IT TAKES GUTS (GDD Rough Draft)

'IT TAKES GUTS' - Anthony

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Game Development Team Members

PRODUCER
Anthony Norderhaug

PRODUCTION MANAGER
Anthony Norderhaug

PRODUCTION COORDINATOR
Anthony Norderhaug

GAME DESIGNERS
Anthony Norderhaug

SYSTEMS/IT COORDINATOR
Anthony Norderhaug

PROGRAMMERS
Anthony Norderhaug*

TECHNICAL ARTISTS
Anthony Norderhaug*

AUDIO ENGINEERS
Anthony Norderhaug*

UX TESTERS
Anthony Norderhaug

***with help from Internet tutorials and assets**

1 Game Overview

Title: **IT TAKES GUTS**
Platform: **PC Standalone**
Genre: **2D Platformer + Wave Survival**
Rating: **M**
Target: **Casual gamer**
Release date: **May 2022**
Publisher: **No publisher, independent dev**

Description: This section describes the high level overview of your game. Put as much detail into this section as you can. This should contain your elevator pitch and more details to capture the attention and get the reader to want to play your game.

***IT TAKES GUTS* is a game that is both quick to play and learn, but difficult to master. A 2D blend between platformer and combat with endless waves of enemies, *IT TAKES GUTS* challenges the player mentally in being able to control hordes coming at every direction. Featuring a state-of-the-line A* pathfinding algorithm, enemies are able to discern paths around player-only crevasse and climb up walls & obstacles to always keep the player on their toes. *IT TAKES GUTS* is the everyday gamer's fix for skilled combat that can be played on a highly-detailed map, but with various difficulties, including Easy, Medium, and Endless!**

2 High Concept / Genre

The objective of *IT TAKES GUTS* is to eliminate an increasing amount of enemies per level all while surviving. The obstacles in the players' way are the enemies' tendencies to both horde together and split off into different routes to overwhelm them. Through constant play, the player becomes an expert at both maneuvering throughout the map with the enemies' constant chase, as well as an expert at crowd control and selective combat.

3 Unique Selling Points

4 Platform Minimum Requirements

5 Competitors / Similar Titles

Some competitors include games this game is based on. The first one is "Aliens vs Hominid" and "Castle Crashers", which both feature 2D combat side-scrollers.

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Springstar Fields - https://trixelized.itch.io/starstring-fields
Free Pixel Art Forest - https://edermunizz.itch.io/free-pixel-art-forest
Caves of Gallet - https://adamatomic.itch.io/cavernas
Generic Dungeon Pack - https://bakudas.itch.io/generic-dungeon-pack
Crystall World Platformer - https://szadiart.itch.io/crystal-world-platformer-set