

Arrow Master

Game Design Document (GDD)



Become the World's Best Arrow Master

This page: Table of Contents and Team Member Listing

Table of Contents

- [1 Game Overview](#)
- [2 High Concept](#)
- [3 Unique Selling Points](#)
- [4 Platform Minimum Requirements](#)
- [5 Competitors / Similar Titles](#)
- [6 Synopsis](#)
- [7 Game Objectives](#)
- [8 Game Rules](#)
- [9 Game Structure](#)
- [10 Game Play](#)
 - [10.1 Game Controls](#)
 - [10.2 Game Camera](#)
 - [10.2.1 HUD](#)
- [11 Players](#)
 - [11.1 Characters](#)
 - [11.2 Weapons](#)
- [12 Player Line-up](#)
- [13 Art](#)
 - [13.1 Setting](#)
 - [13.2 Level Design](#)
- [14 Procedurally Generated Content](#)
 - [14.1 Environment](#)
 - [14.2 Audio](#)
 - [14.3 Minimum Viable Product \(MVP\)](#)
- [15 Wish List](#)
- [16 Bibliography](#)

Game Development Team Members

- PRODUCER**
Samer Madieh
- PRODUCTION MANAGER**
Samer Madieh
- PRODUCTION COORDINATOR**
Samer Madieh
- GAME DESIGNERS**
Samer Madieh
- SYSTEMS/IT COORDINATOR**
Samer Madieh
- PROGRAMMERS**
Samer Madieh
- TECHNICAL ARTISTS**
Samer Madieh
- AUDIO ENGINEERS**
Samer Madieh
- UX TESTERS**
Samer Madieh

1) Game Overview

Title: Arrow Master

Platform: Mac

Genre: Arrow Shooter

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November 2020

Publisher: Anti-Gamer Gamer Studios

Description: Sculpt and test your archery skills with multiple challenges. The goal of the game is to hit the bullseye with the arrow. The difficulty increases as the levels get higher. The player will have to overcome the obstacles thrown in their way in order to hit the bullseye. The player will only have a limited number of arrows per level and will reset to the first level if they run out of arrows before hitting the target.

2) High Concept

The game is based on the story of an archer who wants to become the best archer in the world by practicing and honing his archer skills, and beating the last level. In each level, the players get a limited number of arrows, and the player must hit the bullseye before they run out. If they run out of arrows before hitting the bullseye then the player will lose and will have to go back to the first level. The player can choose between different characters.

3) Unique Selling Points

- Ease of learning the game.
- Simplicity.
- Addictive game.
- Arrow physics.

4) Platform Minimum Requirements

Mac: generally everything made since 2010 should work.

5) Competitors / Similar Titles

Archer 2 – iDevMobile Tec

Bowmaster – Indie Game

6) Synopsis

You are trying to become the world's best archer by beating the toughest challenge of them all: The Arrow Master Challenge. You must beat all the levels of the challenge in order to become the world's greatest archer.

7) Game Objectives

The objective of the game is to hit the bullseye before running out of arrows in every level. You must beat all levels in order to win the game.

8) Game Rules

The game levels are a closed environment where the player is standing. Within this environment there is a bullseye that the player has to hit in order to advance to the next level. The player will hit the bullseye by shooting arrows. There will be a limited number of arrows in each level. If the player runs out of arrows before they hit the bullseye, then they lose the game and go back to the first level. The player can pick the character they want to play with in the main menu.

9) Game Structure

Character Selection → Level →

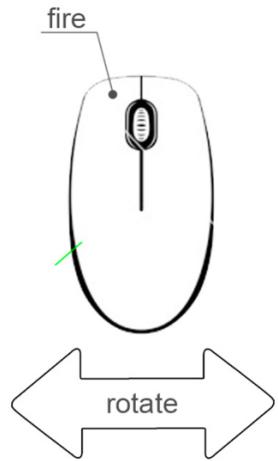
Win → Next Level

Win Last Level → Win Game

Lose → Lose Game (Reset to Level 1)

10) Game Play

10.1) Game Controls(Mac)



10.2) Game Camera

2D Camera that is fixed.

10.2.1) HUD

- Arrows: The number of arrows that the player has remaining in that particular level.
- Level: The current level that the player is on.

11) Players

11.1) Characters

- Ninja
- Knight
- Vampire

11.2) Weapons

- Bow and Arrow.

12) Player Line-up



13) Art

13.1) Setting

The game takes place in a wild forest. A collection of objects is used to decorate the levels and make it harder for the player to hit the bullseye.

13.2) Level Design

The level consists of an environment where it takes place, the player, the bow and arrow, and other different objects used to enhance the game.

