GDD: CODENAME RECLAIM

NAVIGATION

- Game Overview
- Gameplay and Mechanics
- Setting, Story and
 Characters
- Levels
- Assets
 - Art
 - Sound

- - **❖** 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, adhousing dopamine rush of Vampire survivors.

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



<u>Concept</u>

NVFRVIFW

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

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

SIZE: 4 **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

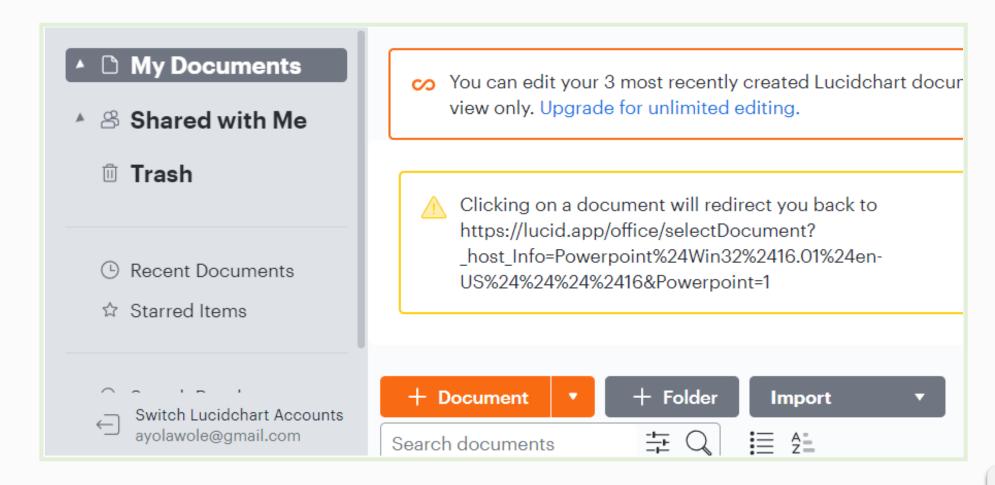
•Other Gameplay Elements

- ➤Saving & Loading
- ➤ Replaying
- ➤ Easter eggs
- **≻**Cheats

Gameplay & Mechanics

Contains: Gameplay, Mechanics and Other gameplay elements

Player progression



Game Objectives



Mission Details

Main Missions

Side Missions

GO TO SIDE MISSION DETAILS

Back to Gameplay

Difficulty Scaling

Gameplay & Mechanics

Contains: Gameplay, Mechanics and Other gameplay elements

World Physics

Movement

Game Objects

All game objects the player might come in contact with:

GO TO
GAME
OBJECTS

Player Actions

Combat



Economy



Gameplay & Mechanics

Contains: Gameplay, Mechanics and Other gameplay elements

Saving & Loading

Replayability

Easter Eggs

Cheats

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 Al

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

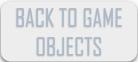
GAME OBJECTS



What to do

Script function

Variables to track





STORED VARIABLES



What to do

Script function

Variables to track





Player Detection



Player Collisions



World Filling



Hit Box Information



User Experience

Contains: UI, Controls & Input, Tutorials

Technical Information

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

<u>Information</u>

```
Target Hardware:
Game Size:
Engine used for development:
Network Requirements:
Multiplayer capability:
```

Development Progression

Documented progress of development