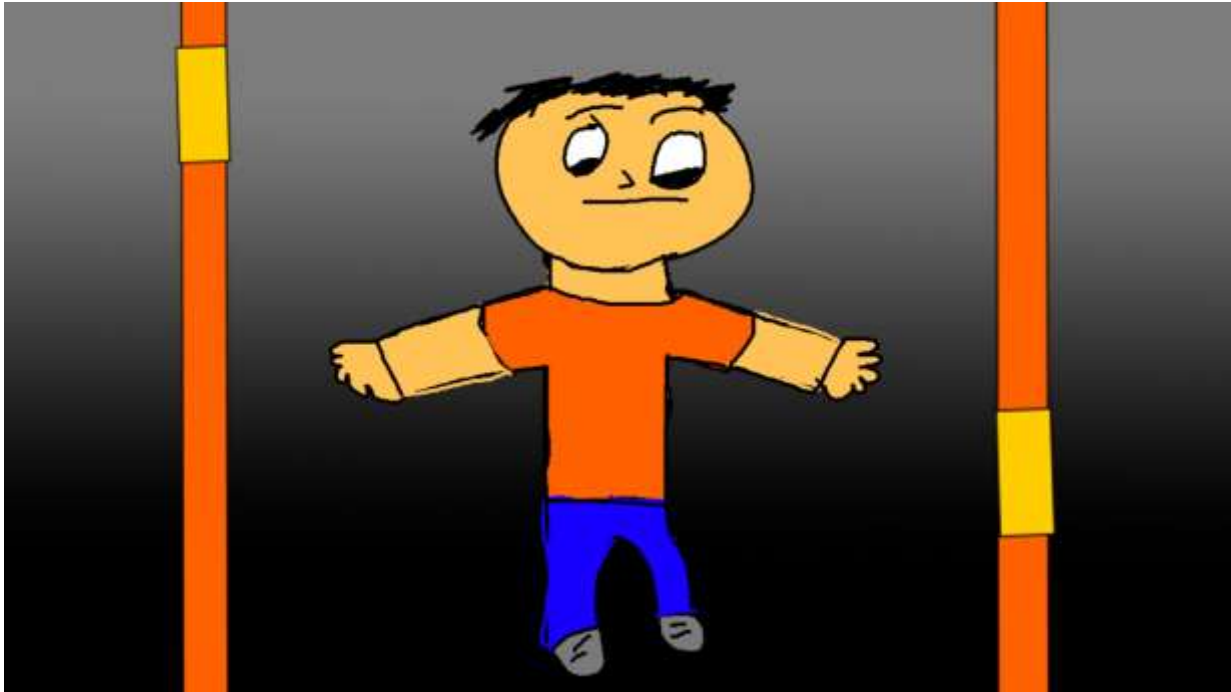


## Barrier Escape Game Design Document (GDD)



*'The wall is lava this time'*

This page: Table of Contents and Team Member Listing

## Table of Contents

- 1 Game Overview
- 2 High Concept / Genre
- 3 Unique Selling Points
- 4 Platform Minimum Requirements
- 5 Competitors / Similar Titles
- 6 Synopsis
- 7 Game Objectives
- 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 Wish List
- 16 Bibliography

## Game Development Team Membe

### PRODUCER

Brecken Enneking

### PRODUCTION MANAGER

Brecken Enneking

### PRODUCTION COORDINATOR

Brecken Enneking

### GAME DESIGNERS

Brecken Enneking

### SYSTEMS/IT COORDINATOR

Brecken Enneking

### PROGRAMMERS

Brecken Enneking

### TECHNICAL ARTISTS

Brecken Enneking

### AUDIO ENGINEERS

Brecken Enneking

### UX TESTERS

Brecken Enneking

# 1 Game Overview

Title: Barrier Escape

Platform: PC Standalone

Genre: Shooter

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)  
Serious gamers

Release date: May 2022

Publisher: Brenneking Studios

Description: Try to see how many barriers you can destroy to escape this odd entanglement you found yourself in. The barriers are lava, so if you touch them, you will die. However, each barrier contains a gold bar that clears the lava.

## 2 High Concept / Genre

- Shooter

## 3 Unique Selling Points

Since the distance between each barrier gets smaller and smaller after each barrier, it can be tough to make it to the end, but easy enough to make it through the first levels

## 4 Platform Minimum Requirements

CPU: Intel Core i7-1265UE, AMD Ryzen 7 5700X

RAM: 4 GB

OS: Windows 10 64-bit, MacOSX 10.11 Big Sur

GPU: GeForce GTX 1050 Ti

## 5 Competitors/ Similar Titles

- Flappy Bird, Jetpack Joyride

## 6 Synopsis

You wake up and find yourself in between a large wall that cannot be vaulted and several lava barriers that can kill you. You have a weapon with you, and you realize the only way out is by shooting the gold bars on the lava barriers to stop the lava. You also notice the large wall is moving towards you and you cannot stop or else you will be pushed into the lava and die. You must destroy the lava barriers and escape.

## 7 Game Objectives

Make it past all the lava barriers

## 8 Game Rules

- Cannot jump
- Cannot stop moving
- Each gold bar takes hits to destroy depending on the difficulty level

## 9 Game Structure

- Open game to a menu screen that allows you to create a player and play the game
- Once character is created, the play game option will be available
- When a player clicks play game, the game starts

## 10 Game Play

### 10.1 Game Controls

- Moving the mouse aims where the gun can be fired
- Mouse1 fires the weapon

### 10.2 Game Camera

- Stays focused on the character running

## 11 Players

## 11.1 Characters

- Created character that runs to each barrier

## 11.2 Metrics

- Hitting the barrier automatically kills the player

## 11.3 States

- Dead
- Alive

## 11.4 Weapons

- Laser gun

# 12 Player Line-up

- Character can have a red or orange colored shirt
- Character is same person regardless of shirt color

# 13 NPC

## 13.1 Enemies

- the lava barriers

### 13.1.1 Enemy States

- lava is pouring
- lava stops pouring

### 13.1.2 Enemy Spawn Points

- distance between each barrier varies as the game goes on

# 14 Art

## 14.1 Setting

- A strange island with lava barriers on them

## 14.2 Level Design

- Character runs from a wall that will kill the player on an island with lava barriers in front of the player

## 14.3 Audio

- Background Music
- Button Clicking sounds
- Shooting sound
- Hitting gold bar sound
- Death sound
- Running Sound

# 15 Wish List

- Infinite amount of barriers

# 16 Bibliography

- Scripts and arts will be done by Brecken Enneking at Brenneking studios
- Audio:
  - Laser fire: <https://opengameart.org/content/laser-fire>
  - Game music: <https://opengameart.org/content/fantasy-0>
  - Hitting gold bar sound: <https://opengameart.org/content/75-cc0-breaking-falling-hit-sfx>
  - Dying sound: <https://opengameart.org/content/12-wet-towel-hittingfallingpunching-floor-sounds>
  - Button click sound: <https://opengameart.org/content/multiple-click-sounds-effects>
  - Running sound: <https://opengameart.org/content/footsteps-leather-cloth-armor>
- Font:
  - Milky Nice Clean: <https://www.dafont.com/search.php?q=milkydice>