**Game Design Document:**

**Game For the Test Task!!**

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# **Project Overview**

## *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.

## *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