Game Design Document

Aron

Team Sign Off	
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A detailed description of the game to be implemented. The focus of this document should be for all members of a game development team (art, design, production, and programming). Ensure it is non-technical in nature. The document should address the following areas, but not be limited to this list. Remember each game design document will be different: o Game title/name, genre, target audience; o Core game play, game mechanics, key/core features; o Player goals, player activities, game flow, game world, game objects; o Algorithms that govern game play; o Main view, user interface design, menu system(s), HUD, control scheme(s); o Level/mission design(s); o Required assets: 2D art, 3D art, animation, sound, music, etc.; o Bibliography: APA 7 th edition format.

FreezeFrame

Genre: Top-down Tactical Shooter / Puzzle Action Game

Target Audience: Fans of strategic action games and puzzle-solving, seeking tactical and fast-paced gameplay.

Core Gameplay:

In FreezeFrame, time only moves when the player does. Players will navigate rooms filled with enemies, bullets, and obstacles. Every player action progresses time, allowing for tactical planning from the player and for hazards to advance. Players dodge bullets, eliminate enemies, and advance through levels using the time-bending mechanic to solve combat puzzles.

Game Mechanics:

- Time Stopping
- Weapon Swapping
- Ammo System
- Random Level-to-Level Gameplay
- Primitive Enemy AI

Key / Core Features:

- Time-bending Combat
- Minimalist Art Style
- Multiple Weapons
- Challenging Puzzle-Like Levels
- Endless Mode

Player Goals:

Survive long enough and kill enough enemies to reach the end of the gauntlet of levels

Player Activities:

- Dodge Attacks

- Eliminate Enemies
- Manage Ammo and Equipped Weapon
- Navigate Gauntlet Levels
- Complete the Gauntlet

Game Flow:

1. Enter a gauntlet room
2. Kill all enemies and dodge all attacks
   a. Changing player movement will vary the game pace
3. Proceed to next level
4. Repeat until victory

Game World:

The game world will be made for gauntlet-like gameplay and the player can navigate through multiple rooms that have a varied look and feel each time. The world will have a minimalist artstyle that has strong visual clarity.
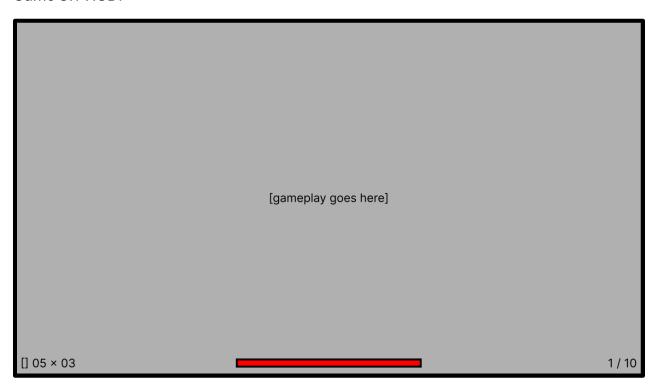
Game Objects:

- Player
- Enemies
- Ammo Pickups
- Walls
- Ice
- Slime Traps

Algorithms that Govern Gameplay

- Player Tracking Algorithm
- Adaptive Difficulty Algorithm

Game Visual Prototypes:

Game UI / HUD:

[gameplay goes here]

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Control Scheme:

WASD – Movement

R – Reload

1/2/3 - Select Weapon

Mouse + M1 - Shooting

Level / Mission Designs:

- Randomly Generated
- Will fill the screen
- Black border + Gaps for entrances to other rooms

Required assets:

2D Art:

- Weapon Icons
- Player
- Game Result Screens
- Player Sprite
- HUD Elements
- Level Props
- Splash Screen Elements

Sounds:

- BGM Music
- Damage Taken
- Damage Dealt