<Space Defender>

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Revision: 1.0.0

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Special thanks to Alec Markarian

Otherwise this would not have happened

[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

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

[Project Scope](#_rdb2xo3rjh0s)

Project Description

[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](#_6pmf08ssy6y0)

[Story](#_ctv1wxi9dpll)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- Sound](#_f8xx8iwg5gs9)

[- Code](#_ky1qxs88utre)

[- Animation](#_isk96p5euy3r)

# Overview

## Theme / Setting / Genre

- 2D Scroller

- Adventure

## Core Gameplay Mechanics Brief

- Move the player character side by side.

- The level keep scrolling down.

- If the player character hits the wall, the end.

- Pickups to strengthen the player character.

- Go as far as possible!

## Targeted platforms

- Windows PC

## Monetization model (Brief/Document)

- None

## Project Scope

- <Game Time Scale>

- Cost: N/A

- Time Scale: 1 Month

- <Team Size>

- <Core Team>

- Seiji Wellman

- Programmer

- Yik Ting Sin

- Programmer

## Project Description

A player will be controlling a space ship that is keep moving forward. The goal of the player is to set a highest score of time the ship was alive for. Once the player character hit the wall or obstacles, the player character will be destroyed, thus game over. Player character can find some pickups along the way to help itself advancing through.

TL;DR: Avoid walls and obstacles to keep the player character alive.

# What sets this project apart?

- Easy to play

- Easy to implement

- Can be played by anyone

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

Randomly generated walls

- <How it works>

Set random positions to the walls before it is generated

### - <Core Gameplay Mechanic #2>

- <Details>

Pickups

- <How it works>

When player character overlaps with the pickup, it will be erased from the level and player character can earn the ability

### - <Core Gameplay Mechanic #3>

- <Details>

Walls & obstacles

- <How it works>

When player character overlaps with the walls, the player character will be destroyed

### - <Core Gameplay Mechanic #4>

- <Details>

Moving left or right

- <How it works>

Player can press A key or left arrow to move left, and D key or right arrow for right

# Story

## Story

Victor and his ship have taken heavy damage while flying through a part of space known as “the labyrinth” due to the intricate and dangerous paths created by floating asteroids and space debris. Victor knows his ship can only take so much more damage and he’s running out of fuel. In a last ditch effort, Victor directs all power to the ship’s thrusters to run through the labyrinth, in hopes to return home alive.

# Assets Needed

## - 2D

- Textures

- Player character

- Background

- Obstacles

- Pickups

## - Sound

- Sound List (Ambient)

- Outside

- Level Music

- Win sound

- Lose sound

- Sound List (Player)

- Character Movement Sound List

- Moving right/left

- Character Hit / Collision Sound list

- Colliding walls

- Colliding pickups

- Character on Injured / Death sound list

- Destroyed sound

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Wall generation

- Pickup generation

## - Animation

- Environment Animations

- Pickup animation

- Character Animations

- Player

- Moving animation

- Idle animation