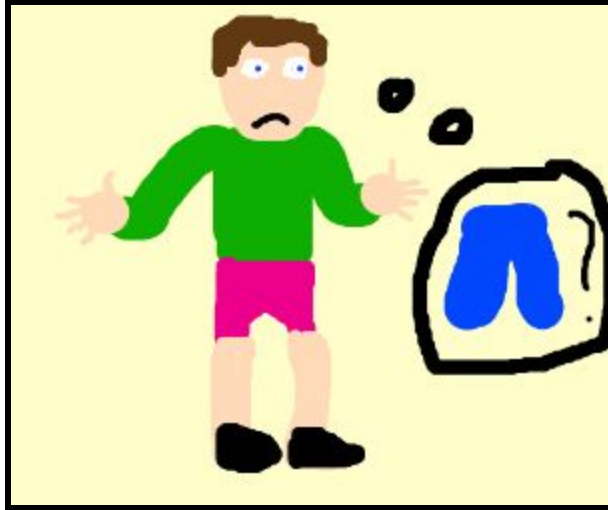


# Another Adventure Game



Revision: 0.0.1

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian  
Otherwise this would not have happened

## License

If you use this in any of your games. Give credit in the GDD (this document) to Alec Markarian and Benjamin Stanley. We did work so you don't have to.

Feel free to Modify, redistribute but **not sell** this document.

TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

<DETERMINE AND INCLUDE LICENSE FOR GAME>

## Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Project Scope

Influences (Brief)

- The Legend of Zelda(NES)
- The Binding of Isaac: Rebirth
- UMT CS Department

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

## What sets this project apart?

Core Gameplay Mechanics (Detailed)

- Synergized items
- Tech or Skill Tree
- Dungeons
- Enemies

## Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

## Assets Needed

- 2D
- Sound
- Code
- Animation

## Schedule

- Overworld Map
- Dungeon Generation
- Inventory System
- Enemies



## Overview

### Theme / Setting / Genre

- 2D top down RPG set in the modern era

### Core Gameplay Mechanics Brief

- Synergized Items
- Tech/Skills Tree
- Procedurally Generated Dungeons
- Unique Enemies
- Finding Clean Pants
- Final Boss: Washing Machine

### Targeted platforms

- PC(Windows, Linux), keyboard and Steam controller support

### Project Scope

- Game Time Scale: 16 weeks
  - Cost? (How much will it cost?)
  - Time Scale (How long will it take to make this game?)
- 4 Team Members
  - <Core Team>
    - Adam Clemons
      - Creative genius, project management, development
      - \$120/hour billable rate
    - Cameron Gomke
      - Asset gathering, Testing
      - \$80/hour billable rate
    - Zach Falkner
      - Game Play/Mechanics, Development, Lore
      - \$120/hour billable rate
    - Kyle Lucke
      - Asset gathering, Development, Testing
      - \$80/hour billable rate

- <Licenses / Hardware / Other Costs>
  - Unity Royalties
  - Steam store costs
  - Sponsors / Investors
- <Total Costs with breakdown>
  - 16 weeks
  - 10 hours a week per person
  - 4 people (2@\$80/hr billable, 2@\$120/hr billable)
  - \$64,000

## Influences (Brief)

- <The Legend of Zelda(NES)>
  - <Game>
    - The use of the flip-screen overhead perspective, as well as the small boxed off maps within a larger world map, with the basic use of items and simple environment.
- <The Binding of Isaac: Rebirth>
  - <Game>
    - Binding of Isaac is the influence for the synergizing items, it is a neat mechanic that not many other games leverage. Dungeons and item locations are also procedurally generated which keeps the game replayable and interesting as the player continues for endgame content.
- <UMT CS Department>
  - <Reality>
    - We've all spent a fair bit of time in the department and with that comes lots of fun stories and lore. The key focus of the game is Joey, an undergrad student that one morning, didn't have any dry pants to get to algorithms. The story of Joey's pants will forever live on.

## The Elevator Pitch

An epic adventure for clean pants!

