The Infestation of Ferrwick GDD Draft

Text

Description automatically generated

***‘Cleanse the Filth’***

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--- | |  | | Game Development Team Members    PRODUCER  Brandon Galarneau    PRODUCTION MANAGER  Brandon Galarneau    PRODUCTION COORDINATOR  Brandon Galarneau  GAME DESIGNERS  Brandon Galarneau  SYSTEMS/IT COORDINATOR  Brandon Galarneau  PROGRAMMERS  Brandon Galarneau  TECHNICAL ARTISTS  Brandon Galarneau  AUDIO ENGINEERS  Brandon Galarneau  UX TESTERS  Brandon Galarneau |

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# 1 Game Overview

Title: The Infestation of Ferrwick

Platform: PC Standalone

Genre: Action Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 – 30)

Release date: November 21, 2021

Publisher: Brandon Galarneau Development

Description: The Infestation of Ferrwick is a 2D Platformer action game. The Infestation of Ferrwick’s gameplay focuses on combat and platforming traversal. Ferrwick is a town on the brink of infestation. You play as a Reaper. A Reaper is a hunter of sorts that travels to infested areas to cleanse the filth. Along the way you will meet townsfolk and monsters alike. With the goal of ending the infestation of Ferrwick by killing the “Heart of the Infestation”. The Infestation of Ferrwick will take inspiration from games such as Blasphemous and Star Wars Jedi: Fallen Order.

# 2 High Concept / Genre

# 3 Unique Selling Points

# 4 Platform Minimum Requirements

# 5 Competitors / Similar Titles

# 6 Synopsis

# 7 Game Objectives

The goal of The Infestation of Ferrwick is to vanquish monsters, enhance your character’s strength, and kill the final boss of the game.

# 8 Game Rules

# 9 Game Structure

# 10 Game Play

## 10.1 Game Controls

## 10.2 Game Camera

### 10.2.1 HUD

### 10.2.2 Maps

# 11 Players

## 11.1 Characters

## 11.2 Metrics

## 11.3 States

## 11.4 Weapons

# 12 Player Line-up

# 13 NPC

## 13.1 Enemies

### 13.1.1 Enemy States

### 13.1.2 Enemy Spawn Points

## 13.2 Allies / Companions

### 13.2.1 Ally States

### 13.2.2 Ally Spawn Points

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

## 17 Bibliography

I plan to use art and sound effects from opengameart.org. I plan to create my own music/soundtrack for my game.