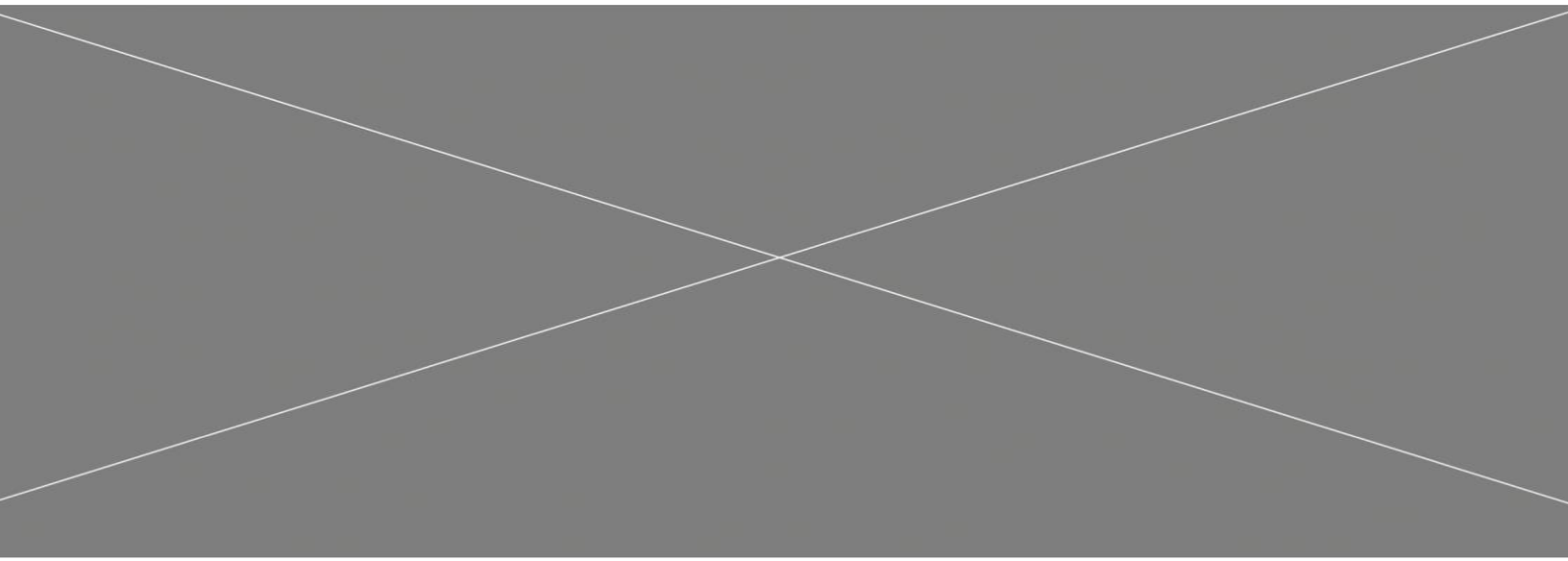
GAME DESIGN DOCUMENT



Metal Phonk Solid

Rise of the Phonk

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Last Updated:
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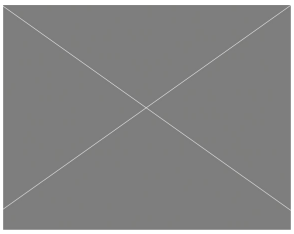
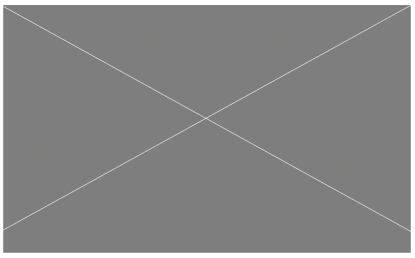
guarded by other automatons emplaced there by the Lord of the Tendies, the dictator of Fort Fridge. Your only option is to sneak inside and retrieve the fabled chicken tendies using whatever wit their programmed into you. Once your mission is complete your memory will be wiped and you will be returned to factory settings.

Character	Description	Characteristics	Misc. Info
Character Name 	Automaton	No personality. Traits: sneaky, yellow	N/A

Gameplay Mechanics

Character Attributes	
Character	**Movement Abilities / Actions Available**
Name of character	Player: Yellow automaton that must sneak around the enemy goon automatons Enemy goon automatons: Red automatons that will run towards the player if they see them and kill them immediately if they touch them. They will move towards sounds the player makes to investigate them.
Game Modes	
Game Mode / Difficulty Name	Objective: Obtain the fabled chicken tendies. Obstacles/enemies: Enemy Automatons. Progression: The player must find and obtain the fabled chicken tendies to progress.
Scoring System	
Points/Coins/Stars/Grades/Etc.	**How it's Awarded & Benefits**
List the scoring attribute	Finding the tendies in the level allows the player to progress to the next level.

Level Design

Levels	
Level name and/or pic of it 	The game will have 3 levels: Dungeon, Halls, and Rooftops. Dungeons: Difficulty: Hard Halls: Difficulty: Medium Rooftop: Difficulty: Easy

Game Aesthetics & User Interface

The player is a yellow automaton, which isn't great for stealth but certainly looks cool. He has a masculine build and white laser hair, also not great for stealth. The enemy "goon" automatons are red and have the same masculine build but without all the stealthiness. The art style is low-poly to allow for quick rendering and minimalistic models that will simplify the process of reading enemy types.

There is no UI apart from the start screen and the pause button in the upper left hand corner.
It is simple black text on a gray background, a simple approach to remind the player of the bleak, cold state of a world devoid of chicken tendies.

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**
Development Phase				
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				
Testing Phase				
Test Plan				
Beta Testing				
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				