**GAME DESIGN DOCUMENT**

**Gun Knight**

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**Game Design Document**

* **Define your own game idea with minimum of 1-3 sentences per point.**
* **Consider the developed game from the viewpoint that you are actually making something which will be published at the end.**
* **Focus on the aspects 1-4, others you can define in more general terms since this is only the intro course into game development.**
* **The main aspects you are defining here are the following:**
  + **What would you like your game to look? Search or draw some concept art for your game, levels and characters.**
    - **I am aiming for a pixel art style.**
    - **I believe this brings with it the correct atmosphere of arcade style gameplay, with quick deaths and fast respawns**
  + **What is the player doing in the game, what are the abilities of the characters?**
    - **The character cannot walk, the only form of movement available to the player is firing a gun**
  + **What technological demands or requirements do you have? What technical aspects have to be solved for your idea to work?**
  + **What will your interface look like? What control scheme are you using and how does it work?**

***1. Executive Summary, Quick overview***

For some reason the playable character is a knight, that has a gun, and can’t move. Only way for you to move is with the recoil of the gun to evade the monsters coming for you.

***2. Target Audience***

Peer-reviewers of the course, anyone who is looking for a game where there is only one control

***3. Main Characters***

Main character is a mute possibly crippled knight. Alongside him the game features monsters that are trying to eat him, because they hate cripples.

***4. Main Features***

*4.1 Main mechanics*

The player shoots. I wanted to keep the controls simple to see if I could turn a simple idea into a working game. Due to a time constraint game is lacking lot of planned features which would have kept the player at the game like different stages and weapons.

*4.2 Movement*

Movement is supposed to be the defining factor and main mechanic of the game. Instead of moving traditionally, the player’s only ability to move is by firing a gun in the opposite direction of the desired movement.

The purpose behind this decision is to create a trade off the player must face. With limited ammunition should the player change position to a more favorable one with the tradeoff of having less ammunition to deal with the approaching enemies. Due to time constraints the ammunition was never implemented, which changes the whole game.

***5. Genre, Setting, Concept Art book\****

Genre of the game is action.

***6. Enemies, NPCs, Other objects***

The game features only a single type of enemy and no other NPCs or other objects.

***7. Story board, script\****

*7.1 Story overview*

There is no story to this game

***8. Technical definitions, Tech guide\****

*8.1 Platforms, versions*

*8.2 Control Scheme*

Control scheme is very simple with only the left mouse button acting as the shoot mechanic

*8.3 Limitations*

Limitations were caused mostly by the very good weather during the summer and the effect it had on time spent indoors.

***9. Business definitions\****

*9.1 In-app purchases*

The game currently features no In-app purchases but could be easily added in the situation of a commercial launch, such as visuals and removal of ads.

***10. Outsourced/Bought Assets***

*Tile sets: https://0x72.itch.io/dungeontileset-ii*

*Characters gun: https://asgaard42.itch.io/rifle-and-shotgun-sprites*

*Topics with (\*) usually extended to separate detailed documents, in this project can be simply summarized*