ALIEN ATTACK

Kuva, joka sisältää kohteen teksti, Fontti, Grafiikka, logo

Kuvaus luotu automaattisesti

Revision: 0.0.1

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# Overview

## Theme / Setting / Genre

* + Game theme is “Darkness”, and the game is Top Down Shooter.

## Core Gameplay Mechanics Brief

* + <Gameplay Mechanic #1>
  + <Gameplay Mechanic #2>
  + <Gameplay Mechanic #3>
  + <Gameplay Mechanic #4>

## Targeted platforms

* + PC

## Monetization model (Brief/Document)

* + This game is meant to be published in platform Steam.

## Project Scope

* + <Game Time Scale>
    - At the beginning there are no costs for this project
    - Game Demo of this project is meant to be done in 3,5 days
  + <Team Size = 1>
    - <Core Team>
      * Sami Palomäki
        + Making the whole game from scratch
    - <Marketing Team>
      * Sami Palomäki
        + Not marketing right away, this project is going to be given to PHZ Game Studios for marketing purposes
      * PHZ Game Studios
  + Not any costs at star

## Influences (Brief)

* + <Influence #1>
    - Game called “Dead Nation”
    - Dead Nation hit me hard when I first played it.
  + <Influence #2>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #3>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>
  + <Influence #4>
    - <Medium> (Television, Games, Literature, Movies, etc.)
    - <Explain why this is an influence in one paragraph or less>

## The Elevator Pitch

You have been dropped on an alien planet, where a game awaits you. In this game, you are supposed to survive the levels made for you. These levels contain enemies and cannons. Different aliens will try to kill you. If you make it to the end, you get to go back to your home planet.

## Project Description (Brief)

<Two-Three paragraph description>

## Project Description (Detailed)

<Four-Six paragraph project description>

# What sets this project apart?

* + <Reason #1>
  + <Reason #2>
  + <Reason #3>
  + <Reason #4>
  + <etc.>

## Core Gameplay Mechanics (Detailed)

* + <Core Game Mechanic #1>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #2>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #3>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #4>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

* + <The Summary or TL;DR version of below>

## Story (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Use Mind Mapping software to get your point across/

## Gameplay (Brief)

* + <The Summary version of below>

## Gameplay (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Combine this with the game mechanics section above/

# Assets Needed

## 2D

* + Textures
    - Environment Textures
  + Heightmap data (if applicable)
    - /List required data - Example: DEM data of the entire UK./
  + <etc.>

## 3D

* + Character List
    - Character #1
    - Character #2
    - Character #3
    - etc.
  + Environmental Art Lists
    - Example #1
    - Example #2
    - Example #3
    - etc.

## Sound

* + Sound List (Ambient)
    - Outside
      * Level 1
      * Level 2
      * Level 3
      * etc.
    - Inside
      * Level 1
      * Level 2
      * Level 3
      * etc.
  + Sound List (Player)
    - Character Movement Sound List
      * Example 1
      * Example 2
      * etc.
    - Character Hit / Collision Sound list
      * Example 1
      * Example 2
      * etc.
    - Character on Injured / Death sound list
      * Example 1
      * Example 2
      * etc.

## Code

* + Character Scripts (Player Pawn/Player Controller)
  + Ambient Scripts (Runs in the background)
    - Example
  + NPC Scripts
    - Example
    - etc.

## Animation

* + Environment Animations
    - Example
    - etc.
  + Character Animations
    - Player
      * Example
      * etc.
    - NPC
      * Example
      * etc.

# Schedule

## <Object #1>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #2>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #3>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #4>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.