## **Project Description (Brief):**

The gameplay will follow the player as they travel around a top-down overworld map, unlocking different areas, and utilizing key items/solving puzzles in order to progress. To become stronger as a character, the player has to challenge different dungeons and progress down the floors to reach the bottom. At the end of each dungeon, they'll beat a boss or accomplish some other objective important to the whole scheme of the game. An important mechanic of this game is having items that causes different "synergized" effects to go along with typical stat growth normal equipment. We hope to incorporate departmental lore into "synergizing" items.

## **Project Description (Detailed)**

In the beginning, the main character, Joey, will wake up one morning to discover that he has no more clean pants, and but he must get to algorithms. Joey gets up and in a rush and grabs his replica excalibur sword a shield (why does he have these things lying around?) and runs out of his house, ready to beat the world and find his pants.

This action-adventure game combines simple gameplay mechanics of games such as the Legend of Zelda, but has more diverse options for leveling up and using different "synergized" gear, as well as a skill tree to further advance player progress. The skill tree will have multiple branches, so the player can choose their own fighting style accordingly. There will be drops based on commonality, where more rare items have better bonuses, and when multiple pieces of the same armour, set bonuses come into play. Items will drop from enemies, bought in stores, or found.

The further in the game the player progresses the harder the dungeons and enemies will be, dealing more damage and being able to take more, but also having higher chances to drop more rare and powerful gear. The classic, risk reward scenario. The player can level up their stats by doing quests or raiding dungeons, all in the ultimate goal of trying to find Joey's clean pants. Many pants in the world are clean, but the overarching goal of this game is to get as powerful as you can to find Joey's pants (there may be some boss involved to get the pants [hint\* endboss]).

We will use the Unity game engine to make/build this, with 2D assets gathered from various sources. It will be a game that utilizes keys, such as awsd, space bar, and other keys to move/attack/interact with the environment.

## **What sets this project apart?**

- Rare Departmental Lore items
- Procedurally generated dungeons

## **Core Gameplay Mechanics (Detailed)**

### **- Synergized items**

- Throughout the game will be items of various commonality. More rare items belong to special sets which provide bonuses based on the number of items from the set equipped into the specialized slots (2/3/5 set bonus). A player could have a full 5 set equipped for a 2 and 2 or 3 set equipped. Joey's clean pants are a legendary item with their own special bonuses.

- Items drop from enemies, can be found as world objects, or bought. When certain items are held by the player simultaneously the effect they have on stats, attributes, and visuals act in a way that "combines" their individual effects.

### **- Tech or Skill Tree**

- Characters can choose to increase certain character attributes that affect how they interact with the world. They should be able to do this periodically with "skill points" earned from game events like bosses or other story checkpoints.

- Based on progress in the game (most likely experience from monster killing and dungeon bosses / quests) a player will receive a set number of "skill points", in which they are free to decide how to spend them in the tree. There will be a few different branches, so the player can choose their combat style accordingly.

### **- Dungeons**

- Procedurally generated Dungeons create a new challenge every time. Dungeons can have loot in them, and can be done over again, but the loot will slowly reduce until the cost of going into said dungeons is no longer worth it, with some dungeons producing no second loot at all.

- Dungeons will either be pre-loaded and mixed with other blocks, to make different dungeons each time, or an algorithm will make a small to large dungeon, randomly, each time.

### **- Enemies**

- Behind every corner looms a MIS student with a next around the corner, the literal definition of a zombie, fill dungeons as well as other monsters, while professors wait for the player at the end as dungeon bosses.



- Humanoid creatures as well as larger humanoid creatures, as well as some variants of monsters, beasts, and or the supernatural.

## **Story and Gameplay**

### **Story (Brief)**

Meet Joey. What is Joey up to today? Algorithms Class! Time to get going, “where are my pants!?”. Oh no, Joey didn’t finish his laundry last night and needs clean pants to get to class.

### **Story (Detailed)**

In the beginning, the main character, Joey, will wake up one morning to discover that he has no more clean pants, and but he must get to algorithms. Joey gets up and in a rush and grabs his replica Excalibur sword a shield (why does he have these things lying around?) and runs out of his house, ready to beat the world and find his pants.

