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Deepest Dungeon Game Design Document (GDD)

Your Game Logo

Here

***‘Escape the deep dungeon and reach the light of day’***  – Ryan Coughlin

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

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# 1 Game Overview

Title: Deepest Dungeon

Platform: PC Standalone

Genre: Vertical Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Fantasy Fans

Release date: May 2022

Publisher: Peanut Box Inc.

Description:

Deepest Dungeon is a dungeon platformer where you wake up at the bottom of a deep dungeon and must jump your way to the top by using platforms. While platforming, the player must avoid environmental dangers like dart traps, and hostile dungeon inhabitants like slimes.

# 2 High Concept / Genre

Normally, adventures start a dungeon from the entrance and go deeper. This time the player start at the end of the dungeon and must get back to the surface. The player will go through increasingly harder dungeon rooms. Difficulty will increase by fighting harder enemies and more environmental hazards such as dart traps and boulders

# 3 Unique Selling Points

Animated sprites

Realistic Physics

Unique level design

# 4 Platform Minimum Requirements

Platform: PC

OS: Windows

Graphics cards: DX9 (shader model 2.0) capabilities; generally

everything made since 2004 should work

# 5 Competitors / Similar Titles

Donkey Kong

# 6 Synopsis

You are a medieval character who wakes up with a bump on your head and in a dark stone room. You pick up the only weapon in the room and begin climbing to find a way out.

# 7 Game Objectives

Clear enemies in each dungeon room and platform to the top. Exit through the door to start the next room. Each room has a unique level design (platform/tap locations, trap types, enemy types/locations)

# 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

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# 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

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## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

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