

# GAME DESIGN DOCUMENT



# METEORS

QUEST FOR THE "GOAL"

## Game Analysis

Meteors is an action-packed indie title game filled with clever maneuvering, quick thinking, and reflexes. The player's goal is to navigate a meteor field, dodging every meteor in order to get to the mysterious realm of the "Goal". The player starts in empty space and must dodge every obstacle.

## Mission Statement

Do YOU want a fun and interactive game that tests your reflexes, critical thinking, and menuevering skills? Well, GUES WHAT? We have just the game for you! Introducing "METEORS", the newest indie piloting game. You are the captain of a super cool spaceship and your goal is to navigate a perilous meteor field and reach a mysterial realm called "The Goal". Once you reach the Goal, you will possibly be rewarded with a non-monetary prize called "You win" in the console.

## Genre

Arcade, flight, action

## Platforms

Dreamcast, PC (Mac, Windows, Linux), mobile (IOS, Android)

## Target Audience

The game is targeted towards casual gamers of various ages who enjoy arcade-style gameplay. Its accessible mechanics and quick-paced nature make it appealing to individuals seeking a fun and easy-to-pick-up gaming experience. While there isn't a specific age group targeted, the game's simplicity is likely to resonate with both younger and older players alike.

## Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio's needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

(This is for demonstration only, a real GDD will include this content. You are never required to fill this chart.)

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
<b>Development Phase</b>				
Design				
Storyline	John Doe	9/4/15	9/8/15	0 %
Level Mechanics				
Art				
Level 1				
Special FX				
UI				
Engineering				
Production Pipeline				
Prototypes				
Audio				
Sound Design				
Milestone: GamePlay Features & Music				
<b>Testing Phase</b>				
Test Plan				
Beta Testing				
Milestone: QA Testing				
<b>Deploying Phase</b>				
"Go Live" Plans				
Milestone: Ready for Usage				