



Game Design Document (GDD)

Project Title: **Endless Wasteland**

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URL for project GIT repo: <https://github.com/Splitzy/Endless-Wasteland>

URL for project blog: <https://splitzy.itch.io/endless-wasteland>

Youtube link: https://www.youtube.com/watch?v=fTNA_FMyyRM&feature=youtu.be

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1. Introduction

Endless Wasteland is a top down 2D shooter where you travel with your dog companion and kill a wide range of enemies before you die. This project is mainly based around the dog companion as this AI would help you out with the

2. Scope

The scope will be relatively small as this game will use concepts that I'm very familiar with but my main priority would be the implementation of the companion character and making him believable and useful. The MVP for the project is to create a companion that follows you and attacks enemies, a shooting mechanic, enemies to kill and a world that bleak and empty but still has things to do. The MAP for the project is to create a companion that does all of the above and fetch items for you, a wave system that gets more difficult the further you go and an item system where enemies drop health and ammo packs for you to pick up.

3. Target platform(s)

The main target platform would be for Windows PC and the prototype will be released on itch.io for free.

4. Development Software

4.1 Engine software

We'll be using the Unity Engine for the game since it's the game engine I have the most experience with.

4.2 Programming software

The main programming software will be Visual Studio as this comes with the Unity Editor.

4.3 Artwork software

Any artwork made that's not outsourced will be made using Photoshop.

5. Specification

5.1 Concept

The concept of the game is based around the companion AI. My research went into detail about the different design approaches for realistic companion AI and implemented ideas and concepts into the companion AI for the game. The concept is also inspired by a game I previously made back in 2017/18, Another F***ing Zombie Game where you shoot zombies to gain points. The gameplay is similar to said mentioned game and showcases improvements that was originally planned for the game like ammo and health drops and a better wave system.

5.2 Story

The story is fairly simple, you're a survivor in a desert wasteland accompanied by your trusty dog. You're trapped on an island after a freak flood full of bandits and remnants of a militia so you have to survive and try to not die against these fearsome foes.

5.3 Setting

Set in a post-apocalyptic wasteland with barren buildings, destroyed architecture and lots of makeshift camps.

5.4 Game structure

The game is a top down 2D shooter that's inspired by the zombie shooter genre.

5.5 Players

This is a singleplayer game so there is no multiplayer aspect to the game.

5.6 Actions

The player can walk, shoot and collect ammo and health packs. The player can also interact with their companion to alert them to nearby enemies, have them search for key areas or have them fetch items such as ammo and health packs for you.

5.7 Objectives

The object of the game is to kill all of the enemies in the map via several waves in increasing difficulty while trying not to die.

6. Graphics

6.1 Styles

The graphic style was originally intended to be more realistic with in-real-life character models playing the main enemies and characters but due to time constraints, this was changed to more of a cartoony graphics style. However, there would be more ambient and atmospheric approaches to make the style more grungy and realistic.

6.2 Fonts

The main fonts used is Jet Set and Jet Set Italics. I decided to use these fonts as I didn't want to go for a more stereotypical scary font that I used in previous games. For the main title I decided to use Sharrpe Gothik since it fits the theme of the game fairly well and has a unique look to it.

6.3 Influences

This game is influenced by a previous game that was made by me called Another F***ing Zombie Game.



The Dog AI is inspired by the AI Characters from games such as Bioshock Infinite, Last of Us and simpler games that involve more basic companion AIs like Borderlands 3, Fallout New Vegas, etc.

6.4 Look & Feel

When planning the design of the game, I wanted to have a very atmospheric approach to the look and feel of the game. I wanted the game to feel abandoned and desolate with desert dust clouds blowing in the wind and I wanted to make the player feel like he is truly alone.

7. Gameplay

7.1 World

The world is fairly big, the player starts off in the middle of the world where the player and their companion can explore the world while encountering enemies and interest points.

7.2 Object types

The player can interact with the dog so that they can fetch them collectables and bring them back, the player can also pick up ammo and health packs to help them survive for longer but however they're randomly dropped.

7.3 Controls

- WSAD = Movement
- Mouse = Aiming
- Left Click = Shoot
- Right Click = Laser Pointer
- 1 = Search Mode
- 2 = Fetch Mode
- 'Escape' = Pause Menu

8. Screens & Menus

8.1 Splash Screen



In the screenshot above the main menu has the buttons to the left side of the screen, the title of the game at the top of the screen, the logo of Splitz Productions in the bottom right hand corner, and to make the main menu screen visually interesting, a video plays of what you'll expect to see in the gameplay.

8.2 Game Interface

The UI is very simplistic with the health counter at the top left, the wave count on the top right and the ammo count on the bottom right. This is to make sure that the UI is fairly readable while also not confusing the player with how much health they actually have with a slider for example.



