Game Design Document

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# Game Design

## About

RougyMon is an old-school Fantasy roll play game, based on “Hack and Slay”. It is the second game of the rougy series.

## Summary

Our main character got poisoned at night. A side character will tell her, that she will die in X min and that only antidote for the poison is hidden somewhere outside of the town.

## Gameplay

The goal of the game is to hurry up and find the antidote. Obstacles that will slow you down are enemies, walls and mazes, marshy ground and more.

## Mindset

Player is nervous and hurried. We provoke all these emotions with the help of obstacles, an always running timer and enemies.

## Genre

RougyMon will start in a bright environment in a dessert-like town, and end in a dark environment at a graveyard.

# Technical

## Meeting Schedule

* We will meet every Tuesday from 12:00h to 16:00h with the full team (Artist and Programmer).
* The meeting will taking place in the SAE Room 4.
* Julian and Daniel will additional meet on each Monday and Sunday.
* The maximum time limit for a team meeting is 4 hours per meeting.
* We will try to get at least one code review per month

## Hours Worked per Week

* For Julian and Daniel the work per week is set to 15-20h.
* For the artist, it is free to work as much as they want.

## When Things Go Wrong

* All important decisions about game design, technical design, and implementation will be done by Julian and Daniel.
* Julian will create a protocol and share the result to the rest of the Team.
* There will be a time limit depending on the problem.

## Team Roles

### Administrative Roles

* The Administrative Role will be done by Julian
* For example writing this Game Design Document or get in touch for another code review

### Technical Roles

* The Technical Role will be done by Daniel
* For example to implement the results of the Artists.