The Trials And Tribulations Of Tilted Tom

<Your Company Logo Here>

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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 / Genre

Fantasy

2D Action dungeon crawler

## Core Gameplay Mechanics Brief`

- 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>

## The elevator Pitch

A co-op dungeon crawler where you work with your friend to overcome great challenges, learn magic and defeat your foes.

## 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. Spells will be acquired through various challenges that will allow the player to progress in other areas of the dungeon. Each dungeon should be based around some sort of theme, music and level design will reflect this.

# 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)