

Game Design Document Try-Guys

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| Revision List | | | |
| Version | Author | Date | Comments |
| 0.1 | Andrew Scott | 24/09/2019 | Draft document |
| 0.2 | Tembani Mdaya and Thomas Riches | 24/09/2019 | Filled out multiple sections of the document. |
| 0.3 | Thomas Riches | 1/10/2019 | Changed a little bit about how the player controls their player character. |

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# Introduction

## refrences

# platform and software

The game will be developed for use with either a keyboard or a controller on Windows, but could be made to work for mobiles and tablets. The game will be developed in the Unity game engine using a 2.5D environment.

# game Specification

## Game Concept

Describe what the game will be

## story/setting

A bleak destroyed future where the sky accumulated the look of the sewers.

The aftermath of failed peace treaty signing leading to the horrid beginning of a new civilisation. World Order has been pushed off its’ balance, thus leaving the remaining humans to unleash their animal spirit.

## Game Features

What are the main features / mechanics we plan to put into the game

## objective

In the current state of the game, the objective is to simply survive for as long as possible, accumulating high scores by defeating and outliving the enemy. The game will inevitably end when the difficulty becomes too great to overcome.

## Graphics

The graphics will be a mix of 2D and 3D, where the sprites are 2D but the background will have depth.

# Gameplay

## overview

## scaling difficulty

Over time, the player will fight increasing odds. This comes in two forms: lifetime progression where the difficulty will slowly ram up the threat in a natural manner introducing more enemies and extra enemy types, and power progression where finding and equipping a weapon will provoke a specific enemy time – a Flyer for example – to come out to match how dangerous you are. Flyers themselves cannot be rammed into and must be shot down, giving their appearance more weight – you cannot attack them without a gun.

## score system

A scoring system will be put into play and displayed on the player’s screen. Their personal score will increase over their lifetime and will receive a boost when an enemy has been destroyed. A multiplier will kick it once at least three enemies have been dispatched.

## Controls

Car control is operated via the player’s peripheral.

## combat

Car combat will rely on a mix of aggressive ramming and high power weaponry. Ramming is an option that is always available to the player and depends running straight into an enemy to perform. Weapons however must be found and collected to use and have a limited amount of ammunition; once the player’s magazine is empty the gun will disappear. Shooting cannot be used without a gun

## flowchart

# Interface

## Menu

The main menu of the game will show the player four options: Play, Tutorial, Options and Quit. The menu’s background will feature an infinite scroll with the game’s logo and menu buttons fixed in place.

## Hud

The heads-up display will contain a score counter, a fuel tank, whatever weapon the player is holding and a hazard light symbol – the hazard light will flicker and slowly become more and more red as time passes and the threat the player faces becomes too much to handle.

## camera

As the game is a side-scrolling survival the camera will be panned out to give the player the best possible view of the junkyard.

# Team

Andrew Scott – Programmer, coordinator

Tembani Mdaya – Lead artist, composer

Thomas Riches – Programmer, designer

# Appendices

## asset list