Game Design Document

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Stage 1 - Concept

Style

Needs to be fast paced, action-packed. Lots of quick fun, rewarding, etc. Ideas:

* Dungeon Crawler/Roguelike
* Top-down shooter
* Side scroller/Platformer

Story Ideas

* Escaping from a dungeon
* Climbing up a tower to find loot
* Open-world forest/searching area for treasure or some other motives
* On a spaceship, possibly fighting aliens, or creating a mutiny

Mechanics:

* Random level generation, or possibly randomly picked preset levels
* Mini-bosses/Boss fights
* Rewarded with randomly generated abilities that change gameplay
* Point-and-shoot with mouse vs. use keyboard to shoot

Stage 2

Story Overview

You’re a worker on a futuristic, extraterrestrial spaceship. A lowly frycook, you soon decide that you’re fed up with taking orders from the higher-ups, and want to run the spaceship yourself. Grabbing your trusty pistol, you start murdering guards and workers, making your way to the Captain’s quarters.