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**Game Design Document**

**Some assets used in the development of this game were imported from unity assets store and belong to their respective creators.**

This game is a turned based game consisting of two playable characters. These models were imported from the unity assets store. They came with their respective scripts which were modified accordingly to fit the game setting and environment. They follow the standard “WASD” movement which also controls the rotation of each player’s camera, in this case, while they are moving. Each object is handled by a respective script that dictates the action that it produces or produces upon interaction. The general map of the game was created using the Terrain component found inside of Unity. A turn manager was used to handle the various elements present inside the game and to coordinate actions between different entities. Various triggers were used enable certain features present in the game. This game also features character model imported from Sketch-fab that will be used as an NPC. At game start, an info panel displaying a basic tutorial for the game appears that requests a button input to enable player movement. Prompts pop-up depending on the powerup the player approaches. In addition, this game features audio sound system for certain actions.

The mechanics of the game are as follows:

1. Each player has their corresponding magical orb which resembles their weapon
2. These orbs shoot spheres (bullets) through instantiation that can be used to damage the other player
3. Each player may shoot up to once per turn for the sake of fairness. So, upon each shot, the current player’s turn switches to the next one
4. The play may walk freely and interact with some objects found

The game included the following mechanics:

1. A health powerup found to the right of Player1 underneath the tree that increase base HP by 50.
2. An NPC (Non-Playable Character) interaction which upon pressing the corresponding trigger button, would result in an increase in bullet damage dealt on hit.
3. An Obstacle Separating the area between both players is present and upon being shot from a certain angle and distance, would fall over, using the unity force system that would open the path for the players

Win Condition(s):

The win condition for this game is fairly simple, once one of either player’s health points depletes, the player with remaining health points would be considered the winner.

UI features:

This game features a single user interface and that is during the damage powerup prompt requesting user input.