8.3 Pause menu

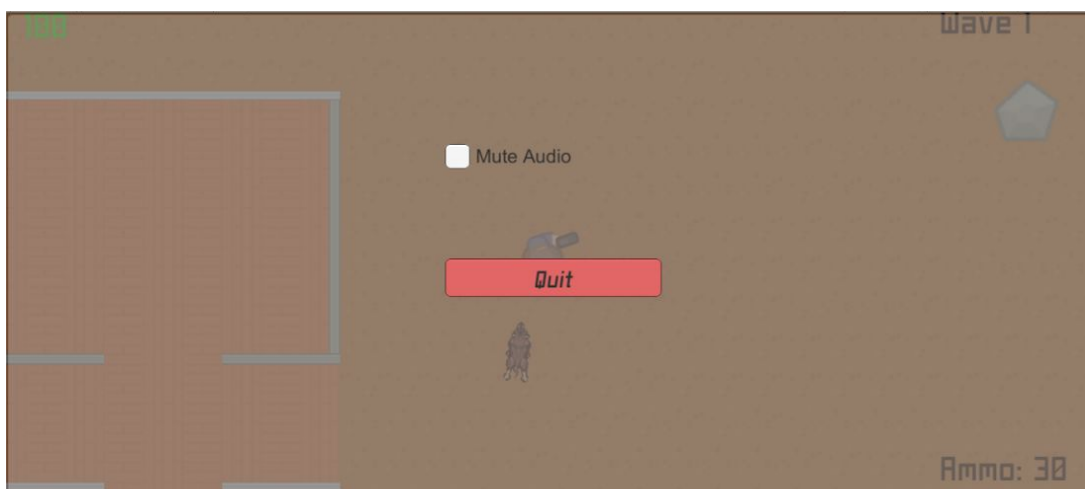
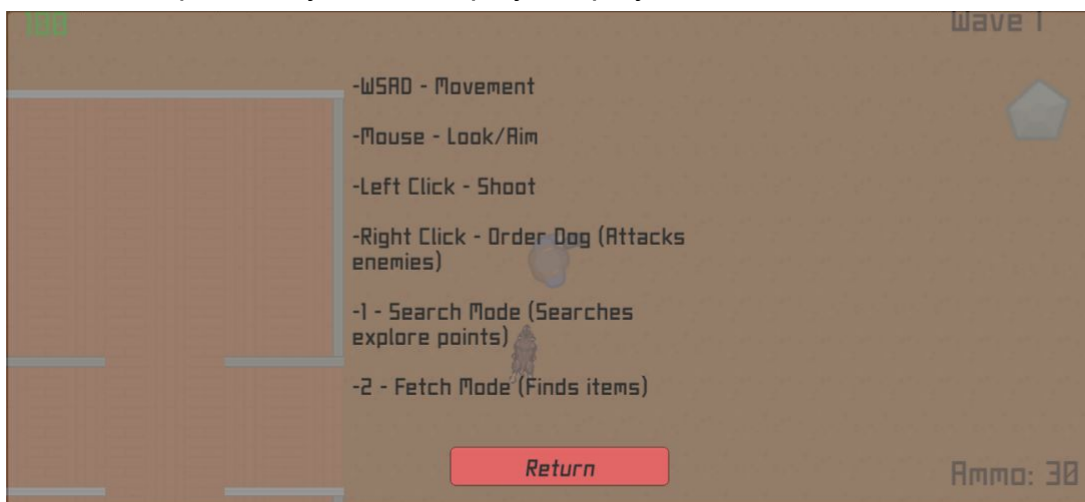
The pause menu is simplistic as well, giving the player to select their options, check the controls (not shown on this screenshot) and the option to quit the game and restart if they so

choose.



8.4 Options

The options screen has only one option at the moment which is to mute the audio but however this currently doesn't work and when you click the controls button, you'll be taken to the some text which explains to you how to play the play and what to do.



8.5 Game Over

There are 2 Game Over states, one is where you completed the game where it tells you that you killed all of the enemies and gives you the option to play again or return to the main menu.

The second game over state is where the enemy kills you and displays a text saying that you have died and gives you the same options in the first game over state.



9. Credits

This game uses the A* Pathfinding Free Unity Package made by Aron Granberg.

The majority of the art assets used is made by Kenny.nl.

The dog art was done by Stephen "Redshrike" Challener as graphic artist and William.Thompsonj as contributor.

Main Menu Music is Flowing Into The Darkness by nyoko

"nyoko - Flowing Into The Darkness" is under a Creative Commons license (CC BY 3.0). Music promoted by BreakingCopyright: <https://youtu.be/x74grrke9qE>

Main Game Music is Post Apocalyptic by CO.AG Music
https://www.youtube.com/watch?v=4I_PxLFbdHQ