Star Space Gunslinger

Game Design Document
By Alan Ta

Game Overview

Title: Star Space Gunslinger
Platform: PC Standalone
Genre: 2D Quick Time event based
Rating: (10+) ESRB
Target: Casual gamer (aging from 10 - 25)
Release date: November 2018
Publisher: Unity Technologies

      Star Space Gunslinger is a quick time event based game where the player, a lone space gunslinger, goes against opposing gunslingers and a fight to the death. The objective of the player is to be the fastest gunslinger in the human-known universe. He goes against the top space gunslingers and only the quickest hands will win. The player must react fast as when the "FIRE" text appears, the player must pull out their gun and fire. Too early and you fail to produce a gun and too late and you are dead. Each level gets progressively harder and the only way to win is to pass all the levels. By pressing "space" the player will draw he gun and will fire with extreme accuracy.

High Content

Star Space Gunslinger sets the Player in space and traveling through the Universe and eliminating well-known Gunslingers. It is up to you to achieve your ultimately goal of becoming the fastest Gunslinger in the universe. Keep your hands loose and ready and your eyes sharp as this task is not as easy as it seems. You are up against some of the best Gunslingers, but there can only be one #1.

Unique Selling Points

- A simple, enjoyable game
- A 8-bit style format
- Endless fun for those who like to be on the edge/anticipent

Platform Minimum Requirement

PC, MAC AND LINUX STANDALONE
OS: Windows XP SP2+, Mac OS X 10 .8+, Ubuntu 12 .04+, SteamOS+ Graphics card: DX9 (shader model 2 .0) capabilities; generally everything made since 2004 should work

Competence Titles

Quicktime Shooter by Unity Technologies

SYNOPSIS

You are a lone Gunslinger who travels across space and your goal is to eliminate enemy infamous gunslingers. It is up to you, your eyes, and a sleight of hand that will allow you to accomplish this goal. Good Luck and we'll see you around, Space Cowboy...

Game objectives

The objective of the game is to pass all three progressively difficult levels and therefore eliminate rival Gunslingers to obtain the goal of fastest Gunslinger in the Universe.

Game Rules

The game is react time based so the player's success is solely based on their ability to react to the correct prompts. The Player only uses one button in order to execute the given action, but it's when the button is press that affects the outcome of the player. To early before the "FIre" prompt and the Player will be penalized. Pressed too late and the enemy would have already fired and kill the Player.

Game Structure: Title -> Level 1 -> level 2 -> level 3 -> Victory Scene -> Title or Credits
\   \   /
> gameplay -> Losing Scene -> Title or Credits

Gameplay

Game Controls (PC)
Space - "Fire"

Enemy Laser:

Player Laser:

Game Camera
The camera will fade to black between scene/levels and will pan to focus on the Player and Enemy Gunslinger. It it then left alone.
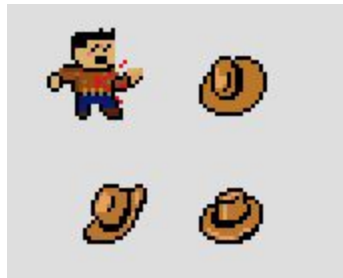
HUD
Countdown & Fire prompt - Displays a "SET" idle and after the countdown, displays the "FIRE" prompt
Level # - Displays the level the player is on.

Player

Player Character

Player Hit:

Player Draw

Player Misfire

Player Hat

A lone Space Gunslinger who's life's goal is to eliminate the top Gunslingers so he can be deemed the "Fastest Gunslinger in the Universe"

Player Metrics
Max Health: 1
Attack Damage: 1
Time to attack: Instantaneous

Player States
Idle: The idle state is s cycled animation where the Player is keeping his firing hand moving. The motion is like the hand is hovering the holster and ready for the Fire.
Death: The death animation will make the character fly backwards and fall to the ground. The player will also lose his hat in the process.
MisFire: The misfire state is when the Player presses the "space" button too soon. This is the penalty and will cause the player to fail to produce a gun and will cause him to freeze and await his demise till the enemy fires.
Fire: The Player will pull out his gun and fire his gun and after a couple seconds will redraw his weapon.
Victory Pose: In the Victory level, the player will be spinning his gun.