### **Gameplay (Brief)**

When Joey finds an item, “These are great but not my pants”

### **Gameplay (Detailed)**

This action-adventure game combines simple gameplay mechanics of games such as the Legend of Zelda, but has more diverse options for leveling up and using different “synergized” gear, as well as a skill tree to further advance player progress. The skill tree will have multiple branches, so the player can choose their own fighting style accordingly. There will be drops based on commonality, where more rare items have better bonuses, and when multiple pieces of the same armour, set bonuses come into play. Items will drop from enemies, bought in stores, or found.

The further in the game the player progresses the harder the dungeons and enemies will be, dealing more damage and being able to take more, but also having higher chances to drop more rare and powerful gear. The classic, risk reward scenario.

The player can level up their stats by doing quests or raiding dungeons, all in the ultimate goal of trying to find Joey’s clean pants. Many pants in the world are clean, but the overarching goal of this game is to get as powerful as

you can to find Joey's pants (there may be some boss involved to get the pants [hint\* endboss]).

## Assets Needed

### - 2D

- Textures
  - Environment Textures
- Heightmap data (If applicable)
  - List required data required - Example: DEM data of the entire UK.
  - etc.
- Characters List
  - Joey
  - Some Type of Wise Old Man (starting weapon?)
  - Store Clerk(s)
  - MIS creepers / zombies
  - Professor Boss
  - Final Boss: Washing Machine
  - etc.
- Environmental Art Lists
  - Trees
  - Mountain Tile
  - Water Tile
  - Grass Tile
  - Sand Tile
  - Rock Tile
  - Dungeon Tile
  - Wall Tiles (all above types)
  - etc.

### - Sound

- Sound List (Ambient)
  - Outside
    - Overworld
    - Dungeon
    - Special(boss) area
    - etc.

- Inside
  - Joey's house
  - NPC House
  - etc.
- Sound List (Player)
  - Character Movement Sound List
    - Walking Footprints
    - Running Footprints
    - ect.
  - Character Hit / Collision Sound list
    - Hit on Enemy
    - Hit on environment
    - etc.
  - Character on Injured / Death sound list
    - Hit by enemy
    - Injured by environment
    - Low health sound(maybe not, kinda annoying)
    - Player has died
    - ect.
  - Character Inventory
    - Unsheathing / Sheathing Weapon
    - Drinking / Eating Healing
    - etc.
- Code
  - Character Scripts (Player Pawn/Player Controller)
  - Ambient Scripts (Runs in the background)
    - Running water
    - Wind Blowing
    - Torches / Fire animation
    - Glowing Rocks / Mushrooms?
    - Music
    - ect.
  - NPC Scripts
    - Monsters moving

- etc.

## **- Animation**

### **- Environment Animations**

- Swaying trees / grass
- Moving water
- Torches Flickering
- etc.

### **- Character Animations**

#### **- Player**

- Putting on clothes
- Eating / Healing / use item
- Attack
- Open chest
- Shield (use shield)
- Walking
- Die

