

GDD: CODENAME RECLAIM

NAVIGATION

- Game Overview

- ❖ Gameplay and Mechanics

- ❖ Setting, Story and Characters

- ❖ Levels

- Assets

- ❖ Art

- ❖ Sound

- AI

- ❖ NPC

- Technical/Framework

- ❖ User Experience

- Technical Information

- ❖ Development Progression

Game Overview

Contains: General Information, Concept, Project Scope

General Information

Working Title: Codename Reclaim

elevator pitch

“

Imagine the sweet satisfying feel of a game like Hades and metal gear solid Rising meets the rng, adhd inducing dopamine rush of Vampire survivors.

That is what codename reclaim is all about. Hack, slash and shoot your way threw H0000AAARDS of enemies and be power itself. Become the Boss.

”

Concept

OVERVIEW

Genre: Action Survival

Target Audience: Teenagers and
Young Adults

Target Platform: PC

Engine: SFML Library

THEME

This is a Games Fleadh 2024 entry.
The theme for this year is “Start
with Nothing”

Our game has you start with no
powerups, no hack and slash and
build your way up to feeling like
you own it all.

Project Scope

MEET THE TEAM

Olawole Abayomi-Owodunni	Game Designer
Jad Fuhr	Game Artist
Jakub Stepien	Game Programmer
Jordan Umo	Sound Designer

SIZE: 4

RESPONSIBILITIES

Gameplay design	Olawole
Narrative design	Olawole, Jad, Jakub
Level design	Jad, Jakub
UX design	Jad, Olawole
Programming	Jakub, Olawole
Game Art	Jad
SFX	Jakub
Music	Jordan
Voice Acting	N/A

DEADLINE: 06/03/2024

Gameplay & Mechanics

Contains: Gameplay, Mechanics and Other gameplay elements

Navigation

■ Gameplay

- Player progression
- Game Objectives
- Mission details
 - ❖ Main missions
 - ❖ Side missions
- Difficulty & Scaling

■ Mechanics

- Physics
- Movement
- ❖ Game objects (Artifacts)
- Player actions
- Combat
- Economy

■ Other Gameplay Elements

- Saving & Loading
- Replaying
- Easter eggs
- Cheats

Gameplay & Mechanics

Contains: Gameplay, Mechanics and Other gameplay elements

Player progression

The screenshot displays the Lucidchart web application interface. On the left is a sidebar with navigation options: 'My Documents' (selected), 'Shared with Me', 'Trash', 'Recent Documents', and 'Starred Items'. At the bottom of the sidebar, there is a section for 'Switch Lucidchart Accounts' showing the email 'ayolawole@gmail.com'. The main content area features two informational boxes: an orange one stating 'You can edit your 3 most recently created Lucidchart documents view only. Upgrade for unlimited editing.' and a yellow one with a warning icon stating 'Clicking on a document will redirect you back to https://lucid.app/office/selectDocument?_host_Info=Powerpoint%24Win32%2416.01%24en-US%24%24%24%2416&Powerpoint=1'. Below these boxes is a toolbar with buttons for '+ Document', '+ Folder', and 'Import'. At the bottom of the main area is a search bar labeled 'Search documents' and icons for list and grid views.

▲ **My Documents**

▲ **Shared with Me**

Trash

🕒 Recent Documents

☆ Starred Items

Switch Lucidchart Accounts
ayolawole@gmail.com

∞ You can edit your 3 most recently created Lucidchart documents view only. [Upgrade for unlimited editing.](#)

⚠️ Clicking on a document will redirect you back to https://lucid.app/office/selectDocument?_host_Info=Powerpoint%24Win32%2416.01%24en-US%24%24%24%2416&Powerpoint=1

+ Document ▼ + Folder Import ▼

Search documents

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Gameplay

Game Objectives

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Mission Details

Main Missions

Side Missions

GO TO MAIN MISSION DETAILS

GO TO SIDE MISSION DETAILS

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Difficulty Scaling

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Gameplay & Mechanics

Contains: Gameplay, Mechanics and Other gameplay elements

World Physics

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Movement

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Game Objects

All game objects the player might come in contact with:

GO TO
GAME
OBJECTS

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Player Actions

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Combat

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Economy

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Gameplay & Mechanics

Contains: Gameplay, Mechanics and Other gameplay elements

Saving & Loading

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Gameplay Elements](#)

Replayability

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Elements](#)

Easter Eggs

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Cheats

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Setting, Story and Characters

Contains: Setting, Story and Characters

Level

Contains: Details on Levels

Art

Contains: Concept, Models, Textures

Sound

Contains: Sound Effects, Music, Voice Acting

NPC's

Contains: Enemy AI, Companion AI, Helper AI

Technical/Framework AI

Contains: Game Objects, Stored Variables, Player detection, Player Collision, World filling, Hit box information

GAME OBJECTS

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TECHNICAL AI](#)

What to do

Script function

Variables to track

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OBJECTS**

**BACK TO
TECHNICAL AI**

STORED VARIABLES

What to do

Script function

Variables to track

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VARIABLES**

**BACK TO
TECHNICAL AI**

Player Detection

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TECHNICAL AI

Player Collisions

World Filling

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TECHNICAL AI

Hit Box Information

User Experience

Contains: UI, Controls & Input, Tutorials

Technical Information

Technical information on how the game runs and requirements for optimal performance

Information

Target Hardware:

Game Size:

Engine used for development:

Network Requirements:

Multiplayer capability:

Development Progression

Documented progress of development