Character Line-up

NPC Enemies

Player:

Enemy:

The enemy will spawn in from of the player. The enemy has a reaction time countdown which will correspond with the HUD's countdown time. Each Level has a fast/short NPC reaction time thus making each level harder. After the reaction time, the enemy will fire his gun and kill the Player. The NPC will fire 1 bullet and the bullet damage will be 1 which is the Player's health thus kill the player.

	Reaction Time	Damage	Health

Level 1 NPC	8 sec	1	1
Level 2 NPC	7.8 sec	1	1
Level 3 NPC	7.39 sec	1	1

Enemy States

Idle: The Enemies play the Idle state at the beginning of the level
Fire: After the reaction time has depleted, the enemy will draw his gun and fire at the player
Death: Death happens when the enemy is hit and will fly out of camera

Art

Setting

The game takes place on a planet in space. The Player and the enemy are located front of each other on a platform. They are surrounded by ancient ruins from the old inhabitants of the empty planet. The ruins are located in a forest surrounded with thick and wavy branches that seem to engulf the entire forest.

Level Design
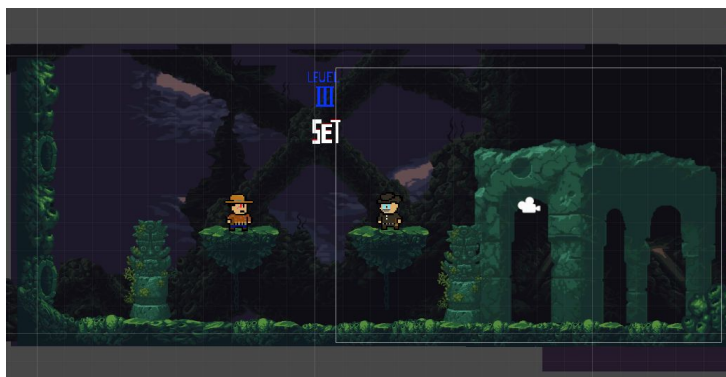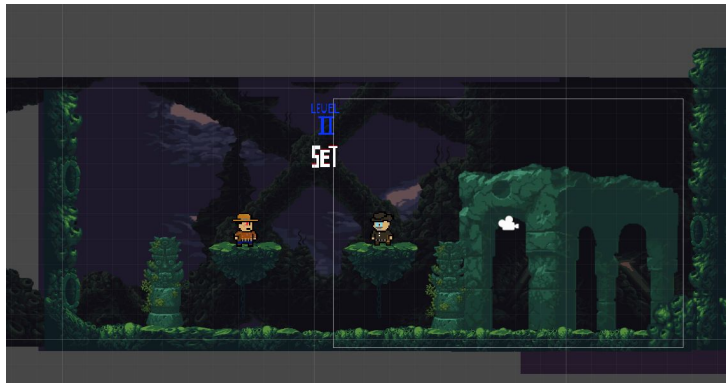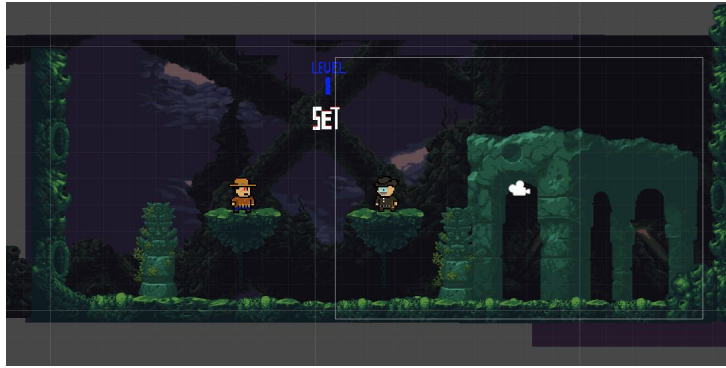
The level consist of ancient ruins, two statues of an unknown origin and two floating platforms for the player and the enemy to stand on. The spawn points for the Player and enemy are on these platforms.

Audio

Name	Category	Description
roblox-death-sound---oof	FX	Players death cry
Lasersound	FX	Gun sound effect
Explosion2	FX	The explosion sound then hit

Undertale-megalovania_cutted	FX	Enemy Victory music

MVP (Minimum Viable Product)

- One Player character to choose from
- Built for the PC platform

Wishlist

- Had other enemy sprites to use, but no time left
    -
    -
- Had other level ideas, but no time left