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](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [2 High Concept](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [3 Unique Selling Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [4 Platform Minimum Requirements](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [5 Competitors / Similar Titles](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [6 Synopsis](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [7 Game Objectives](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8 Game Rules](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [9 Game Structure](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10 Game Play](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.1 Game Controls](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2 Game Camera](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2.1 HUD](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2.2 Maps](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11 Players](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.1 Characters](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.2 Metrics](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.3 States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.4 Weapons](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [12 Player Line-up](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13 NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1 Enemies](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1.1 Enemy States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1.2 Enemy Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2 Allies / Companions](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2.1 Ally States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2.2 Ally Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14 Art](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.1 Setting](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.2 Level Design](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.3 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15 Procedurally Generated Content](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.1 Environment](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.2 Levels](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.3 Artificial Intelligence NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.4 Visual Arts](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.5 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.6 Minimum Viable Product (MPV)](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [16 Wish List](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)   |  | | --- | |  | | 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 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

**Bibliography**

Kyle O’Dell

Department of Computer Science, San Diego State University

CS 583: 3D Game Programming

Professor Price

April 9, 2020

**References**

Thirslund, A. [Brackeys]. (2018, July 15). 2D Movement in Unity (Tutorial)[Video file]. Retrieved from

https://www.youtube.com/watch?v=dwcT-Dch0bA&t=220s

Thirslund, A. [Brackeys]. (2018, September 16). 2D Shooting in Unity (Tutorial)[Video file]. Retrieved

from https://www.youtube.com/watch?v=wkKsl1Mfp5M

Thirslund, A. [Brackeys]. (2017, July 23). How to make a Dialogue System in Unity [Video file]. Retrieved

from https://www.youtube.com/watch?v=\_nRzoTzeyxU&t=593s

Thirslund, A. [Brackeys]. (2017, December 20). PAUSE MENU in Unity [Video file]. Retrieved from

https://www.youtube.com/watch?v=JivuXdrIHK0&t=458s

Thirslund, A. [Brackeys]. (2020, February 9). How to make a HEALTH BAR in Unity! [Video file]. Retrieved

from https://www.youtube.com/watch?v=BLfNP4Sc\_iA

**Original Assets**

Soundtrack:

Main Menu Theme – Written and produced by Kyle O’Dell

Gameover / credits theme – Written and produced by Kyle O’Dell

First level theme – Written and produced by Kyle O’Dell

Second level theme – Written and produced by Kyle O’Dell

Final level theme – Written and produced by Kyle O’Dell

Sounds:

Player death sounds – recorded by Kyle O’Dell

Player hit sounds – recorded by Kyle O’Dell

Enemy death sounds – recorded by Kyle O’Dell

Captain Cah’s voice – Kyle O’Dell

Jumping Sound – recorded by Kyle O’Dell

Green Light Activation sound – recorded by Kyle O’Dell

Running water sound – recorded by Kyle O’Dell

Gun shooting sound – recorded by Kyle O’Dell

Gaining health sound – recorded by Kyle O’Dell

Artwork:

Little Shammer character – Kyle O’Dell

Captain Cah character – Kyle O’Dell

Melee enemy – Kyle O’Dell

Exploding Enemy – Kyle O’Dell

Boss enemy – Kyle O’Dell

Hearts – Kyle O’Dell

Main Menu background – Kyle O’Dell

Tutorial level background – Kyle O’Dell

Ship Scene background – Kyle O’Dell

First level background – Kyle O’Dell

Second level background – Kyle O’Dell

Final level background – Kyle O’Dell

Red platforms – Kyle O’Dell

Flower platforms – Kyle O’Dell

Yellow platforms – Kyle O’Dell

Ship Platforms – Kyle O’Dell

Ground – Kyle O’Dell

House – Kyle O’Dell

Fireplace – Kyle O’Dell

Gun – Kyle O’Dell

Key – Kyle O’Dell

Keyhole – Kyle O’Dell

HUD inventory – Kyle O’Dell

Projectiles – Kyle O’Dell

**Play Testers**

Kyle McLain Kane

Maria Jose Molina Sanchez O’Dell

Michael Scott

Nathan Lehenbauer

Nhat Ho

Tim Backus

Jamshid Aziz

Norman Chau

Christopher Bradford

Michael Ruiz

Ivan Delgado