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| We R Vr |
| Game Design Document |
| **Robot Cowboy Game** |
| Version #02  All work Copyright © 2018 by We R VR Games.  All rights reserved. |
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**Version History**

**Version 1:**

* Table of Contents Added
* Future Features Updated

**Version 2:**

* Game Overview
  + Has been finalized.
* Game Play Mechanics
  + Player Movement, firing, and reload
* Camera
  + FPS camera added
* Controls
  + WASD and mouse controls added
* Interface Sketch
  + UI added
* Menu and Screen Description
  + Main Menu added
* Game World
  + Robot cowboy theme finalized
* Levels
  + Level 1 added
* Characters
  + Player weapon showing
* Enemies
  + AI added
* Weapons
  + pistol
* Sound Index
  + Music & walking
* Art/Multimedia Index
  + Main menu art and textures added

1. **Game Overview**

*The Game is a first-person shooter VR game set in a cowboy world with robots. The player progresses through 3 levels fighting enemies and in the third fights a boss and finishing the game.*

1. **Game Play Mechanics**

*The player walks around and takes out enemies by shooting them with their gun.*

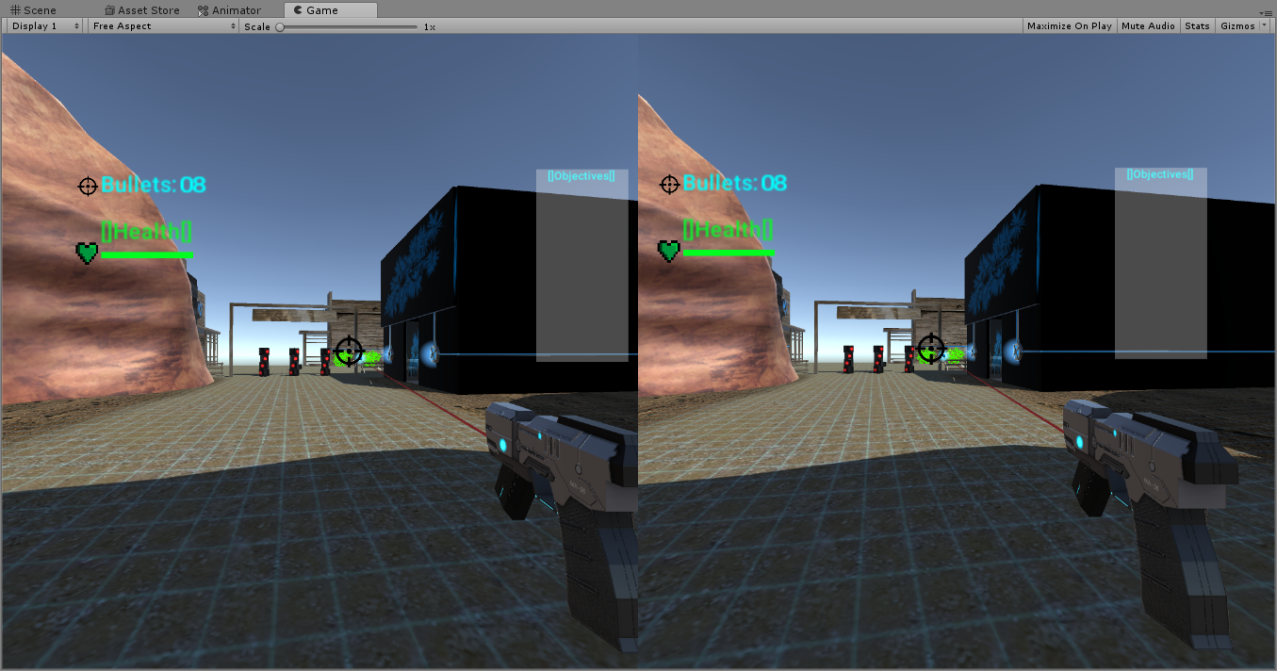
1. **Camera**

*The game is shot in a first-person perspective.*

1. **Controls**

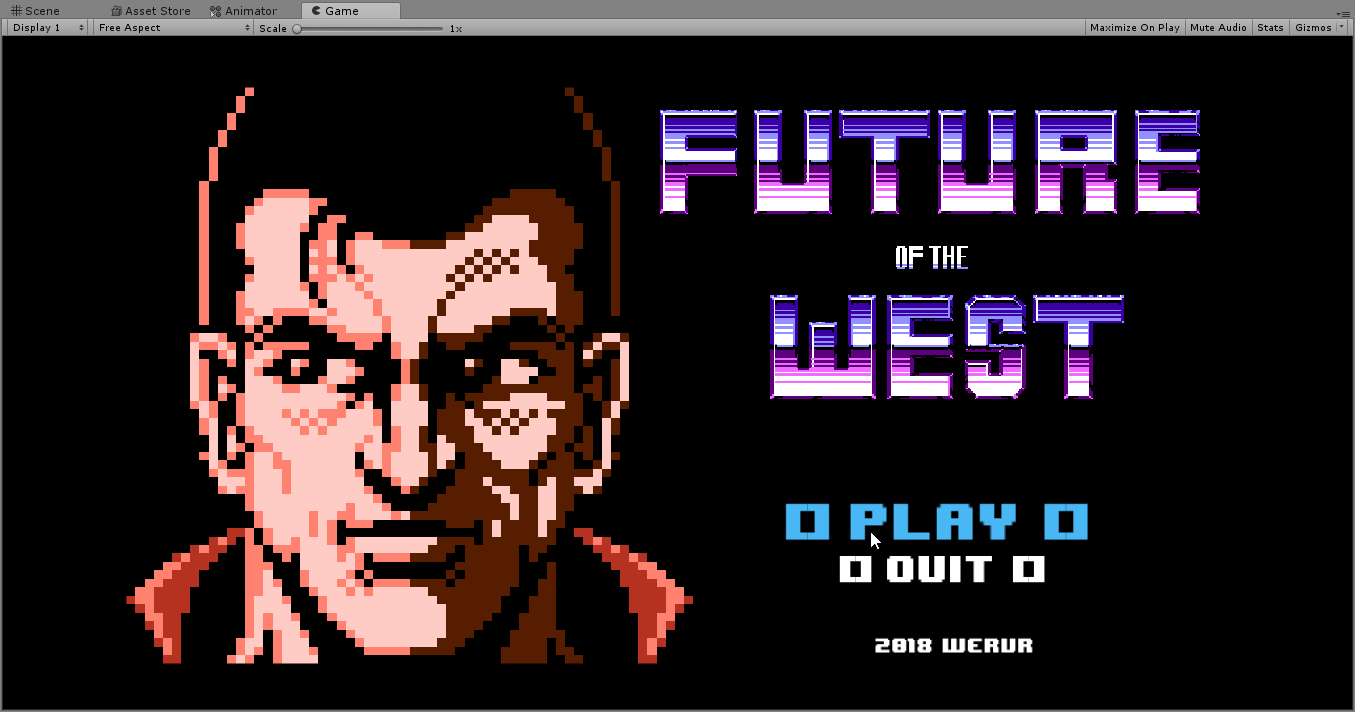
*The player uses WASD to move and the mouse to fire. E interacts with objects and R reloads.*

1. **Interface Sketch**

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1. **Menu and Screen Descriptions**

*Main Menu: Play opens level one of the game as seen in the image for the Interface Sketch. Quit exits the game.*

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1. **Game World**

*The game takes place in a small desert town much like in a western movie. There are buildings the main one is a Saloon. The inhabitants of the town are robots.*

1. **Levels**

*The first level is in the town and the player must travel through towards the Saloon.*

1. **Game Progression**

