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(Working Title)OW2DSailing

This is the game design document for the open world 2d sailing project from Beniers Gaming Industries. This project will grow over time and its features will be expanded over the following months. 24-01-2021

GDD

Game Design Document

Inhoud

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# Inleiding

This project was first conceived by Rick Beniers in 2020.

the first idea was a simple ship of the line in an 2D open world were it could sail around, attack other ships and explore the world.

The first iteration was started on 24-01-2021 which would cover the Documentation set up in order to get a better idea of the game and the requirements needed to realise the very first idea about this project. The project will be expanded over time and multiple features will be documented and added in the project.

# POR(program of requirements)

**24-01-2021**

The player will start the application in a standard 2 mast ship. When the player presses on one of the W, A, S, D keys on his/her keyboard the ship will react and the following will happen depending on the player input :

* W : the ship moves slowly forward.
* W + A : the ship moves slowly forwards and towards port(left).
* W + D : the ship moves slowly forwards and towards starboard(right).

# Version Control & management

|  |  |  |
| --- | --- | --- |
| Iteration/Version | Description | Date start & end |
| Iteration 1(V0.1) | Setting up project docs. | 24-01-2021 --- 24-01-2021 |
| Iteration 2(V0.2) | 1st realisation fase | 24-01-2021 --- |
|  |  |  |
|  |  |  |

# Schedule Iterations

## Iteration 1(V0.1)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Description | Priority(1 - 5) | Finish Date | Status |
| 1 | Create Word Doc GDD with an introduction page. | 5 | 20:00 24-01-2021 | Done |
| 2 | In GDD add Version control & management page. | 4 | 20:10 24-01-2021 | Done |
| 3 | In GDD add POR. | 5 | 20:20 24-01-2021 | Done |
| 4 | In GDD add schedule page | 5 | 20:30 24-01-2021 | Done |
| 5 | In GDD add Software requirements page. | 3 | 21:01 24-01-2021 | Done |
| 6 | In GDD add Functional design flowchart. | 4 | 21:50 24-01-2021 | Done |
| 7 | Update table of contents. | 5 | 21:51 24-01-2021 | Done |

## Iteration 2(V0.2)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Description | Priority(1 - 5) | Finish Date | Status |
| 1 | Place ship controller object. | 5 |  |  |
| 2 | Create movement script | 5 |  |  |
| 3 | write keyboard input detection | 5 |  |  |
| 4 | Write Forward movement | 5 |  |  |
| 5 | Write left movement | 5 |  |  |
| 6 | Write right movement | 5 |  |  |
| 7 | Write player controller movement. | 5 |  |  |

# Software Requirements

|  |  |  |
| --- | --- | --- |
| Software |  |  |
| Program : | Program description : | Priority(1 - 5) : |
| Microsoft office | Documentation editor | 5 |
| Unity3D | 3D editor | 5 |
| Visual studio | Code editor | 5 |
| Paint3D | Sprite editor | 4 |
| Audacity | Sound editor | 3 |
|  |  |  |
| Hardware |  |  |
| Program : | Program description : | Priority(1 - 5) : |
| Windows 10 | Operating system | 5 |
|  |  |  |

# Functional design

