

GAME DESIGN DOCUMENT (GDD) TEMPLATE

# GAME PLAY

## Game Name:

Armory (?)

## Genre:

Fast Platformer

## Game Elements:

### Player

has a given amount of health

can shoot with left click

can jump once

reload automatically when on ground

### Room

Completed by reaching the end door

Has a set number of objects

### Handgun :

Magazine of n bullets

when shot, give a small knockback.

Can kill enemies

### Shotgun :

Magazine of 1 bullet

when shot, give a big knockback.

Can kill enemies

### Rocket launcher :

Magazine of 1 bullet

when shot, give a huge knockback.

Can be used as a rocket jump

Can kill enemies

Can explode environment

## Player experience:

Solo game

# Lore

# Design

Obstacles :

Boules de feu

Hache guillotine

jets de flammes

lacs de laves

pics