

Ye Little Shammer Demo Game Design Document (GDD)

Your Game Logo

Here

‘KEEP ON PUSHIN’, YE LITTLE SHAMMER!’ – Captain Cah (Kyle O’Dell)

This page: Table of Contents and Team Member Listing

Table of Contents

- 1 Game Overview
- 2 High Concept
- 3 Unique Selling Points
- 4 Platform Minimum Requirements
- 5 Competitors / Similar Titles
- 6 Synopsis
- 7 Game Objectives
- 8 Game Rules
- 9 Game Structure
- 10 Game Play
 - 10.1 Game Controls
 - 10.2 Game Camera
 - 10.2.1 HUD
 - 10.2.2 Maps
- 11 Players
 - 11.1 Characters
 - 11.2 Metrics
 - 11.3 States
 - 11.4 Weapons
- 12 Player Line-up
- 13 NPC
 - 13.1 Enemies
 - 13.1.1 Enemy States
 - 13.1.2 Enemy Spawn Points
 - 13.2 Allies / Companions
 - 13.2.1 Ally States
 - 13.2.2 Ally Spawn Points
- 14 Art
 - 14.1 Setting
 - 14.2 Level Design
 - 14.3 Audio
- 15 Procedurally Generated Content
 - 15.1 Environment
 - 15.2 Levels
 - 15.3 Artificial Intelligence NPC
 - 15.4 Visual Arts
 - 15.5 Audio
 - 15.6 Minimum Viable Product (MPV)
- 16 Wish List

Game Development Team Members

PRODUCER
Kyle O'Dell

PRODUCTION MANAGER
Kyle O'Dell

PRODUCTION COORDINATOR
Kyle O'Dell

GAME DESIGNERS
Kyle O'Dell

SYSTEMS/IT COORDINATOR
Kyle O'Dell

PROGRAMMERS
Kyle O'Dell

TECHNICAL ARTISTS
Kyle O'Dell

AUDIO ENGINEERS
Kyle O'Dell

UX TESTERS
Kyle O'Dell

1 Game Overview

Title: Ye Little Shammer

Platform: PC Standalone

Genre: 2D Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: April, 2020

Publisher: MSO Studios

Ye Little Shammer is a 2D platformer where a Shammer (a fictional species) is returning home from time spent at sea. However, the Red-Rahs have overwhelmed his homeland! Driven from his land, and lost in another, Ye Little Shammer must venture his way home using only a gun his fellow Captain Cah provides him. Play as Ye Little Shammer in this fantastic adventure to get back home!

2 High Concept

Ye Little Shammer places the player in a expansive universe, where the player can jump amongst various platforms, and be attacked by the Red-Rah enemies (type melee and exploding). The player can acquire a gun to assist in the adventure and blast their way home! Captain Cah will appear throughout the game, providing the player with immersive dialogue, furthering the cryptic storyline.

3 Unique Selling Points

- Unique story
- Original art style
- Multiplatform across Windows/Linux/Mac OS

4 Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE

//Insert relevant info here

5 Competitors / Similar Titles

Wuppo by //insert developer name

6 Synopsis

Returning home from a long time spent at sea, the Red-Rah's have overrun your homeland. On your way home, you are overwhelmed by Red-Rah's and wind up within the depths below. With the assistance of Captain Cah, it is up to Ye Little Shammer to make it back home!

7 Game Objectives

Proceed through the various maps, surviving the attacks of Red-Rah's, and try to find your way back home.

8 Game Rules

The game has multiple explorable maps, where enemies spawn and attack. The player can find a weapon and fire back using directional arrows.

9 Game Structure

Main Menu → TutorialRoom → Ship Deck → Homeland → Underland → Puzzle Land → Credits

If HP = 0 → Gameover screen

10 Game Play

10.1 Game Controls

W – Jump
W(x2) – Double Jump
A – Move left
D – Move right
S(Hold) – Fall through platforms
Arrow Keys – Shoot gun

10.2 Game Camera

Camera focuses on a particular area, and when the player leaves the frame, the camera shifts to the next frame.

10.2.1 HUD

Player Health

Informs player of remaining health

10.2.2 Maps

//write map info

11 Players

Ye Little Shammer

-//insert pic of main character

11.1 Characters

11.2 Metrics

Player Metrics:

Speed: 10

Max Health: 150

Attack Damage: 13

Time to attack: .5 seconds

11.3 States

Idle / Movement: Outer layer rotates

Death: Turns red with X eyes.

11.4 Weapons

Player has a fully automatic gun.

12 Player Line-up

13 NPC

13.1 Enemies

Red-Rah (Melee)

Red-Rah (Exploding)
Purple-Pah (Boss)

13.1.1 Enemy States

13.1.2 Enemy Spawn Points

13.2 Allies / Companions

Captain Cah

13.2.1 Ally States

13.2.2 Ally Spawn Points

14 Art

14.1 Setting

14.2 Level Design

14.3 Audio

15 Procedurally Generated Content

15.1 Environment

15.2 Levels

15.3 Artificial Intelligence NPC

15.4 Visual Arts

15.5 Audio

15.6 Minimum Viable Product (MPV)

- Built for the PC platform

16 Wish List