Game Design Document

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE CREATIVE DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.]

# Game Overview

## High Concept (Elevator Pitch)

## [A one or two sentence description of the game that captures the feel of the game. You want this to be accurate and exciting because it is what you would use to pitch the game to potential funders of the game as well as Steam or other vendor’s descriptions.]

Galaxy Dash is a simple and fun game where the player makes a Laser Knight either jump over killer aliens or dodge low flying UFOs, or ducks under higher flying meteorites as he runs across a flat terrain faster and faster as time goes by. It is perfect for anyone who wants to kill time, since it is engaging and has the competitive factor of trying to beat your high score for how long you go without bumping into any obstacles.

## Game Summary

[Summarize the game you are going to be creating here. It gives context for the sections that will be coming up.]

A Laser Knight crashes on an unknown planet full of hostile aliens. The objective of the game is to control the Laser Knight back to his space ship while endlessly dodging aliens, trying to survive to get home.

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# Gameplay

## First Minutes

[This section should detail what the player will see in the first couple of minutes when they launch the game and begin to play. Since this game is so small, think of this as more of a brief description of the first few seconds of gameplay. What do you want the player to immediately notice and feel?]

The Laser Knight would be visible on the menu screen with the game theme playing, the game background, game title and start button visible.

## Game Flow

[Use this section to describe exactly how you envision the game to be played and what order things will happen in. If you are feeling especially fancy you could even include a flowchart to help describe how the different parts of the game lead the player from one area or screen to the next, or a map.]

The player controls the Laser Knight to jump over aliens, dodge space ships and meteorites. The game will gradually speed up as the player achieves milestones (running a certain distance).

## Victory/Lose Conditions

[This section should be where you describe all the different scenarios that could end a segment of gameplay. For instance, if the game were about a brawl between players in a battle-royale game I might say the victory condition is when the players left in the game are all on the same team then that team wins.]

Galaxy Dash has no winning objective except for beating your high score. If the Laser Knight fails to avoid the objects, he will die and start over.

# Target Audience

[Describe the target audience of your game. Be specific about the demographics that the game should appeal to as well as the target ESRB rating. Note that for this project the game must not exceed a rating of E10+]

The rating is E for everyone, targeted at kids and teens.

Milestones

* Day 1
  + We met up with each other and spent time figuring out what game we wanted to make a master copy of, which in the end was the t-rex chrome game
* Day 2
  + Artists worked on figuring out how to do basic walking cycle animation and imputing that into Unity, while the programmers started working on the scripting on Unity
* Day 3
  + Figured out everyone’s roles
  + Finished GDD main information
  + Created a Trello and then a Google Sheets to keep all the assets in one place
  + Started the Pitch PowerPoint
  + Art Lead started creating the sprites
  + Programmers continued programming the functions of the game
  + Sound Lead started figuring out the final sounds