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| NEOCITY Defender | | |
| Game Design Document | | |
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| VR Tower Defense Shooter | | |
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# Overview

## Description

Defend one of humanity’s last bastions, NEOCITY, from the HeavenNet bots who seek to capture all humans to turn them into batteries. Players operate a humanoid mech with gun arms which aim in the direction you direct the controllers at.

Enemy bots seek to destroy the shield generator batteries around the player. Once the shield is gone the player loses.

## Goals

Fast paced first person shooter where your objective is to survive the enemy waves.

## Pillars

Three pillars that will help inform your design decisions.

1. Shooting is the primary player interaction
2. Lots of targets to shoot
3. Fast-paced

## Hook

Experience the desperate defensive battle against overwhelming odds from the matrix 3.

# 3 Cs

## Character

Who or what do we play as? What are the verbs, mechanics, and actions that the player can perform?

Play as a pilot of a giant mech defender against the swarms of machine enemies. Players can

* Shoot

## Camera

What perspective is the camera? Are there any specific design considerations to how the camera functions?

## Controls

What are the button mappings for the controller?

# Features

## Feature Example

A description of your feature, system, gameplay mechanics, or whatever. Feel free to add sketches, mockups, or other supporting documentation.

# Production

## Kanban Board

Link to the board.

## Team Members and Responsibilities

|  |  |
| --- | --- |
| Team Member | Main Responsibilities |
| John Doe | Programming, Project Management |
| Jane Doe | Art, Design |
|  |  |
|  |  |

## Risks and Mitigation

Identify any risks and their possible mitigations. Add more rows as needed. Check example below.

|  |  |
| --- | --- |
| Risk | Mitigation(s) |
| Team has never made a rogue-like | Prioritize procedural content generation tasks, find online learning resources |
|  |  |

## Publishing

A link to the itch.io game page.

# Art

What is the game’s art style and direction?

Are there any art considerations, requirements, or constraints?

# Tech

What engine and engine version are you using?

Are you using any plug-ins or packages?

Are there any technical considerations, requirements, or constraints?

# Audio

What is the game’s audio direction?

Are there any audio considerations, requirements, or constraints?

# UI

What style will the UI be?

What UI elements will be needed in the game?

What information must be relayed to the player?