Game Design Document

Project title: Asset Pack Showcase

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GIT repo:
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Introduction:

This document contains designated sections that describe the proposed idea its technical and graphical design requirements.

Scope
This document contains a high level description of the intended design for the asset pack including 3d assets, styling, animations and potential sound design

Targeted Platform
The final, intended product will be targeted towards developers using Unity 2019 and future versions. It may work with older versions of unity by testing may be needed

Development software

Engine:
Unity 2019.2.3 will be the engine used for this project and the recommended platform for the usage of the asset pack.

Programming software:
Visual Studio 2019 and C# will be the sole programming software

Artwork Software:
Blender 2.8 will be used for the 3d modelling due to its availability and ability to be used commercially, unlike other similar software such as 3DS Max

Specification

Concept

The concept of this asset pack is to provide a quick prototyping source in which developers can use to create and work on a combat related project. In order to display the assets, a showcase-like scene would be used to see character models and their animations as well as some of the types of scenery and areas.

Styling

The styling will be aimed towards a low-poly flat lighting style similar to that of "Swords 'n' Magic and stuff" and "Astroneer". User interfaces will not have custom assets unless spare time is available.

Thematic

The theme of which the asset pack will be based around is a medieval, skyrim-like style while still being low poly.

Colour scheme

In terms of colour scheme, the structures would be made up of a variety of wooden colours ranging from light to dark browns and some white-ish elements. The background assets and terrain will have two types, one being a mountain-like area with greenery which will use light and dark greens, grey/browns for the rocks and some blues for any water features. and the other being a dark, dimly lit cavern with some light sources such as lava

Controls

Model Animations:
- A = Movement
- S = Attack
- D = Death

Terrain change:
- L = change terrain

Rotate Model:
- Left arrow = Rotate left

- Right arrow = Rotate Right