroid

- Metroid is a classic 2d exploration game where the player needs to explore a hostile planet filled with hostile enemies. This game is influenced by Metroid by having similar 2d shooter elements like having different weapon upgrades that are suited to take on different types of situations. In addition, the game has been influenced by the level design of Metroid because in Metroid the player is immersed into the world through the outstanding level design of the game. Due to this our game will be less linear so that the player can explore and get a good look at the world.

### - <Influence #2>

- Warframe

- Warframe is a 3rd person shooter where the player fights to help restore peace to the solar system. The story of our game is heavily inspired by the story of Warframe. In both game the player is fighting the evil in the solar system. Also, in both games the player will be actively going into enemy controlled areas taking the fight to the enemy to bring peace to the solar system.

### - <Influence #3>

- Dark Souls

- Dark Souls is a 3rd person action game that requires the player to learn the mechanics of the game and they are put to the test to demonstrate the skill they learned. We chose to take some elements from dark souls like requiring the player to learn how the mechanics work and testing the player on that skill. Another thing that dark souls inspired in our game is the difficulty. The difficulty in our game is not unforgiving but fair. The player will have to use their skill to get past certain encounters in the game just like in dark souls.

## The elevator Pitch

In this game you play as soldier tasked with destroying a hostile base located outside of Earth’s orbit. The player will need to explore the base collecting powerups and upgrading the class they chose at the begging of the game. The player will have to traverse the labyrinth that is the enemy base trying to get to the core and destroying it.

# What sets this project apart?

- Classic 2d shooter

- Different types of enemies that act different and are unique that the player will be put to the test to fight.

- Vast area to explore filled with enemies and upgrades.

- A class system that will allow the player to choose the way that they want to play.

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- Weapons System

- The player will be able to customize how their weapon will work and tailor it to fit their play style. This will work by letting the player slowly collect weapon upgrades that the player can combine that will modify effects of the weapon such as a freeze ray that can go through objects like cover and enemies.

### - <Core Gameplay Mechanic #2>

- Class System

- There will be three classes in the game and they will a vary in playstyle. There will be the stealth, tank and soldier classes. The stealth class will have a lower overall health pool but will has perks that specialize in fighting at range or sneaking by enemies. The tank will have the highest health pool and will specialize in getting up close and personal with the enemy.

### - <Core Gameplay Mechanic #3>

- Exploring the base

- The player will need to explore the enemy base. The unique part of this is that there will be two sections of the base. There is the interior and exterior. The exterior will be where you will start off in and these exterior areas will be used to connect interior areas of the base. The interior areas of the base will be unique like having a forest, training grounds, and mountains terrain. There will be all sorts of unique level design in the interior section while the exterior will be used to connect them. The game will not be linear so the player will have to try and find their own way through the base and while they do that they can find secret upgrades that can help the on their mission.

### - <Core Gameplay Mechanic #4>

- Enemy AI

- There will be many different and unique types of enemies in the base that will try and stop the player for succeeding in their mission. The AI will be unique with the enemy’s having different reactions to the player and having different methods for taking them down. On example is that there could be guard dogs that will appear in the game that will try to hunt down the player is they a focusing on a stealthy game approach. There will also be bruisers that spawn in to fight up close against the tank. There will be AI that can counter the players playstyle forcing them to adapt and find new ways to dispose of these threats.

# Story and Gameplay

## Story (Brief)

You are a soldier tasked with destroying an enemy base. The base is aiming its planet destroying laser that will fire on earth in 3 days. The laser is not yet completed but when it is it will fire on earth. You have snuck onto the base with your stealth fighter and now have the task of destroying the core of the base before the laser is operational.

## Story (Detailed)

In the year 2967 a faction called the Chosen have created their own space station. This is also their base of operations. One day a scan on this base revealed that a laser was being constructed on the ship. Shortly after the leader of Earth receives this news and they send out a recon team to find out what is going on and why is the station being armed. When the report from the recon team comes back the new is horrifying. The Chosen created their base called the Ark to house the people the they deem worthy to exist. They will also use this base to house animals from every species so that no animals go extinct. When they get all the animals and people that they want inside the base then a laser will be constructed to destroy earth because they deem the planet unclean and believe that everyone on the planet should be destroyed. That is when the player Bob is sent into the base to try and stop the Chosen before it is to late or to at least slow the progress of the lasers development.

## Gameplay (Brief)

The player will explore a large base located outside of earth’s orbit. The player will have to explore the base filled with enemies that will attempt to stop the player from reaching the core of the base. While the player is traversing through the base the enemy will try and stop the player with different types of enemies that have different methods and actions to take down the player.

## Gameplay (Detailed)

The player will need to explore a large hostile base and get to the core of it. While exploring the player will find powerups to become stronger. These powerups can be found during regular play (aka going straight to the objective) and some that are hidden requiring the player to search for them. In addition, these powerups can affect the player by giving them increased health, shield or can be a new weapon. When the player has collected a few weapons upgrades they will then be able to mix and match the weapons to have unique effects that will help change up the gameplay.

The AI in the game will have different methods in fighting the player. In the interior areas the enemies will be very simple basic grunt soldiers that will stop the player from entering the interior of the base. In the interior of the base you will find more advanced enemies. One example it that there is an enemy that can fight in close quarters combat with melee attacks that has high damage resistance. There will also be a boss in ever interior section that the player can fight. The boss will be more of a challenge for the player fighting with unique fighting styles like spawning in a swarm of drones that will shield the boss and attack the player.

The player will need to get to the core of the base. To do this the player will need to explore the ship and find their way to the core. The cores location will be hidden to the player and it is up to their skill to find the core. The player will need to traverse through the exterior and interior sections to get to the core. Each interior section will have a unique environment that the player can explore and a boss that the player can fight. There will be upgrades all over the base and can be found while preforming some exploration.

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Player Sprite Sheet

- Enemy Sprite Sheets

- Projectiles sprites and sprite sheets

- Effects Sprite Sheets (aka explosions, etc.)

## - Sound

- Sound List (Ambient)

- Outside

- BGM

- Environmental sounds

- Enemy chatter / footsteps

- Inside

- BGM

- Interior ambiance

- Enemy chatter / footsteps

- Sound List (Player)

- Character Movement Sound List

- Walking on floor

- Hovering sound

- Character Hit / Collision Sound list

- Melee hit sound

- Projectile hit sound

- Laser hit sound

- Character on Injured / Death sound list

- Death sound effect

- Disintegration sound effect

## - Animation

- All animations will be created from the sprite sheets above

# Schedule

### - <Player>

- 7 weeks

- Create Player movement

- Animations

- Implement weapons system

- Implement class system

### - <AI>

- 10 weeks

- AI Base Completed

- Regular Enemy AI Completed

- Boss AI completed

### - <Level Design>

- 3 weeks

- Level Outline

- Exterior / interior completed

- Powerups and Enemy placed

### - <Powerups/Pickups>

- 2 weeks

- Generic pickups (Health pickups)

- Upgrades/Powerups (Some implemented ex. )

- Fully implemented weapons system