Ye Little Shammer Demo Game Design Document (GDD)

Your Game Logo

Here

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

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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 |

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# 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 my 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 read 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