Group Game Design Document (GDD)



***‘Tag line’*** – author

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1 Game Overview

Title: Awesome Game Name

Platform: PC Standalone

Genre: Wave Survival First-Person Shooter

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: December 2020

Publisher: Big Metal Fans

Description: It is a first-person shooter with endless waves of enemies. The longer the game goes on, the harder it becomes. The player will be able to purchase upgrades or items that will help them get further. Items will be available during the game, while stat upgrades are available between games.

Includes: Inventory system, gamification

2 High Concept

3 Unique Selling Points

Not your everyday zombie wave survival.

4 Platform Minimum Requirements

Must be able to run unity engine.

5 Competitors / Similar Titles

* Call of Duty Zombies
* TF2 Mann vs Machine
* Counter-Strike

6 Synopsis

7 Game Objectives

Ideas:

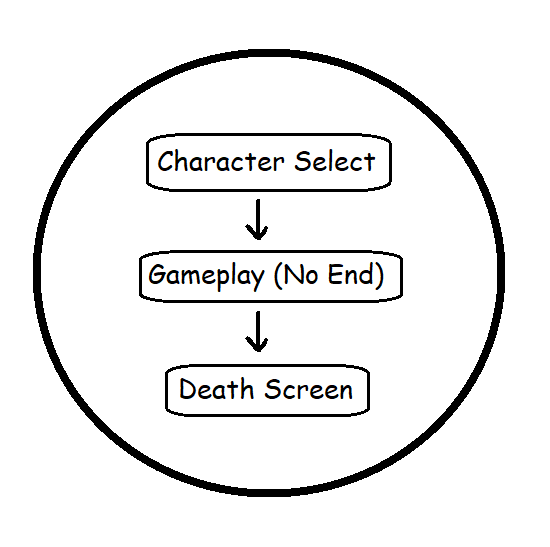
* Survive as long as possible. Kill all enemies in the wave to proceed.
* Collect items to use in future runs.

8 Game Rules

The game level is a closed environment set in the setting where the Player is attacked by the enemy. The player can move around and shoot the enemy with their gun. In this level, the enemy spawns randomly around the Player. The enemy will run towards the player. The player earns points by shooting the enemies. After defeating a certain number of enemies, the next wave starts.

9 Game Structure

* Wave based gameplay, start with no upgrades.
* Purchase upgrades mid-game to help you go further.
* After the game, purchase permanent upgrades that will help you on all future runs.



10 Game Play

10.1 Game Controls

WASD, whatever other keybinds are needed.

Rebindable controls maybe?

Mouse

10.2 Game Camera

First person camera attached to the player position at head level

10.2.1 HUD

Simple HUD with health, ammo, round/wave, etc

10.2.2 Maps

One large open map (More on wish list?)

11 Players

11.1 Characters

One character option, it is a first-person game so the player may never even see a character model.

11.2 Metrics

Health, Ammo, Money, Statistics that persist between games? Earned with either just money or some skill points

11.3 States

11.4 Weapons

A variety of different weapons, likely mostly guns with a few melee weapons

12 Player Line-up

13 NPC

13.1 Enemies

TBD

13.1.1 Enemy States

Enemies are always moving in the general direction of the player after spawning

13.1.2 Enemy Spawn Points

Enemies spawn randomly around the player, outside of their line of sight.

13.2 Allies / Companions

You are alone

13.2.1 Ally States

N/A

13.2.2 Ally Spawn Points

N/A

14 Art

14.1 Setting

14.2 Level Design

At least one pre-designed map that the player will have to survive on.

14.3 Audio

15 Procedurally Generated Content

15.1 Environment

15.2 Levels

Waves of enemies that get progressively harder acts as the level system

15.3 Artificial Intelligence NPC

Enemies run towards player.

15.4 Visual Arts

This game is a work of (visual) art

15.5 Audio

Sound effects

15.6 Minimum Viable Product (MPV)

Character movement

Map

Weapon

Enemy

16 Wish List

Multiple maps

17 Bibliography

Scripts written as a collaboration between all team members

Models will likely be mostly all downloaded, with some possibly made by team members

Sound/Music likely all or mostly downloaded from free sources, some possibly made custom.