Game Design Document

PigeonLord (working title)

Logo

Document Version 0.05

Introduction

In our game, you must achieve the ultimate victory, as you battle your foes and collect points in the skies of Sydney. Only you can protect your friends with your deadly aerial skills.

Realistic Simulator / Arcade Genre

Pigeon themed

Arcade Side scroller Gameplay

Similar to Gradius in some respects

Game Atmosphere

Dark and gritty, our game rejects the common ideas of what a bird can and cannot do, and allows the user to experience this for themselves.

The location will be set in Sydney, and the scrolling background will loop between several iconic and mundane Sydney locations.

Character design will be based on actual birds and flying objects.

Retro 8 bit soundtrack to accompany you on your journey.

Story:

After a family tragedy, you find yourself alone in the skies, you must risk everything to get your family back, but the road ahead is difficult.

Gameplay:

As a Gradius style shooter, the game will not have distinctive levels, but may have levels behind the scenes, triggered by reaching a certain score level, causes the enemies to become harder or more numerous as the player advances through the game.

The player must move around the screen and fire at enemies that are moving towards them, while also trying to collect objects that will increase their score.

Player controls are WASD or Arrow Keys

Victory conditions

Why is this fun

Level Design:

How are you r game levels constructed? Provide a rough physical layout of the game showing you the different locations

Title and Information screens:

Insert menu flow chart

Other screens with options?

Scope:

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Can we build it?

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Maybe we can!

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