Slime Dungeon Game Design Document (GDD)

Slime Dungeon

'A slimy dungeon escape mission'- you

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Game Development Team Members

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1 Game Overview

Title: Slime Dungeon
Platform: PC Standalone
Genre: Survival, Puzzle-platformer
Rating: (10+) ESRB
Target: Casual gamer (aging from 12 - 30)
Competitive gamer
Release date: May 2022
Publisher: RyZaBreMann Studios

Description: Try to escape the dungeon by finding keys located in each room to unlock the next door while some enemies try to stop you from leaving.

2 High Concept / Genre

High Concept: Escaping the dungeon
Genre: Survival, Puzzle-platformer

3 Unique Selling Points

- Slimes come in different variations with different abilities
- Keys can be found by moving blocks, parkour, breaking objects, and killing slimes

4 Platform Minimum Requirements

CPU: Intel Core i7-1265UE, AMD Ryzen 7 5700X
RAM: 8 GB
OS: Windows 10 64-bit, MacOSX10.11 Big Sur
GPU: GeForce GTX 3060

5 Competitors / Similar Titles

- Minecraft
- Call of Duty zombies

6 Synopsis

You wake up and find yourself inside of a dungeon with only a sword provided to you. You try to open a door to figure out what is going on, but it is locked. You find a key that unlocks the door.

Then, you realize you are not alone in the dungeon and you must fend off the enemies trying to attack you in order to stay alive and escape the dungeon.

7 Game Objectives

- Find keys to unlock the doors
- Kill the enemy slime

8 Game Rules

- You are given 3 lives to survive as long as you can
- When you open a door, your health is fully regenerated, but any remaining slime in the room will not despawn
- There is a cooldown for how frequently you can damage a slime
- If player falls into hole, they are respawned with less health

9 Game Structure

- Game only ends when the player runs out of lives
- Each room randomly generates where the key will spawn
- Key can spawn in slimes, on top of blocks, or in swinging objects
- Slime damage and health increases with increase in game difficulty chosen by player

10 Game Play

10.1 Game Controls

- Pressing mouse1 will swing the sword
- Pressing shift will cause the player to sprint
- Holding mouse2 will cause the player to pick up a block
- WASD causes the player to move in the respective direction

10.2 Game Camera

- Camera follows a first person point of view of the player

10.2.1 HUD

- Displays the players health, the number of lives, and whether or not the player has a key to open the door

10.2.2 Maps

- Map contains unlimited rooms with the population of each room being random

11 Players

11.1 Characters

- Character is the person trying to escape the dungeon
- The player can choose the name of the character they will play as and the color of the character

11.2 Metrics

- Health: 100
- Lives: 3
- Damage: 34

11.3 States

- Alive
- Dead

11.4 Weapons

- Sword

12 Player Line-up

- One character who can be many different colors with any name the player chooses

13 NPC

13.1 Enemies

- basic slime
- speed slime
- bomb slime

13.1.1 Enemy States

- alive
- dead

13.1.2 Enemy Spawn Points

- can spawn anywhere in the room

14 Art

14.1 Setting

- Dungeon

14.2 Level Design

14.3 Audio

15 Procedurally Generated Content

15.1 Environment

15.2 Levels

- The rooms spawn in as the player moves closer to them

15.3 Artificial Intelligence NPC

- The enemies will go around holes in the rooms

15.4 Visual Arts

15.5 Audio

15.6 Minimum Viable Product (MPV)

16 Wish List

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