Game Design Document (GDD) – Doom Rider

1. INTRODUCTION

Game Title: Doom Rider

Genre: Action / Shooter

Target Audience: 13+

Platforms: PC, Arcade Consoles

Game Engine: Unity

Price: $1

Release Date: Within 3 months at the latest

2. OVERVIEW

Doom Rider is a fast-paced apocalyptic shoot ‘em up game filled with chaos and action. The player must survive against attacking creatures and enemies while trying to escape this deadly world. Using powerful weapons and special abilities, the player must navigate through this hostile environment and find a way out. Death is permanent, and each playthrough starts from the beginning.

3. GAMEPLAY MECHANICS

Core Gameplay Mechanics:

* Movement (Forward, backward, left, right(within diagonal way)
* Shooting
* Special ability usage
* Collecting ammo and energy
* Boss fights

Controls:

Keyboard & Mouse: WASD for movement, Mouse or keyboard for aiming and shooting

Gamepad: Analog stick for movement, trigger buttons for shooting and using abilities

Difficulty Level:

A single difficulty level; permadeath is implemented, meaning the game restarts upon death.

Objective:

* Eliminate enemies, survive, and escape the apocalyptic world.
* If the player dies, the game restarts from the beginning.

4. STORY & LORE

In the alternative year 1985, an unknown virus wiped out most of humanity. The remaining survivors struggle to live in a world overrun by mutated creatures. The player takes on the role of a lone soldier trying to survive in this nightmare. Where is the exit? No one knows. But finding a way out is in your hands.

5. LEVEL DESIGN

World Structure: Linear

The player progresses through predefined levels, engaging in frequent combat with enemies and facing boss fights at certain stages.

Ammo, health packs, and special ability energy sources are scattered throughout the environment.

6. ART & VISUALS

Art Style: 2D pixel art

Atmosphere: Dark, abandoned, gothic apocalyptic world of 1985

Character Design: Post-apocalyptic outfits.

UI/UX: User-friendly, minimalist.

7. AUDIO & MUSIC

Music: Tense synthwave and dark electronic tones

Sound Effects:

* Gunfire
* Explosions
* Creature screams
* Vehicle sounds
* Environmental effects (wind, ruins ambiance)

8. TECHNICAL DETAILS

Game Engine: Unity

AI System:

* Enemies detect and chase the player upon sight and attack relentlessly.
* Boss fights have unique and challenging attack patterns.

9. MONETIZATION & RELEASE PLAN

Sales Model: $1.5 price tag

Publishing Plan:

* Release on platforms like Steam and Itch.io.
* Optimized for arcade machines.

10. TEAM

Eren Can Karaçam - Level Designer

Emre Çağaç - Coder

Arda Büyüktasçıyan - 2D Designer/Artist