Game Design Document: Game For the Test Task!!

Project Overview

1.1 *High Concept*

Action game, where you can explore a city outskirts to help on monster invasion, sell items and buy better equipments to resist the stronger enemies.

1.2 *Gameplay Features* (Recursos de Jogabilidade)

- **Character Customization:** Customize your character before the game really begins;
- **Buy Equipments** : Collect money to buy better equipments;
- **Sell Items:** The enemies drops some loots to sell on the city;
- **Combat:** Simple combat, with weapons that makes the attacks stronger and armors to fortify the defenses;

Project Characteristics

On this project, for the codes i implemented some patterns structures such **Observer Pattern** and **Singleton Pattern**;

For the **Save/Load System** i opted for PlayerPrefs because i already have a project template with this logic;

Main menu with some options to choose

State Machine for gameplay purposes like pause the game or end, and easily scalable to support more things.

I made a **shader with shadergraph** to add some options to let the game with a rich visuals.

Scriptable Objects, to easily modify things or made little differences between closer assets such enemies