# GDD

## Summary:

1. Characters
2. Story
   1. Theme
3. Story progression
4. Gameplay
   1. Goal
   2. User skills
   3. Game mechanics
   4. Items and powerups
   5. Progression and challenge
   6. Loosing
5. Artstyle
6. Music and sounds
7. Technical description
8. Marketing and funding
   1. Demographics
   2. Platforms and monetization
   3. Localisation
9. Other ideas

## Characters

### 1.1. Christopher

- explorer/trader

- main and only playable character

- end goal is to prepare a ship for a voyage

### 1.2. Right hand

- helper

- gets player familiar with the game

- explains what to do in the beginning

### 1.3. Workers

- missing crewmembers after ship sunk

- can be encountered with during playtime

- random spawns around the islands

- once talked with they will return to the camp and work in their designated workplace

#### 1.3.1. Farmer

- Gathers food in the farm

#### 1.3.2. Woodcuter

- Gathers wood in the sawmill

#### 1.3.3. Miner

- Gathers ore in the mine

#### 1.3.4. Herb gatherer

- Gathers herbs in the garden

#### 1.3.5. one more worker !

## 4. Goal

* The game will be played in two parts

### 4.1. First part

- Explore the world and its islands

- Find missing crew members (some/all)

- Map the world/resources/hubs etc.

- Locate the main city where you can build the ship

- Limited time

### 4.2. Second part

- Gather enough gold to build a ship

- Main goal: build a ship and sail away (Win)

4.3.

### 4.4. Items and powerups

#### 4.4.1. Resources

###### 4.4.1.2. Vegetables

4.4.1.2.1. Potato

4.4.1.2.2. Berry

###### 4.4.1.2.3. Leek 4.4.1.3. Asparagus

4.4.1.3.1. Copper

4.4.1.3.2. Silver

4.4.1.3.3. Gold

###### 4.4.1.3. Wood

4.4.1.3.1. Maple

4.4.1.3.2. Juniper

4.4.1.3.3. Oak

###### 4.4.1.4. Tradable items

4.4.1.4.1.

4.4.1.4.2.

4.4.1.4.3.

###### 4.4.1.5. Fish

4.4.1.5.1. Trout

4.4.1.5.2. Carp

4.4.1.5.3. Salmon

#### 4.4.2. Other items

4.5.

### 4.6. Loosing

- The player can't loose the game in the first part

- The player looses the game if he can't gather enough gold to buy a ship before the end (eternal winter)

## 5.0. Artstyle

- 2D topdown pixel art

- Color palette: