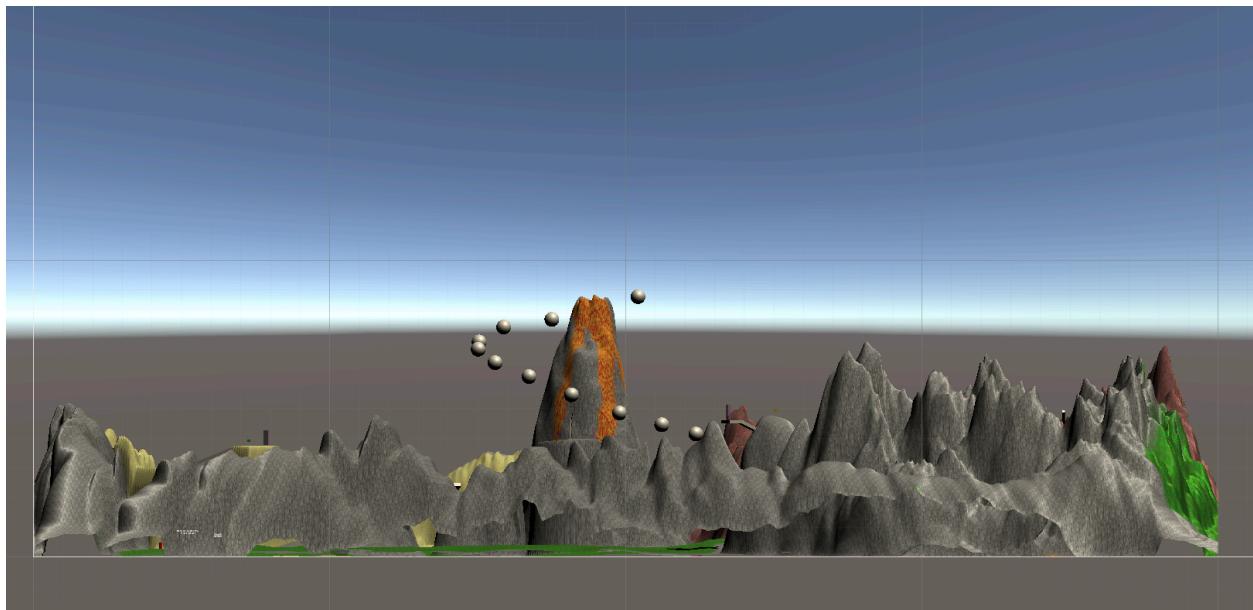


Relic Adventure (GDD)

# RELIC ADVENTURE



**'Collect 5 relics to complete your adventure'** - Brian Duong

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### Game Development Team Members

- PRODUCER  
Brian Duong
- PRODUCTION MANAGER  
Brian Duong
- PRODUCTION COORDINATOR  
Brian Duong
- GAME DESIGNERS  
Brian Duong
- SYSTEMS/IT COORDINATOR  
Brian Duong
- PROGRAMMERS  
Brian Duong
- TECHNICAL ARTISTS  
Brian Duong
- AUDIO ENGINEERS  
Brian Duong
- UX TESTERS  
Brian Duong

# 1 Game Overview

Title: Relic Adventure

Platform: PC Standalone

Genre: First Person Parkour

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: May, 2020

Publisher: Duong Entertainment

Relic Adventure is a first person parkour game where your goal is to find the relic on each level. All the levels take place in different biomes, be sure to explore the entire area! You can only jump once, so make sure to make it count. There are 5 levels in total; the difficulty progresses after each level you complete. You cannot die, but if you fall off, you will have to restart. There are teleports at the beginning and end of levels in case you don't want to walk all the way back.

# 2 High Concept

Relic Adventure takes place in a single mountain enclosed world filled with many different biomes. You arrive at the spawn as an adventurer seeking the legend of the the 5 relics. In order to obtain each relic, you must complete a series of parkour jumps to get to the end of each level. The final relic lies in a mysterious volcano with the only access point at the top.

# 3 Unique Selling Points

- Roam around in a unique open world with multiple biomes
- Custom-made textures for terrain
- Difficult parkour courses for experienced gamers

## 4 Platform Minimum Requirements

Mac OS, PC, and Linux

- minimum hardware: my 2016 MacBook Pro can run I

## 5 Competitors / Similar Titles

Mirror's Edge by DICE

## 6 Synopsis

You are famous adventurer searching for the 5 mysterious relics of the past. You enter the spawn island in search of these precious items. The only way to get off the island is to find all the relics and jump down the hole in the volcano.

