Game Design Document (GDD)

Game Title:

Tembak nenek jahat

High Concept:

So u have to shoot the bad grandma with your cool gun and u will get point. And in this game, there are a lot of room. You have to find the way out from1 room to another room. If you make it to the end, then you will win.

Genre:

Adventure and action

Jenis: platformer

Platform:

PC and HP

Target Audience:

Children, Teenage, and bad grandma, so that bad grandma can realize that her personality is bad

Core Gameplay:

Goal: Complete levels, defeat bad grandma, and escape

Actions:

Jump, run, and shoot

Fight enemies with a gun.

Get point from the dead grandma

Rules:

No cheat

U have to pass all the levels

Story:

Once upon a time, a little boy named Bimo. He came to his grandma’s house on holiday. He loves his grandma very much no matter what. But one day he drank his grandma’s alcohol in the fridge when his grandma not knowing that. Then Bimo got drunk and lost his control. He killed his grandma and he throw his grandma’s body to the trash can. His grandma become a ghost and mad at him bc he killed her. So that the begining of this game.

Level Design:

Level 1: grandma’s bedroom

Level 2: grandma’s living room

Level 3: grandma’s kitchen

Final Level: grandma’s garage

Art Style:

Dark and horror

Sound Design:

scary background music.

Controls:

Keyboard: W to move, Space to jump, Q to run, and E to attack.

Progression:

Find the door to go to the next level or the next room

Defeat the grandma to pass the level

Team Roles:

Designer: Creates the game idea.

Programmer: Builds the game.

Sound: search scary music and sound effects.

Timeline:

Month 1: Find new idea abt the model, find the effect, sound , the character and also the backround

Month 2: Make the

Month 7: Test and release.