*The Player fights their way through the town and must defeat the enemies to survive. The player can only advance to the next level by reaching the exit.*

1. **Characters**

*A gun is visible and is the only part of the player we see.*

1. **Enemies**

*Cowboy bots: robots that stand and shoot at the player once they are within a certain range. Currently only the functionality is present (no mesh).*

1. **Weapons**

*A revolver that fires 10 shots before reloading. A burst shot can be fired doing increased damage but using more bullets.*

1. **Abilities**

*The player can sprint.*

1. **Sound Index**

*Walking sounds, Level one background music, main menu music*

1. **Art / Multimedia Index**

* *Image for title screen*
* *Team logo*
* *Ground and wall textures*

1. **Future Features**
   1. **Game Play Mechanics**

*They can destroy enemy bullets by shooting them in mid air.*

* 1. **Menu and Screen Descriptions**

*The Main menu needs SETTINGS. The pause menu has a CONTINUE button and a RETURN TO MENU button.*

* 1. **Levels**

*The second level is in the saloon which has much closer areas that the player must go through. The third level is in a destroyed version of the town fighting a giant robot.*

* 1. **Enemies**

*Cowboy bots: robots that stand and shoot at the player once they are within a certain range. (model and texture needed).*

*RoboBoss: Massive Robot tank that fires bullets from multiple angles.*

* 1. **Items**

*Ammo packs: Increase ammunition carried by the player.*

*Letters: Pieces of paper that tell the story of the game.*

* 1. **Script**

*The Player must fight his way through the town to defeat the bad guy. He is fighting for revenge of a loved one.*

* 1. **Scoring**

*The player earns points when they hit an enemy and lose points when they are hit or when they miss.*

* 1. **Sound Index**

*Shooting, getting hit, hitting enemies, enemies shooting, the boss sound, background noise.*

* 1. **Story Index**

*The Player has to fight his way through the town to defeat the bad guy. He is fighting for revenge of a loved one*