GDD: CODENAME RECLAIM

NAVIGATION

- Game Overview
- ❖ Gameplay and Mechanics
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- ❑ Assets
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    - 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 HOOOOAAARDS 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

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Game Objectives

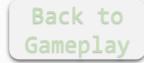- **<u>SURVIVE</u>** an oncoming wave of enemies

Difficulty Scaling

Difficulty scales with levelling
* As player levels up, more enemies spawn in

Difficulty scales with time
* After a certain time period, we begin spawning

Gameplay & Mechanics

Contains: Gameplay, Mechanics and Other gameplay elements

World Physics

Player and enemies collide with obstacles around them as well as enemies having physical collision with each other

The player does not follow this pattern as it allows for freedom of movement

Back to Mechanics

Movement

Player uses the left analogue stick to move around the map.

They have 8-D movement and upon receiving the upgrade, dash across the map in the direction faced automatically after a charge meter fills up. This means the player can dash but has limited control of how to.

Back to Mechanics

Player Actions

- Move
- Collide with enemies
- Collide with obstacles

Combat

- The player is given a Pistol weapon on game start. This fires at the closest enemy and the enemy dies on collision.

- The player gains a dash attack after the first level up and gets access to new guns to use in conjunction with the pistol like the assault rifle and RPG to name a couple

- The player gains a slash aoe that affects enemies within the area after a few levels as well

- Enemies are always tracking the player position. Upon collision, the player takes damage and if health is 0, the game is over for our player.

Economy

- XP is the only economy that the player has direct access to. They collect orbs to gain xp and this xp grants the player level ups.

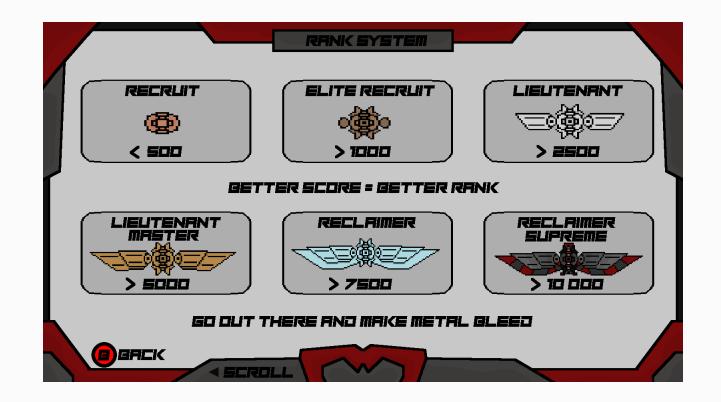- On level up, the player picks a character upgrade and a weapon upgrade allowing for a variety of potential builds

Gameplay & Mechanics

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Saving & Loading

Replayability

- A ranked system and a high score have been set in place to enhance the replayability features

Technical Information

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

Information

Target Hardware: PC
Game Size: 46MB
Engine used for development: SFML Library
Network Requirements: None
Multiplayer capability: No