14) Procedurally Generated Content

14.1) Environment

- Forest
- Water

14.2) Audio

Name	Category	Description
BackgroundSound	Background Music	Background music plays during gameplay
MenuMusic	Background Music	Background music plays during the game menu
WinSound	FX	Positive sound that plays when you win.
LoseSound	FX	Negative sound that plays when you lose.
ArrowHit	FX	Arrow collided with object sound effect.

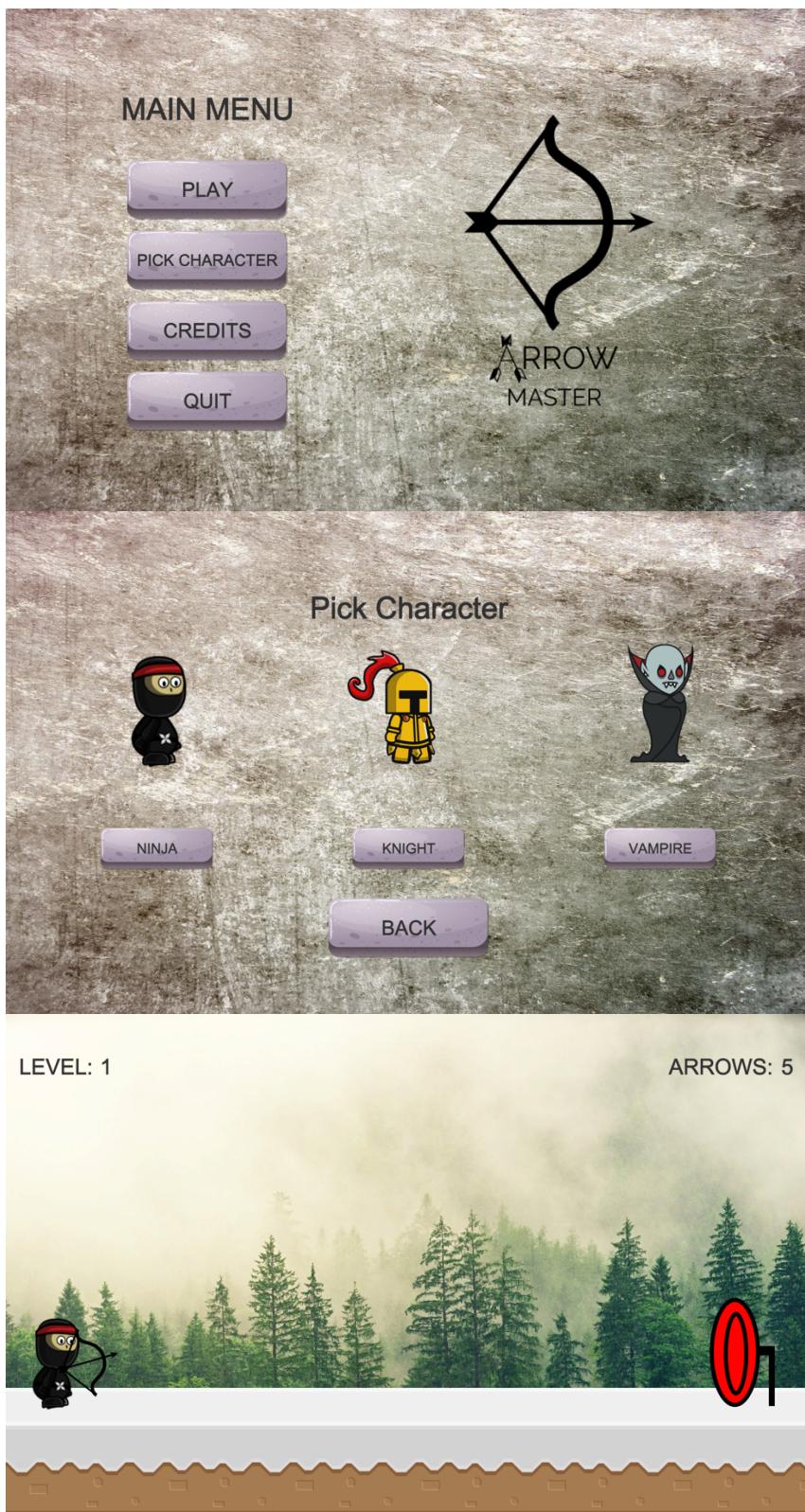
14.3) Minimum Viable Product (MVP)

