GAME DESIGN DOCUMENT (GDD) TEMPLATE

Game Name: forsaken guardians (may be renamed)

Genre: rouge lite, action platformer, Metroid Venia

Game Elements:
Game elements are the basic activities the player will be doing for fun

defeating enemies, boss fights, collecting money
making stronger combinations

Player:
The number of players that can play the game at once

1-4 players

TECHNICAL SPECS

Technical Form:
Basically there are 2D graphics (flat) and 3D graphics (form)

3D with some 2D (could be done in 2D)

View:
Camera view from which the player will experience the game

flat form as if a 2D platformer (may be angled to show floor)

Platform:
iOS, Android, Mac, PC

PC (future andriod)

Language:
C#, C++, Ruby, Java

C#

Device:

PC, Mobile, Console

PC (future mobile then console)

GAME PLAY

Use the game play section to create a descriptive paragraph about how the game is played. You want the use tor imagine they are actually playing the game. Try not to use generic (i.e., broad, non-descriptive) terms when writing about the game play. For example, few readers want to hear statements such as, “enemy_1 will have more hit points than enemy_2.” Instead, it’s better to make statements like, “The Lazarus Fighter has more armour than the Apollo Fighter.”

the guardians were an elite class amongst the forces of a formidable Kingdom, they have been forsaken by their royals after a plague infested the kingdom. the royals flee to rebuild their kingdom in another location. the royals guards were ordered to eliminate any rebelling forces at all cost. The guardians will have their respective stats which can be mixed match weapons to create you're own style of gameplay. most weapons will be ground loot with different rarities' which have improved stats. regular enemy units will have base health elite units will be stronger by 1.5x difficulty will increase and decrease the values and damage all infected units will have less health but more damage than their counter parts. will have support systems whether they are ability's or tactical objects. each boss will have their own attack system and patterns. berserk mode(hardest mode) gives a ??% chance of double bosses ??% to be the same boss or >??% to be a different boss. player may choose when to go to the next stage, obstacles will be included

Game Play Outline

This outline will vary depending on the type of game.

- Opening the game application
- Game options
- Story synopsis
- Modes
- Game elements
- Game levels
- Player’s controls
- Winning
- Losing
- End
- Why is all this fun?

Key Features

Key features are a list of game elements that are attractive to the player.

replay ability
possibilities to loadouts
routes
art

DESIGN DOCUMENT

This document describes how GameObjects behave, how they're controlled and their properties. This is often referred to as the "mechanics" of the game. This documentation is primarily concerned with the game itself. This part of the document is meant to be modular, meaning you could have several different Game Design Documents attached to the Concept Document.

Design Guidelines

This is an important statement about any creative restrictions that need to be considered and includes brief statements about the general (i.e., overall) goal of the design.

it has may have a lot of items which can make balancing difficult, overall goal will be to create a functional game were the normal difficulty is possible to be completed solo, there has to be a save mechanic which may be complex needs to be able to work play multiplayer so the player can get off when needed and not interfere with other players(so after they get off and want to resume they are put on solo but can reconnect to another multiplayer server and be sent to the beginning with all their items),

Game Design Definitions

This section established the definition of the game play. Definitions should include how a player wins, loses, transitions between levels, and the main focus of the gameplay.

the player wins when they reach the end of their route with a badge and reward that can be used whenever, if they fully die, they are asked to be sent to the main screen or to the first level spawn point to restart. to transition through levels the player will be in a safe room with mechanisms to help them improve their gear materials are kept during every run to change levels player goes to the bored with a map on it and selects the next stage if in multiplayer they vote, the main focus is survival player's may revive each other if in multiplier

Game Flowchart

The game flowchart provides a visual of how the different game elements and their properties interact. Game flowcharts should represent Objects, Properties, and Actions present in the game. Each of these items should have a number reference to where they exist within the game mechanics document.

- Menu
- Synopsis
- Game Play
- Player Control
- Game Over (Winning and Losing

the flow of game play would be akin to Dead cells were you travel cross the stage to a door which leads you to another stage it will be a liner story line with a bunch of branches depending on what route the player takes there will be a couple of decisions which can affect the level and outcomes.

Player Definition

- Use this section for quick descriptions that define the player
- Use the Player Properties section (below) to define the properties for each player. Player Properties can be affected by the player's action or interaction with other game elements. Define the properties and how they affect the player's current game.
- Use the Player Rewards section to make a list of all objects that affect the player in a positive way. Define these objects by describing what affect they cause and how the player can use the object.

Player Definitions

A suggested list may include:

- Health
- Weapons
- Actions

health ability's
interactions
weapons

Player Properties

Each property should mention a feedback as a result of the property changing.

health the player can heal themselves and abilities can increase health/ survivability, damage some abilities can increase damage output directed or overtime, game level/ stage there isn't one route they can chose when they get to a safe room, gear will be able to influence health and damage either directly to the damage cause by the player or it can do the damage itself

Player Rewards (power-ups and pick-ups)

Make a list of all objects that affect the player in a positive way (e.g., health replenished)

after defeating enemies, you will get materials may be gold which can improve gear and weapons.
after every boss you get to choose what item, you can as long as you have used it before random rarity.
random gear/ ability's can be found which can heal or defend the player.
food can be found to replenish health.

User Interface (UI)

This is where you'll include a description of the user's control of the game. Think about which buttons on a device would be best suited for the game. Consider what the worst layout is, then ask yourself if your UI is it still playable. A visual representation can be added where you relate the physical controls to the actions in the game. When designing the UI, it may be valuable to research quality control and user interface (UI) design information.

best suited buttons on PC would be w a s & d to move, tap shift to dash hold to run, tap ctrl to roll and hold to crouch, F to interact, 1 2for weapons,34 E Q for skills, space to jump, M for map, tab for summary of current run or level. more buttons may be added. Esc to be able to use main menu resume setting and such

health/ shields will be displayed at the top left, weapon in bottom right, skills top right,
boss health center bottom otherwise on top if their head

summary will have only player's summary after during safe room the whole team summary is up