

<Top-down-fight>

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## Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

The elevator Pitch

What sets this project apart?

## Assets Needed

- 2D

- 3D

- Sound

## Schedule

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- <Object #2>

- <Object #3>

- <Object #4>

# Overview

## Theme / Setting / Genre

- Fight
- 2D/Top Down
- Smooth and Calm
- Post-apocalyptic World
- Ghost City

## Core Gameplay Mechanics Brief

- Top down
- Combat

## Targeted platforms

- Computer

## Monetization model (Brief/Document)

- Total free.

## Project Scope

- <Game Time Scale>
  - No cost to make this game.
  - The estimated time for the final version is 3 months.
- <Team Size>
  - <Core Team>
    - [Pedro H Meira](#)
      - Code and Game Design
      - No costs to hire
    - [Patrick Luis](#)
      - Code and Art Design
      - No costs to hire
    - [Chayenne Rodrigues](#)
      - Music
      - No costs to hire

## Influences (Brief)

### - Influence #1>

- [The Last Of Us](#) - Game
- This marvel in the form of a game serves as an audiovisual influence for the project. The post-apocalyptic setting with abandoned cities will be a great reference in the production of our game.

### - <Influence #2>

- [Brawhalla](#) - Game
- Base collection for art reference for the game.

### - <Influence #3>

- [Pinterest Album](#) - Media
- Base collection for art reference for the game.

### - <Influence #4>

- [Daniel Rise](#) - Professional Illustrator
- Professional who creates arts very similar to the objective of the project.

## The elevator Pitch

In a harmonic blend of action and smoothness, the game has a different proposal to fighting games, complementing epic scenes in abandoned environments and destroyed structures with a light and smooth feel in terms of graphic soundtrack and gameplay.

## What sets this project apart?

- epic fighting game with a calm and epic environment at the same time.
- post apocalyptic theme with unique maps.
- fluid and fun gameplay and play.

## Assets Needed

### - 2D

#### - Textures

- Made by Team

#### - Heightmap data (If applicable)

- Made by Team

### - Sound

- Sound List

- Coming...