Forever Jak (GDD)



***‘No Way Home’*** - Ariel, Steven, Alex, Cole

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# 1 Game Overview

Title: Forever Jak

Platform: PC Standalone

Genre: Action-Adventure

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November 2021

Publisher: Rowel Technologies

Description: Forever Jak is an Action-Adventure game in which the player controls a character named Jak. Jak is located in a maze and needs to find his way out. To help Jak escape the maze, Jak must try to reach the center of the maze while collecting treasures and dodging evil humanoids. If Jak does not find his way out, he will be stuck forever. The humanoids are hindering Jak’s only chance to find his way home. Help Jak find his way home!

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# 2 High Concept / Genre

Forever Jak sets the Player in a Maze Forest where the character Jak must find his way towards the center of the maze to escape. Jak must avoid evil enemies as they are hindering his way back home. Bring Jak Home!

# 3 Unique Selling Points

* Engaging level design
* Unique gameplay
* Wholesome story

# 4 Platform Minimum Requirements

The game should be able to run on every PC, Mac and Linux operating system.

# 5 Competitors / Similar Titles

Jak and Daxter created by Naughty Dog

Tomb Raider

Assassins Creed

Quake

# 6 Synopsis

Jak has become lost in a maze of nightmares -- with your guidance, he must fight his way through hordes of enemies and trials to escape the labyrinth of nightmares, and find his way home.

# 7 Game Objectives

The objective of the game is to fight through your enemies without getting hurt, and find your way out of the maze.

# 8 Game Rules

The game is a closed level design within a set space, the maze. The enemies are going to be spawning in set locations within this maze, and the player can navigate through as well as attack the enemies to defeat them. Each enemy will try to attack the player and destroy them, and it is the player's goal to kill enemies in order to survive.

# 9 Game Structure

The player spawns in a maze and must search for an exit, while avoiding or defeating enemies that get in his way.

The player starts at character selection, starts playing the level, and then either dies and restarts, or completes the game and goes to the credits screen.

# 10 Game Play

## 10.1 Game Controls

Mouse rotation - move camera

W key - move forward

A key - move left

S key - move back

D key - move right

Space key - jump

Mouse1 - attack

## 10.2 Game Camera

The Game Camera follows the main player around in a third person perspective.

### 10.2.1 HUD

* Player health: Indicates the amount of life the player has
* Score?
* Timer?

### 10.2.2 Maps

There is one map, the maze that Jak must navigate and escape -- filled with treacherous enemies.

# 11 Players

The Player controls one character.

## 11.1 Characters

Jak - The main character the player controls.

## 11.2 Metrics

* Speed: 10
* Health: 100
* Attack Damage: 30
* DPS: 30 (default)

## 11.3 States

* Idle: An idle state animation where Jak is relaxed and waiting
* Move: A movement animation of Jak jogging forward
* Death: A death animation where Jak falls to the ground after losing all health

## 11.4 Weapons

* Sword: A large weapon able to be swung at enemies and damage them.

# 12 Player Line-up

Jak

# 13 NPC

## 13.1 Enemies

* TBD

### 13.1.1 Enemy States

* Idle: The idle animation plays before the enemy has targeted Jak
* Move: The enemies animation when they are moving towards Jak to attack
* Attack: The enemy takes a swing at Jak
* Death: The enemy falls to the ground dead after taking too much damage

### 13.1.2 Enemy Spawn Points

* There are set spawn points within the maze that enemies will be spawned at, in groups of 1-3.

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

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**Splash Screen:**

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**Roles**

**Ariel**:

1. Worked on the menu
2. control button
3. added the terrain default floor
4. imported a object character
5. set up the camera to follow character
6. wrote some c# code to handle character movements
7. used mixamo to gather character animations.
8. Created the character object and animation for the player.
9. Created the terrains, tree, grass, and Maze design

**Steven**:

1. Developed Jak’s movement
2. Created Jak’s Animations for Walking, Running, and etc.

**Alex**:

**Cole**: