Shape Fight

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# **Overview**

## **Theme / Setting / Genre**

- 2D Arcade Twin stick shooter

## **Core Gameplay Mechanics Brief**

- Shoot other shapes

- Avoid touching enemies

- Get score multiplier higher

## **Targeted platforms**

- PC

## **Monetization model (Brief/Document)**

- Buy it

## **Influences (Brief)**

### **- <Influence #1>**

- Geometry Wars

- Inspired the main game mechanics

**- <Influence #2>**

- Call of Duty: Black Ops - Dead Ops Arcade

- Twin Stick shooter, avoiding enemies

## **Project Description**

Shape Fight is an old school style shooter. You are a geometric shape trapped in a shape world, facing off against waves of deadly shapes. Your goal is to survive long enough to get a high score. Avoid the spawning enemies, and shoot them down for points.The more shapes you destroy, the higher your score multiplier.

When you die your score multiplier resets.

**Core Gameplay Mechanics (Detailed)**

### **- <Core Gameplay Mechanic #1>**

- Enemy Type 1

- follows you directly

### **- <Core Gameplay Mechanic #2>**

- Enemy Type 2

- Goes back and forth horizontally or vertically across the screen

### **- <Core Gameplay Mechanic #3>**

- Enemy Type 3

- Stationary

- Has extra health

- Spawns enemy type 1 every few seconds

# 

# **Story and Gameplay**

## **Story (Brief)**

Shoot enemies, don’t die. Get a high score.

## **Gameplay (Brief)**

Shoot enemies, don’t die.

## **Gameplay (Detailed)**

Avoid enemies while shooting to get the highest score possible

# **Assets Needed**

## **- 2D**

- Textures

- Environment Textures

- Player textures?

- Etc.

## **- Sound**

- Sound List (Ambient)

-non-copyright music

- Sound List (Player)

- Character Hit / Die

- Character Shoot Sound

- Sound List(Enemy)

- Die

## **- Code**

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Enemy Scripts