Dun and Gun
Game Design Document
(Prototype)

Game Overview

Title: Dun and Gun
Platform: PC Standalone
Genre: Roguelike FPS
Rating: Teen (13+)
Target: Adolescent gamer (ages 13-17)
Release date: May 2019
Publisher: Patella Productions

Dun and Gun is a First Person Shooter with Rogue elements. The goal is to invade a procedurally-generated dungeon, defeat undead zombies and rats, and eventually fight a boss zombie. The dungeon will be procedurally generated, along with enemy, health, and ammo placement.

Selling Points

- Easy to play
- Replayability
- Permadeath
- Straightforward Gameplay
- Procedural/Random Elements

Synopsis

An ancient spirit has awoken and corrupted the island of Caust. The player is a preacher sent to cleanse the land, as well as release a woman, "Perlina", who is being held captive by the spirit. The player must attack the monsters within the dungeon of Caust, defeat the spirit, and release Perlina.

Game Structure

Main Menu -> Dungeon Combat -> Win screen
                                    \
                                      > Lose Screen

Gameplay

Game Controls

W   -->   Move Forward
A   -->   Strafe Left
S   -->   Move Backward
D   -->   Strafe Right
R   -->   Reload Weapon
Left Mouse Click ->   Fire Weapon
Scroll Wheel Up   ->   Next Weapon
Scroll Wheel Down -> Previous Weapon

Game Camera

First person view of character.

Screenshots

Coming Soon!

Sources

- Riker's Zombie Models
- Patrick's Dungeon Decorations

Credits

Gautham Dixit - Procedural Room Programming, Pathfinding
Rasmus Grunnet-Jepsen - Audio and Audio Programming
Patrick Perrine - Design, Modeling, Documentation
Will Pye - Combat Programming, Pathfinding
Riker Quintana - Art/Modeling
Tony Radtke - Menu Programming