## **Project “Dragon” 1.5-Page GDD**

*Diablo meets Monty Python*



**Genre:** 3rd person actiuon RPG, Single player, fixed-camera  
**Target Audience:** 12+ fans of old school RPGs like Diablo and people who like funny things

**Controls:** Mouse and Keyboard

**Thematic Setting:** Medievel Europe / Fantasy / Knights and Sword and Dragons and stuff

**Tech Stack:** Unity 2019.4.19f1, Asset store for 3D and UI.

**Platform(s):** Steam.

**MVP Game Moment: 2**2minutes of simple linear level flow with basic combat against 3 or 4 enemy types.

**Game Summary:**

**Core Player Experience:** Funny / The joy of laughter

**Central Story Theme:** Unlikely hero

**Design Pillar:** Putting the player in absurd / funny / ridiculous situations.

**Remarkability:** Absurd humour

**Anticipated Steam Early Access Launch date:** End of 2021

**Feature Development Priorities:**

**・Real-time combat with tons of different enemies to smash**

**・All the required RPG abilities and stats(upgradeable)**

**・Level building and game progression**

**・Branching dialogue system**

**・Inventory, loot, usable items**

**Reference Games:** Ember, BattleHeart:Legacy, Diablo, Torchlight 2