Gaijin GDD

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Story / Narrative

We are going for the Asian Mythology / Ninja theme.

Story:

When I was but a boy, my parents would travel to faraway lands to trade goods and spices. I went with them on their travels a I were too young to stay behind, and after months at sea we were close to our destination. But a few days away a storm arrived which broke the ship into a million pieces. How I survived I bare remember, all I know I remember is water crashing down on me as I managed to keep floating. I don’t remember how much time passed before I washed ashore.

The first I remember is opening my eyes on the floor of strange house, in a strange land with strange people speaking a strange language. This is where I met (Name), they to care of me and trained me to become a skillfull member of their clan, sworn to protect the (object). I wear this mask to hide my face, as I am an outsider. Many do not want man like me among them, and once they would find out I should fear my life.

The clan got attacked to get the (object) and it was then they found out who I truly am. Oddly enough it made them spare my life, which may be their greatest mistake yet. Driven by my anger of losing those who cared for me, and driven by the oath I took, I shall travel to the after life and seek out the strength of the dragon to avenge the (name).

Target Audience

12+ certain levels of aggression and blood, not too graphic. No curse words or sexual content.

Target Platform

Pc, met controller support and for keyboard and mouse.

Art Style

Cartoony, surreal. Ui and cutscenes based on traditional Japanese art. 3d modelled. Environment based on Japanese history/fantasy.

Camera

Eagle eye view. The camera is fixed on the player, you can’t rotate the view or adjust it in any other way. We use perspective view because that way the graphics will look better.

Control

Twin stick shooter. Keyboard/mouse: Movement WASD. Looking/aiming: Mouse cursor. Controller: Movement: Left stick. Looking/aiming: Right stick.

Character

* Main character (western ninja)
* Clan ninja’s
* Dragon
* City people
* Ghost
* Priest

Enemies / Obstacles

* Samurai clan leader
* Samurai
* Demons
* Puzzles

Maze: A repeative map without too much difference in which you can get lost easily. You need to remember where you are.

Dragons riddle: The dragon gives you a riddle and you need to search the map for the object the dragon refers to.

* Bandits

Abillities

* Katana : Slash attack. Melee damage.
* Shiruken : Ranged damage. 10 meter range.
* Smoke bombs : Stun like effect on enemy. Enemy can’t defend or attack for 5 seconds.
* Dragon power
  + - Dragons fist: A bare handed punch that does a lot of damage and can break things like metal.
    - Dragons flight : An ability that allows you to jump 3 to 5 meters high.
    - Last resource : An ability you can use only once after casting it for a set amount of seconds. You summon the dragon spirit which can do a lot of damage.
* Sprint : Movement speed doubles for a set amount of time.
* Kusarigama : AoE of 2 meters.
* Nunchakus : Melee damage, hit attack.
* Fan : Slice weapon. Melee damage.
* Darts : Ranged damage and poison. Poison does damage for the upcoming 10 seconds. 10 meter range.

Game Progression

Scene 1 (Introduction)

Tutorial: You start in the city. Enemies attack you and you get introduced to the melee weapons: Katana, Fan, Nunchaku, Kusarigama. Enemies can be seen in a distance and you get introduced to ranged weapons: Shiruken, darts. And abilities: Smoke bombs and sprint.

Temple: Once you get to the temple an event starts where bandits attack the temple. You need to use your abilities to defeat all enemies. Once defeated you can have a dialog with the priest. Cutscene 2 starts.

Scene 2 (Spirit world)

traveling to the spirit world. Once there you have to defeat evil spirits on your quest to find the dragon, once you found it it will give you a quest to steal something from another spirit. If you manage to get the object and hand it to the dragon it shall give you a part of his abilities. Cutscene/story part where the dragon explains the abilities you have gotten. Dragons flight which allows you to jump extra high. Dragons fist that allows you to break and damage things with your bare hand. Last resource which will summon a mist like dragon that does great damage, you can only use the ability once as it is extremely powerfull. Your spirit will find its way back to your body where you awaken to find out you have been captured while you were in the spirit world.

Scene 3 (Prison, boss fight)

You wake up in a prison where you get a tutorial of the punch skill to break free. Find your allies in the maze like prison and free them as well while now and then getting attacked by samurai. You also need to look for your weapons along the way.

After freeing your allies you go to the castle (which is on the other side of town) and jump onto the walls/roofs to find your way inside as unseen as you can. If you are spotted you need to fight the samurai (which will be too powerful for you, so combat is not an option).

Once you find the room where the warlord is the boss fight will start. You and your allies will have to fight a bunch of normal and veteran samurai that spawn before you can focus on killing the warlord. If the warlord his health is low enough you can start casting the final attack to finish him. Cutscene that sums up what happens now you’ve beaten the game.

Pick – ups / Upgrades

* Health shrines
* Dragon Abilities

(G)UI

* Start menu
  + - New game
      * Warning
    - Continue from checkpoint
    - Exit
    - Options
      * Sound
      * Music
      * Graphics
* Ingame menu
  + - Back to main menu
    - Load from checkpoint
    - Options
      * Sound
      * Music
      * Graphics
    - Exit game
* HUD
  + - Health
    - Weapons
    - Abilities
    - Charge
* Inventory
  + - Extra weapons
* Quest log
  + - Current objective
    - History
* Map
  + - Objective marker
* Loading Screen

Resource Budget

* Resource budget
  + Prop polycount
    - Character 10000 poly
  + Texture resolution
  + Environment detail

Procedural / Modular Assets