

GAME DESIGN DOCUMENT

Murderous Extraterrestrial Simians in Space Simulator (M.E.S.S.)

"It's time to get out of here before things go bananas, hahahahaha, but no, seriously, you are gonna get mauled to death."

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Overview

You are stranded aboard a spaceship overtaken by hostile primates- it's time to get the hell out of here before things go bananas, hahahaha– no, but seriously, you are gonna get mauled to death. Destroy the reactor at the center of the ship and escape.

A science-fiction FPS much like doom, half-life and quake. (T) for Teen rating. Our first target platform will certainly be on PC and later expand to other platforms.

Genre

A science-fiction FPS much like doom, half-life, and quake.

Platforms

Our first target platform will certainly be on PC and later expand to other platforms.

Target Audience

M.E.S.S.S. will be a reincarnation of the 1990s first person shooter experience. We believe this type of genre is still popular with consumers shown by DOOM Eternal.

Storyline & Characters

You are stranded aboard a spaceship overtaken by hostile primates- it's time to get the hell out of here before things go bananas

Character	Description	Characteristics
Player	Playable character. Stranded on a spaceship with monkeys that want to rip their face off. Must kill his way out of this monkey business.	Just a guy with guns fighting for his life. Determined to live.

Controls

Game is built for PC and mouse.

Button/ Touch Input	Action it Performs
WASD	Movement
Top number keys/Scroll Wheel	Switch weapons
L shift	Sprint
Space	Jump
Left click	Fire
Right click	Toggle scope mode

Gameplay

Movement will consist of WASD and Lshift will be how you run. The player is able to look around using the mouse and fire their weapon using the left mouse button. If the player has multiple weapons, they will be able to scroll or use the number keys to change their weapon. The player can gain height by jumping with the space bar. Levels will progress by the player moving towards the end point of a level and being thrown into the next one.

Note for developers: variables visible in the inspector are **red**.

Player stats

Name	Starting value	Range	Behavior
Health	100	0-100	Health packs increase Hits decrease
Speed	Variable	Walk-Run	Speed is constant unless holding LShift for sprinting mode
Weapons inventory	Empty	Two spaces	Weapons can be picked up by the player
Active weapon	Empty	Empty-Held	This can be toggled by scroll wheel or top number keys
Jump force	Variable	Constant	Constant

Enemy logic & stats

Description	Behavior	Stats
Brutes A monkey with fists. Ready to destroy anything in its way. Fights in close quarters and moves relatively quickly.	Melee attacks; can attack within a close radius to the player. Idle behavior = nothing. Player spotted behavior = once a player is in a range of the enemy, automatically seeks the player.	Health Attack range View range Damage
Flingers Intelligent monkeys that are able to use ranged attacks. Long distance combat is its strength. Able to take more hits than brute monkeys.	Ranged attacks, can attack within a much further radius. Idle behavior = patrolling between waypoints Player spotted = when player is in FOV, seeks the player and attacks when in range. Retreats when player gets too close	Health Attack range View range Retreat range Damage

Weapons

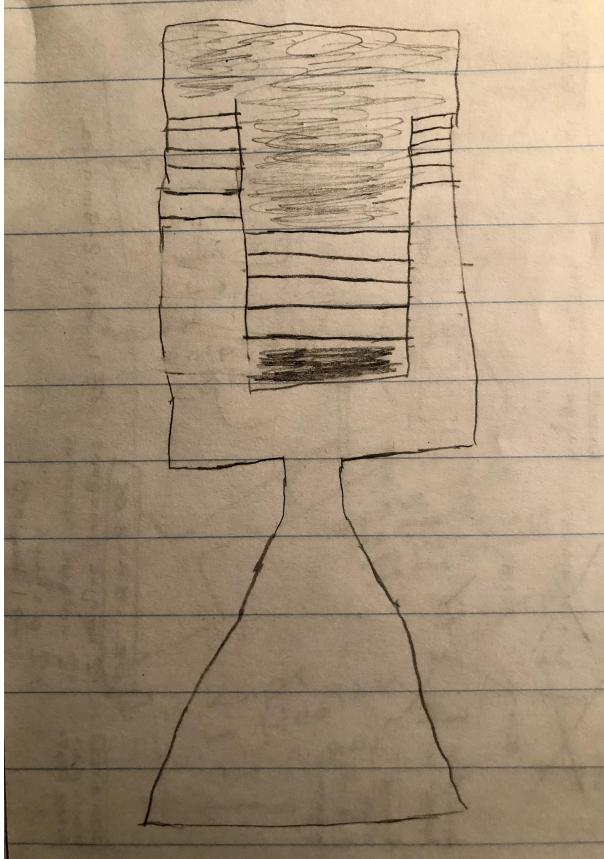
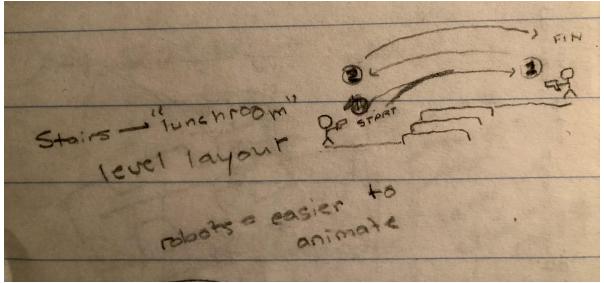
Description	Behavior	Stats
Shotgun	High damage, low rate of fire, short range	Projectile Damage Damage range Firing rate Ammo count
Machinegun	Low damage, high rate of fire, medium range	Projectile Damage Damage range Firing rate Ammo count