## 7 Game Objectives

The objective of the game is to get all 5 relics.

## 8 Game Rules

The game has 5 levels increasing in difficulty as you go. You can move left, right, forward, and backwards, as well as jump using spacebar. There is a relic at the end of each level. Once you get 5 relics, the game sends you to the credits screen. There are teleporters at spawn to send you to the beginning of each level, and there are teleporters at the end of each level to send you back to spawn.

## 9 Game Structure

Title Screen —> Instruction —> Open World —> Credits

# 10 Game Play

## 10.1 Game Controls

W, A, S, D to move left, right, forwards, and backwards  
Space to Jump

## 10.2 Game Camera

The game camera is focused on the canvas on the title, instructions, and credit scenes.  
The game camera is first person on the game scene.

### 10.2.2 Maps

There is one open world map. However, each level takes place in a different biome. There is a plains, desert, mountain, lava, and volcano biome.

# 11 Players

## 11.1 Characters

You play as a first person adventurer searching for the legend of the 5 relics.

## 11.2 Metrics

Speed = 12  
Gravity = -20  
Jump Height = 5

## 11.3 States

Levels 1-5 is all the same player states, all that changes is the difficulty of the parkour.

## 11.4 Weapons

There are no weapons in this game, because there are no enemies.

# 12 Player Line-up

You are the only character in the game

# 13 NPC

No NPCs.

## 13.1 Enemies

There are no enemies in the game.

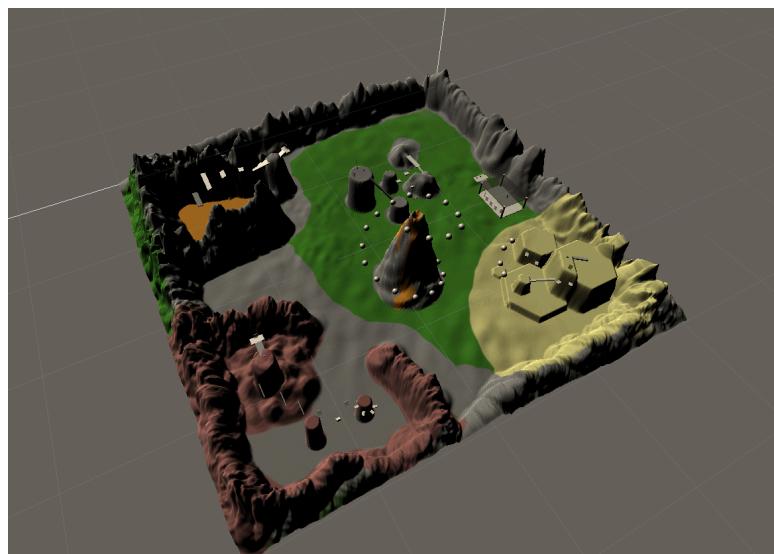
## 13.2 Allies / Companions

There are no allies/companions in the game.

# 14 Art

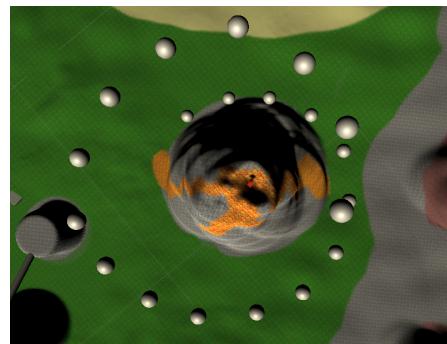
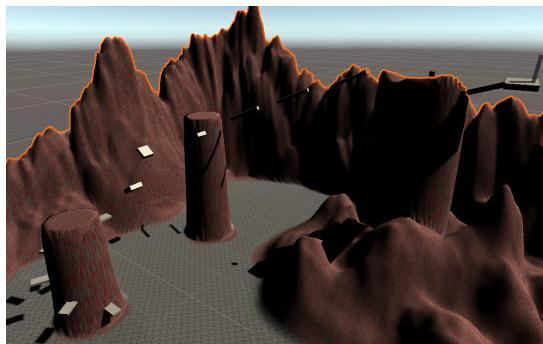
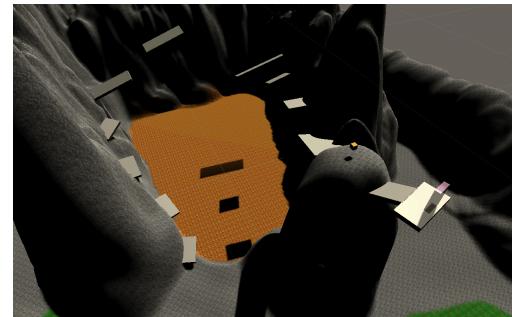
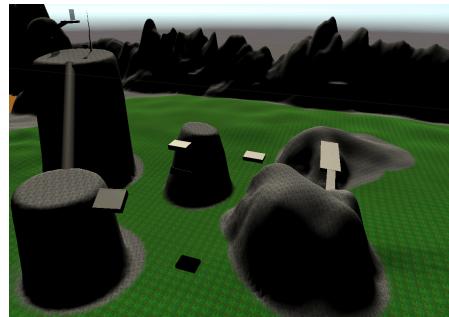
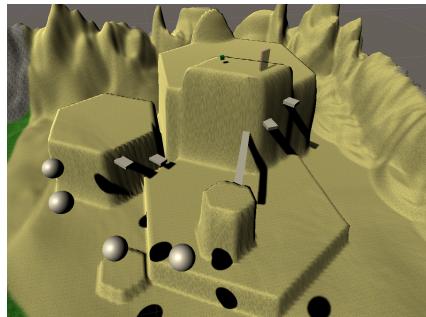
## 14.1 Setting

