The Trials And Tribulations Of Tilted Tom

<Your Company Logo Here>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#_421ijgnpyvmc)

[Project Scope](#_rdb2xo3rjh0s)

[Influences (Brief)](#_155cm8v36jpc)

[- <Influence #1>](#_c6nxu1rzd2cc)

[- <Influence #2>](#_ssiemceczw16)

[- <Influence #3>](#_31bxzkfeuvl6)

[- <Influence #4>](#_o4f1wa5aq6q3)

[The elevator Pitch](#_337xnergkz1b)

[Project Description (Brief):](#_z7oe7x50rpf3)

[Project Description (Detailed)](#_exbmsy55zuvb)

[What sets this project apart?](#_s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#_a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#_jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#_y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#_lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#_kct9c2l3dr9p)

[Story and Gameplay](#_6pmf08ssy6y0)

[Story (Brief)](#_ctv1wxi9dpll)

[Story (Detailed)](#_kqt2h5q76zyt)

[Gameplay (Brief)](#_ejtq4v6r30ui)

[Gameplay (Detailed)](#_cl69l94amjmx)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- 3D](#_xdk2cy4n4ovn)

[- Sound](#_f8xx8iwg5gs9)

[- Code](#_ky1qxs88utre)

[- Animation](#_isk96p5euy3r)

[Schedule](#_kmt9zaowjejr)

[- <Object #1>](#_r3fjjzh8krjg)

[- <Object #2>](#_j584764hn4bz)

[- <Object #3>](#_lbj31oz0xb3v)

[- <Object #4>](#_p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre

Sci-Fi / Fantasy

Set in a post-apocalyptic reality

## Core Gameplay Mechanics Brief`

- Brawler

- Dungeon Crawler

- Co-Op

- Magic Combos

- Puzzle Elements

## Targeted platforms

PC

## Project Scope

- <Game Time Scale>

- Time Scale – 1 Semester

- <Team Size>

3 Members

Harris Goudas

Haydon Simmons

Tom Malek

## Influences (Brief)

### - <Influence #1>

The Legend Of Zelda: A Link To The Past

- This influence is used in the camera style and the puzzling elements that are used to progress through the story

### - <Influence #2>

Castle Crashers

- This influence was used for its co-operative and fighting aspect

## The elevator Pitch

A post-apocalyptic dungeon crawler where you have to learn spells and master controls to win the game.

## Project Description (Brief):

The game is a single player or co-operative dungeon crawler where you fight off enemies with a sword and magic you learn along the way. In each dungeon you will learn a new spell that will help you progress further within each dungeon these will either be guarded with a puzzle of sorts or a mini boss.

Each dungeon should be based around some sort of theme, music and level design will reflect this.

## 

## Project Description (Detailed)

The game can be played alone or with a friend, in the game you will traverse dungeons and worlds where you will have to overcome enemies, puzzles, and bosses to progress. Each dungeon will be based around some sort of theme which will be reflected in the look and feel of the level. While traversing these dungeons you will have to use your wits to be able to avoid getting hit as the current level will immediately restart if you die as there are no check points in individual levels. Throughout the games dungeons you will also learn a variety of spells to accompany your sword slashing techniques, these spells will have the power to heal you, throw a fireball, or even just move faster for a short period of time. These spells as powerful as they are can’t be used infinitely as there will be a cooldown on each of the spells and depending on how powerful a spell is depends on how often it can be used.

The enemies in the game will not be straight forward to kill as most will need you to pay attention to work out when to attack. You can attack with your characters sword or with offensive spells you learn along the way.

At the end of the dungeon you will be faced with a boss which will have you be forced to study its patterns to understand when the boss will be vulnerable to attack.

# What sets this project apart?

- The difficulty level

- Soundtrack

- The magic combo system

## Core Gameplay Mechanics (Detailed)

### - < Combat >

Player has a sword slash attack that is used to damage enemies.

Enemies who collide with the slash will take damage.

### - <Combo Spell Casting>

As the player progresses they will learn new spells which will be used to solve puzzles, aid allies, damage enemies, etc.

Player inputs the combo learned for the spell and then it will be performed.

# 

# 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)

Objective for the player is to clear the current dungeon floor. This includes finding the required spells and defeating enemies along the way.

## 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

- Player sprites

- Enemy sprites

- Boss sprites

## - Sound

- Sound List (Ambient)

- Level 1 floor music

- Level 1 boss soundtrack

- Sound List (Player)

- Character Hit / Collision Sound list

- Sword slash sounds

- Character on Injured / Death sound list

- a set of grunt sounds played at random

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- fade in/out animations

- Flashing boss room floor

- Character Animations

- Player

-walking

-attacking

- NPC

- flame

-flying

-wiggling (boss)