Game design Document – Overview

**Part 1 – Brief**

High Concept (core of the game)

The core of the game is to shoot enemies and ignore civilians when there is a big-time limit. It’s a speedy game when you should be both fast and have attention to details.

Game Overview

**Genre** – Rail shooter & Light Gun shooter

**Target audience** – age: 16 to 30, people who like arcade with speedy gameplay

**Platform** - PC

Game Description

**Gameplay**

The player needs to shoot (press) all the enemies that are showing up on the screen before they disappear again. Also, the player should avoid shooting civilians.   
when a player shoots an enemy, he receives points, civilians decrease the amount of point. Finishing on a faster time should add bonus points.

The goal is to finish the game with as much points as possible (accuracy & speed).

**Art**

“Super-Hot” Style.

Realistic buildings and environment.

**Story**

The player is a cop in a mission to kill all the robbers that are interfering with civilians’ life.

**Part 2 – Detailed Design**

Gameplay

**Progression**

Each level has a specific set of enemies, when all the enemies on this specific zone are finished (dead\disappeared) the player is moved automatically to the other zone. Each zone has increased difficulty (trough number of enemies and speed).

**Game Objectives**

In each zone the main objective is to kill all the enemies and ignore civilians in the quickest time possible.

**Game flow**

The player is transported to a field of action. There are different enemies spawning from different locations. Each undestroyed enemy is hurting the player and decrease is health by one.

The player tries to kill all the enemies in a quick time and to not harm any civilian in the way.

When the player finished one zone, he is transformed to the other one which have increased challenged and added mechanics.

Mechanics

**Movement**

The character cannot move the camera, it is a railroad shooter therefore the character is moved by a specific trail set beforehand.

The character can choose where to press and shoot the enemies.

The character should have an indictor to where the mouse is pointing //currently not available.

**Actions**

The character can press the right mouse button to click and shoot enemies.

There will be on hit events that the player should response to in a limited time (to emphasize the quickness of the game)

**Environment**

**Interface**

**Enemy Behavior\Interaction**

Enemies has preset behavior. Each enemy is moving through a specific course.

Characters

**Player Character**

The player character doesn’t appear much in the game because the game is in first-person style. Although we are trying the option of the head and shoulder of the player to be visible.

**Enemies**

Enemies have model and a predefined set of movement.

**Non-Player Characters**

The civilians are enemies with different model that you are not supposed to shoot. Just like regular enemies they have a predefined set of movement.

Level Design

The level design is entirely taken for the virtua cop 2 game. For each level we copied exactly when and where an enemy was showing.

UI

**Main Character Interface**

**InGame menus**

**Start menus/Game Options**

**Player controller Scheme**

Game design Document – Planning

**Part 1 – MVP (Minimum Viable Product) Definition**

**Art**

1. Enemies model and environment design

**Design**

**Dev**

1. Showup system – a system that controls how many enemies are spawning and where. Also controlling different zone completement.
2. Shoot – the ability to cast a ray to the enemies and invoke an animation change in the enemy.

Milestones

**Prototype Stage**

All the environment and enemies are blocks with basic materials. The player has the ability to press an enemy.

**Proof of concept**

The environment and enemies are models created for the game. You can generate a zone sequence easily and each press of the enemy trigger’s death animations. There’s still not any point system and there is just one zone to demonstrate the gameplay.

**Playable Test (Internal Test)**

Particle systems & music are added to the game. All the zones for level 1 are implemented.

There is better sync with enemy models and environment.

There is camera zoom effect & UI for when an enemy is appearing in screen.

Each zone has increased difficulty thorough speed and quantity.

**First Review**

There are 3 levels for the game, each with unique challenges and increasing difficulty.

There is leader box tab that celebrates all the different playthrough of a player and motivates him to be better in the game.

**Final**

Polish for the effects on the game, adding more juice and fixing all bugs which appeared in the game.

Development Layers

**Stage 1**

1. Rail road cinemachine movement
2. Modeling of environment and characters
3. Animation handler
4. Showup system

**Stage 2**

1. Start screen and UI of the game
2. Cursor effect for shooting
3. Camera zoom movement
4. Completion of level1

**Stage 3**

1. On hit events
2. Leader box tab
3. Addition of 2 other levels
4. Music and sound effects

**Stage 4**

1. Particle systems and polish