#### **- NPC**

- Wave
- Die
- Give Item
- Speech bubble

## **Schedule**

### **- Overworld Map (1 week)**

- Class Milestones
  - Core Map (campus?)
  - Dungeon Entrances/Special Zones

### **- Dungeon Generation (2-3 weeks)**

- Class Milestones
  - Dungeon Worlds
  - Procedural Generation

### **- Inventory System**

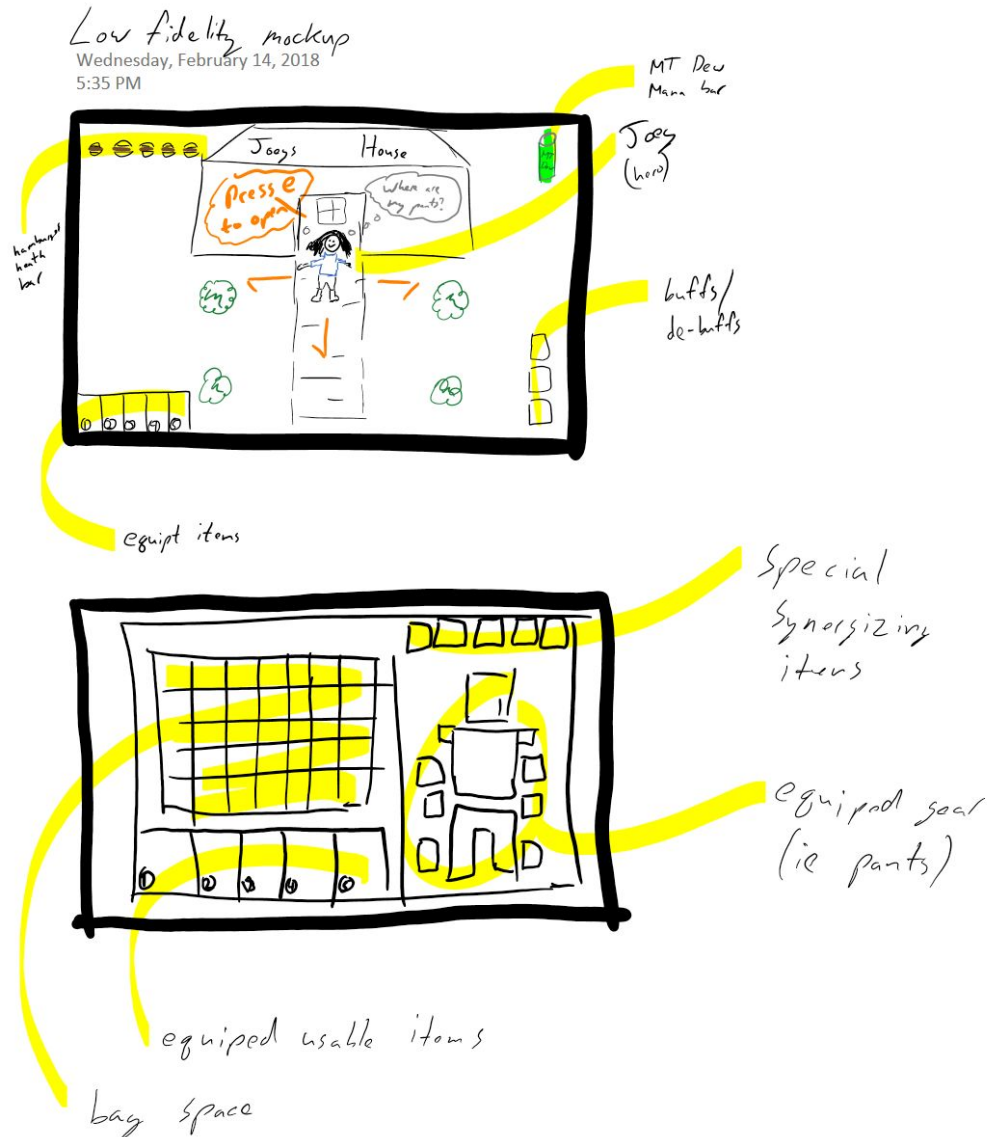
- Class Milestones
  - Basic Armor and Inventory (1 week)
  - Synergizing Slots (2 weeks)

- Enemies (

## - Class Milestones

- Basic Enemies (1 week)
- Dungeon and World Bosses (2-3 weeks)

## Concept Images



# Functional and Non-Functional Requirements

## Functional

Player can start new game

Player can save game

Player can move around the map

Player can play the game

Player can attack enemies

Player can respawn after dying

Player can equip pants (or can they)?

Player can equip other gear/armor

Player can equip and use some items

Player can equip synergized items to gain buffs and bonuses

Player will lose health when hit by enemies

Player can gain health and mana from consuming cheese burgers and mountain dew

## Non Functional

The game will be playable with keyboard or controller

The game will use intuitive controls

The game will be cross platform (Windows/Linux/OSX(?))

The game will cause seizures in epileptics

The game will be friendly for most ages