A screenshot of a computer screen

Description generated with very high confidence

Game Design Document

***‘The ultimate survival game!*** – Samuel Akinmulero

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# Game Overview

Title: Dodge Mesh 2: The Rise of Flocking

Platform: PC Standalone

Genre: Survival

Rating: (10+) ESRB

Target: Casual gamer (age 6+)

Release date: March 22, 2018

Publisher: Akinmulero Industries

Dodge Mesh 2: The Rise of Flocking is the sequel to the highly acclaimed Dodge Mesh. This sequel is a third-person, high paced, survival game. The story takes place in a post apocalyptic world where the “Boids” have taken over the Earth with their flocking behaviors! Their maneuverability is breathtaking to look at; however, they will not hesitate to destroy anything in their path…including YOU! Are you ready to take on this role?!

High Concept

Synopsis

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# 4 Game Objectives\*

# 5 Game Rules\*

# 6 Game Play\*

## 6.1 Game Controls

### 6.2 Maps

# 7 Players (optional)

## 7.1 Characters

## 7.2 Metrics

## 7.3 States

## 7.4 Weapons

# 8 NPC (optional)

## 8.1 Enemies

### 8.1.1 Enemy States

### 8.1.2 Enemy Spawn Points

## 8.2 Allies / Companions

### 8.2.1 Ally States

### 8.2.2 Ally Spawn Points

# 9 Art \*

## 9.1 Setting

## 9.2 Level Design

## 9.3 Audio

9.4 What you Developed