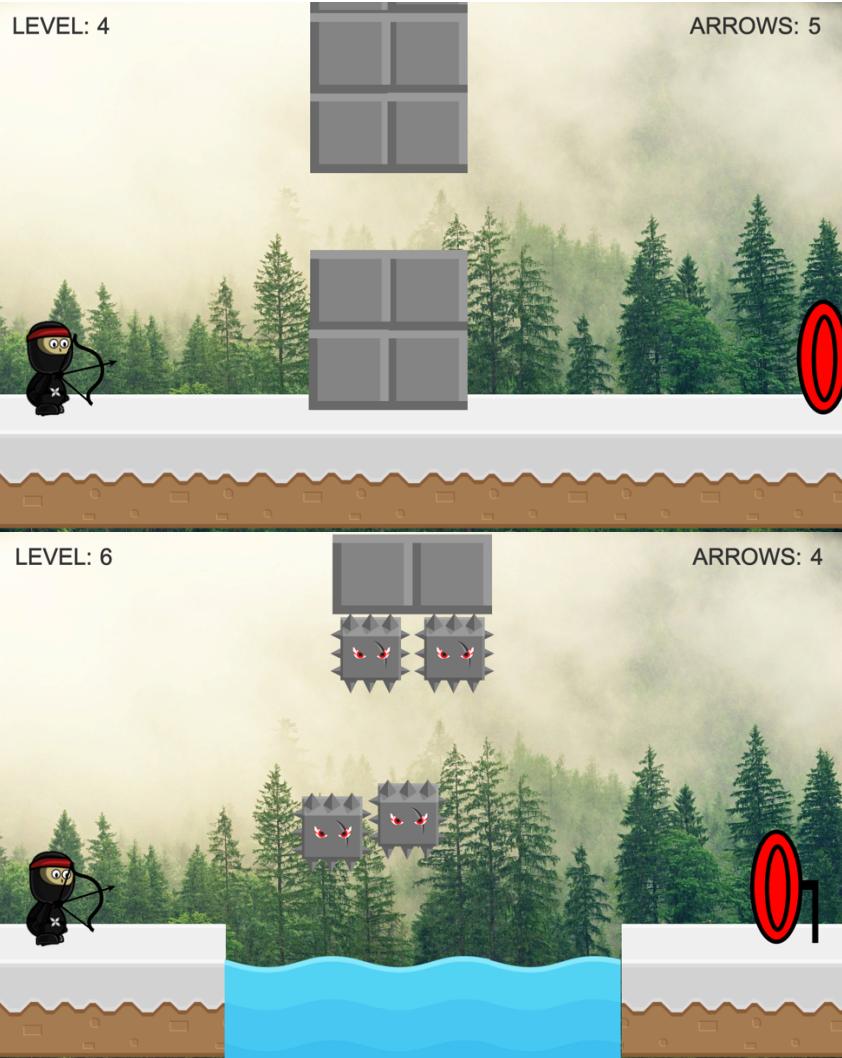
- One character only Knight.
- Two levels (to display level beating functionality).
- Built for Mac platform.

15) Wish List

- In the future, add more characters and have each player have different capabilities, weapons, and stats.
- Have the player be able to move and interact with the environment around them.

16) Screenshots:





17) Bibliography

References

pechvogel. (2016, December 13). *Ninja idle* [Image].

Opengameart.Org.<https://opengameart.org/content/black-ninja-character>

BayatGames (2020, March 9). *Free Platform Game Assets* [Image].

<https://assetstore.unity.com/packages/2d/environments/free-platform-game-assets-85838>

DontMind8. (2017, October 12). *Golden Knight* [Image]. Opengameart.Org.

<https://opengameart.org/content/golden-knight-character-sprite>

irmirx. (2015, August 29). *Vampire idle* [Image]. Opengameart.Org.

<https://opengameart.org/content/vampire-animations>

Madieh, S. M. (2020, October 29). Arrow Master Logo [Image]. In *Samer Madieh*.

Madieh, S. M. (2020, October 30). Bullseye [Image]. In *Samer Madieh*.

Madieh, S. M. (2020, October 29). Bow & Arrow[Image]. In *Samer Madieh*.

Madieh, S. M. (2020, November). Arrow.cs [C# Code]. Samer Madieh.

Madieh, S. M. (2020, November). Bow.cs [C# Code]. Samer Madieh.

Madieh, S. M. (2020, November). Buttons.cs [C# Code]. Samer Madieh.

Madieh, S. M. (2020, November). MainMenu.cs [C# Code]. Samer Madieh.

Madieh, S. M. (2020, November). PlaySound.cs [C# Code]. Samer Madieh.

Madieh, S. M. (2020, November). SetCharacter.cs [C# Code]. Samer Madieh.

ZapSlat (2020, November 19) *All Game Audios* [Audio]. <https://www.zapsplat.com/>