The Adventures of Hoverslug!

Justin Terry

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GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- Tile-Based Puzzle/Adventure game set in a bright, cartoony laboratory.

## Core Gameplay Mechanics Brief

- Tile-based Movement with a limited amount of moves per room.

- Various Tile effects, some with more movement costs/directions.

- Possibly enemies later, focused more on Tiles for the time being.

## Targeted platforms

- PC/Mac

- iOS (Future)

- Android (Future)

## Monetization model (Brief/Document)

- Fixed price of $.99 to $2.99 depending on depth of final product.

## Project Scope

- By Manifest:

-First level really solidified, basic challenges implemented and player has a solid skillset developed for later levels and more advanced mechanics.

- Team

- Core Team

- Justin Terry

- Designer/Programmer/Marketing

-Patric Harmon

- Lead Artist

## Influences (Brief)

### - Portal

- Video Game series

- Art style and general aesthetic involves a laboratory and pseudo-future tech. Bright colors and trending towards a positive vibe from the assets is intended, much like the first parts of the Portal Series.

### - DyM

-Student Video Game Project

-Uses a character and assets from the game as a spin-off in the series.

**-Pokemon**

-Video game series

-Expands upon the tile-based puzzle mechanic found in some Gyms and locations across the Pokemon series.

## The Elevator Pitch

Navigate a kidnapped alien through the laboratory it was kidnapped away to before its hovercraft runs out of power.

## Project Description (Brief):

An alien slug is kidnapped by humans for the purpose of experimentation with attaching robot parts to organic lifeforms. The alien escapes and must navigate through a series of laboratory floors to escape and return to its home planet.

# What sets this project apart?

- Unique type of puzzles, that scale to all platforms appropriately.

- Accessible enough for younger players, but presents enough challenges to entertain an older audience.

- Fresh and exciting art style.

## Core Gameplay Mechanics (Detailed)

### - Tile-Based Movement

-

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.