Generic Blank Game Design Document (GDD)



***‘Maybe it is fun.*** - Us

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Game Development Team Members    PRODUCER  Team Milk Before Cereal    PRODUCTION MANAGER  Team Milk Before Cereal    PRODUCTION COORDINATOR  Team Milk Before Cereal  GAME DESIGNERS  Team Milk Before Cereal  SYSTEMS/IT COORDINATOR  Team Milk Before Cereal  PROGRAMMERS  Team Milk Before Cereal  TECHNICAL ARTISTS  Team Milk Before Cereal  AUDIO ENGINEERS  Team Milk Before Cereal  UX TESTERS  Team Milk Before Cereal |

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# 1 Game Overview

1 Milk Before Cereal 2 Group Number 13

4 Floaty Bounce Bounce: The Game 5 Genre: Action a. In our game, you will be the pilot of an airship navigating through a range of obstacles. The airship will float by balloon power and every time the ship runs into an object, a balloon on the ship will pop. Once all the balloons pop it is game over. The style will be like the Gumi Ship levels in Kingdom Hearts - for reference: https://www.youtube.com/watch?v=dUJtvgU\_HxQ and Star Fox 64 – for reference go to 4:40 in the video https://www.youtube.com/watch?v=8vgfgEk-uRI . Mario Kart 64’s Battle mode was the inspiration for the balloons as lives concept.

# 2 High Concept

This is an endless flyer game where you avoid the obstacles.

# 3 Unique Selling Points

“Incredible” art and sound design. Nothing else like it.

# 4 Platform Minimum Requirements

A machine that can run the Windows OS. Nothing else is needed.

# 5 Competitors / Similar Titles

Star Fox and the Gummi Ship levels in Kingdom Hearts.

# 6 Synopsis

Avoid the obstacles. Survive as long as you can. Get the highscore.

# 7 Game Objectives

Get the highest score you can in three lives.

# 8 Game Rules

Arrow keys to move the ship. Don’t run into any of the obstacles. The longer you live, the faster the ship moves and the faster you gain points.

# 9 Game Structure

Hit play on the main menu to begin the game. There are other options on the main menu which allow you to see the controls and the credits.

# 10 Game Play

Avoid the walls.

## 10.1 Game Controls

Arrow keys to move.

## 10.2 Game Camera

Follows the main character.

### 10.2.1 HUD

Score in the top right and lives in the bottom center.

### 10.2.2 Maps

Only one map but it endlessly generates.

# 11 Players

Single player.

## 11.1 Characters

No named characters.

## 11.2 Metrics

n/a

## 11.3 States

Three states. Menu, game, death menu where you can quit or continue.

## 11.4 Weapons

No weapons.

# 12 Player Line-up

Just the character controlling the plane.

# 13 NPC

## 13.1 Enemies

The walls.

### 13.1.1 Enemy States

n/a

### 13.1.2 Enemy Spawn Points

Randomly.

## 13.2 Allies / Companions

n/a

### 13.2.1 Ally States

n/a

### 13.2.2 Ally Spawn Points

n/a

# 14 Art

## 14.1 Setting

Tube of mysteriousness.

## 14.2 Level Design

Random spawning walls while flying through a tube.

## 14.3 Audio

Sound effects from copyright free sources.

Background music produced by our team.

# 15 Procedurally Generated Content

## 15.1 Environment

All the walls are generated at game time.

## 15.2 Levels

No levels.

## 15.3 Artificial Intelligence NPC

n/a

## 15.4 Visual Arts

All models done in Blender by our team.

## 15.5 Audio

Crash sound triggered at crash.

## 15.6 Minimum Viable Product (MPV)

We have already reached it with the current build.

# 16 Wish List

More ships. Enemies that fight back. A system for gaining more lives.