dibaJL’s Robo Fighter

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GDD Template Written by: Samvid “dribaJL” Jhaveri

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# Overview

## Genre

- This game is a 2d platformer set in the grass lands on Planet GungHo.

## Core Gameplay Mechanics Brief

- Fighter will move around from one platform to anther while fighting with his enemies.

- If an enemies hits our fighter he will lose his combo and attack power.

- If enemy shoots spikes on the floor and if they are successfully able to detonate those spikes then those parts will also be useless by the player as well and it may make player to lose combo on hit.

- In short, game becomes harder if you don’t kill your enemies.

- You have to survive and slay a certain number of enemies in order to reach to the next level for the boss fight.

- <Boss fight mechanics here!!>

## Targeted platforms

- Windows

- XBOX

## Project Scope

- Game Time Scale:

- Time required: 6 days

- Team Size

- Core Team

- Samvid Jhaveri

His role is of Game Designer, Developer, Animator, Sound Designer and producer as well. 😊

- All the assets will be from the creative commons license space so there will be 0 cost in the entire project.

## Influences (Brief)

### - GungHo Studios

This game will crush all the other competitions and lead me straight to the Final Interview and Job as well.

**- Friends & Family**

This game is created for some of my friends and family members as well just for fun.

## The elevator Pitch

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

## Project Description (Brief):

This game is a 2d platforming game with our own Robo Fighter controlled by player which has 2 levels. First one is fighting off with the enemies and slay them and survive through all the time while also keeping the combo.

The second level will be the boss fight where you will fight with the boss where you can use your combo in order to inflict more damage to the boss.

## Project Description (Detailed)

There will be two types of enemies in the first level of the game.

1. They move on the platform and try to shoot the player with their bullet.
2. They shoot special type of bullet in parabolic curve and it will mostly stick on the platform and if you can’t kill the original enemy within a few seconds that bullet will solidify and make the movement harder.

The concept in the first round is to make the movement of the player harder over time passes by. The other condition to finish the first level is to slay a few enemies as well so player just can’t stand around and do nothing in order to achieve the end goal. Also over the time shooting from the enemies will also intensifies.

The boss fight is yet to come! It is super dependent upon the timeframe as well.

# What sets this project apart?

- This game connects the time with the platforming movement of the player which will give player the unique choice of decide which enemy to kill first.

## Core Gameplay Components & Mechanics (Detailed)

### - Player Movement:

- The player movement will be super standard with W/A/S/D or joystick to move around as well as a simple jump & physics mechanics will also be created.

- Camera follow will be tracked by the Cinemachine from Unity.

### - Enemy 1:

- These enemies will shoot bullet into straight line which can be dodges just by jumping over it and they will only follow a straight line. If the bullet hits you, you will lose your combo and probably a little bit force backwards as well.

### - Enemy 2:

- These enemies will shoot a bullet on a parabolic arch and if it lands on the platform it will stick to it. After that the player as 5 seconds to find the source and kill that enemy in order to not generate the spikey.

### - Spikey:

- This things spawns from Enemy 2. After they hatch they will also be connected with the ground and they will also throw you back a little bit as well as reset your combo and also make the movement difficult.

### - Feedback Loop In The First Level:

- The player has to survive the time limit and kill the few enemies at the same time. Player has a choice on when to kill which enemy in order to make his movements easier in the area.

LEVEL 2 still TBA!

# 

# Story and Gameplay

## Story (Brief)

This is the story of driabJL’s robo fighter on

## 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 required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters 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.