**GAME DESIGN DOCUMENT**



PROJ LOCKDOWN

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# Game Analysis

**Project Lockdown** is a real-time-strategy take on the already popularized horde/survival game mode. The player’s main objective is to defend a central core as well as managing their base economy to build defenses & increase their unit army population.

What sets this game apart from the standard tower defense game is although the player is defending from a never-ending set amount of waves of enemy troops; they can also *beat* the game by advancing their economy to a point where map control is predominantly tipped to their side. This is done by *locking down* predetermined areas around the map (which are where the enemy AI troops will spawn from) & once all entry points are locked down - the game has been beaten & the player will be taken to a leaderboard screen, highlighting their match statistics as well as comparing to other player’s progress.

# Mission Statement

Project Lockdown is a real-time strategy take on the wave defense game mode, but instead of just surviving until your resources are depleted, you can beat the game by micro-managing squads of diverse units to gain map control.

# Genre/Themes

* Real-time strategy
* Horde wave survival

# Platforms

Primarily the game is targeting for a PC platform, however we intend to feature gamepad controller support as a secondary controller feature as to minimize reproduction of features if we decide to ship the game on a console platform.

# Target Audience

Those who enjoy more logistical & command tactics in approaching a situation are the ones who will really get a kick out of this game as micro-managing economy resources & squad assignments are what really will set apart a good player from the rest.  
People that tend to improvise/think on the fly will also enjoy this game as the diverse enemy troops that continue to swarm the player will leave very little response time & will force player’s to be able create counter units & rely on anticipating what “specialization” of troops will emerge from the next wave.

# Gameplay

## Overview of Gameplay

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Player Experience

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| WASD | * Basic camera movement |
| Camera Y-Axis | * Move mouse icon along Y-axis |
| Camera X-axis | * Move mouse icon along X-axis * Camera rotation (when combined with Left ALT) |
| Left ALT | * Enters the camera rotation state * Force stops camera movement |
| Left Shift | * Camera *sprint* * **Add** to squad (when combined with  1 – 9) |
| Left CTRL | * **Replace** squad (when combined with  1 – 9) |
| Left Mouse button | * Select world objects * Can hold/drag to select multiple objects |
| Right Mouse button | * Attack * Command ai to move location * Repair |
| F | * Show abilities wheel |
| E | * Select **all** units |
| Q | * Select units **on screen** |
| 1 - 9 | * Select units assigned to squad 1 – 9 |