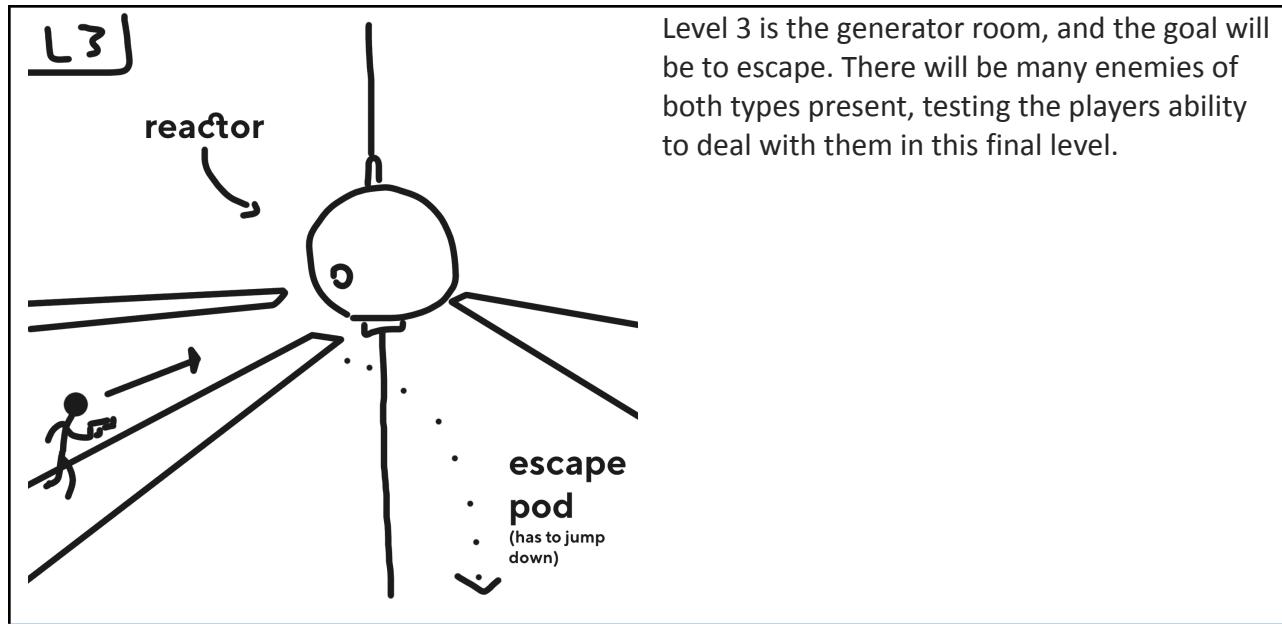
Keycards & pickups

Color coded pickups and hallways will guide the player along. Enemies pursue the player within a certain range. The game will have strafing melee enemies and short-range enemies. Weapons will include a shotgun and space machine gun.

Description	Behavior when picked up	Stats
Health	Add to the player's health	Health yield
Ammo	Add to the player's ammo	Ammo yield
Keycards	Unlocks corresponding door	Corresponding game object

Level Design

Level	Description
	<p>Level 1 consists of a chokepoint with melee enemies, restricted level design, with the goal of not being swarmed.</p>
	<p>Level 2 introduces ranged enemies, and is wider. Obstacles will be placed to allow the player to hide from the ranged attacks. Melee enemies will be present but will not be as plentiful as the previous level.</p> <p>Stairs → "lunchroom" level layout ① start ② ③ FIN robots = easier to animate</p>



Win & loss conditions

Win Condition: Reach the end of the level.

Loss Condition: Die.

Aesthetics & User Interface



UI diagrams & descriptions

HUD UI will consist of a bar at the bottom of the screen that displays the player's health on the right side, amount of ammo in the middle, and the current weapon held on the left.

Game View



Main Menu UI will consist of a start button and quit button.

M.E.S.S.

(Murderous Extraterrestrial Simians in Space Simulator)

Start Game

Quit

Pause UI will consist of a resume and quit button.

Pause

Resume

Quit

Source

Taken from <https://vitalzigns.itch.io/gdd>