The game takes place in one open world with multiple biomes



## 14.2 Level Design

The levels are made up of a series of parkour jumps involving the terrain, cubes, spheres, and cylinders. The difficulty of the jumps become harder as you go through each level.

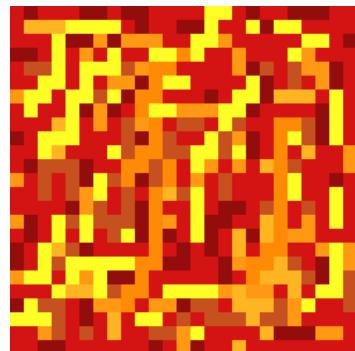
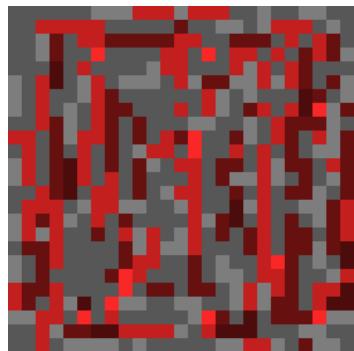
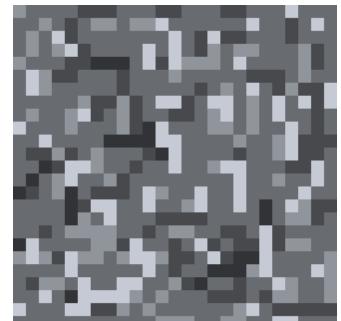
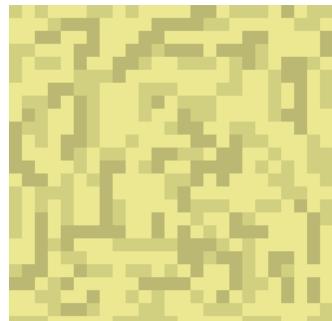
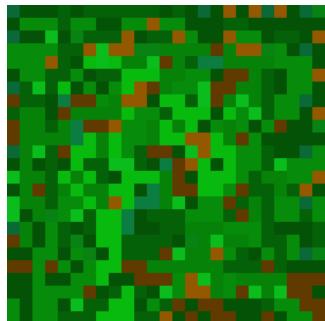


## 14.3 Audio

Name	Category	Description
Collect_Point.wav	FX	Relic sound.
SFX_Jump.wav	FX	Jump sound.
Teleport.wav	FX	Teleport sound.
LivelyMeadow Loop.mp3	Background Music	Game background music.
LivelyMeadow Victory.mp3	Background Music	Credits background music.

## 15.1 Environment

Here are all the textures I used for each biome.



## 15.6 Minimum Viable Product (MPV)

- One player character to choose from
- Build for PC platform

## 16 Wish List

- Character selection with different attributes for each character
- Enemies to fight at the end of each level
- Wall running
- Powerups that make you jump higher, run faster, temporary flight, etc

# 17 Credits

All from OpenGameArt.org

8 bit teleport - diego200052

8-bit jump - jalastram

Pick up sound- Blender Foundation

Seamless HD landscape - PWL

Sky Background - PauR

Lively Meadow Soundtrack - Matthew Pablo