GAME DESIGN DOCUMENT

Hello everyone! I'm Sahil, and I'm here to introduce myself and my work.

I'm currently learning game design and game art, but my day-to-day job is to design the characters, environments and terrain for a video game. I also help design the assets and designs the story for the game.

My goal is to make sure that each project is on point from beginning to end by creating high quality designs that reflect the vision of the team leader.

game design document (GDD) concept 1:

In this document am going to tell you about:

1.how to build a proper FPS game with story

To create a First-Person Shooter (FPS) game, the following main components are typically required:

Game Engine: A game engine is the foundation that the game is built upon, providing the necessary tools and resources for game development.

Graphics: The graphics in an FPS game must be high-quality and visually appealing, creating an immersive experience for players.

Game Mechanics: FPS games require a well-designed set of game mechanics that provide engaging and intuitive gameplay. This includes character movement, weapon handling, and enemy AI.

<u>Level Design:</u> The level design of an FPS game must be carefully crafted to provide challenging and varied gameplay experiences for players.

<u>Sound and Music:</u> Sound and music play an important role in creating an immersive and engaging gaming experience in FPS games.

<u>Story and Narrative:</u> A strong story and narrative can add depth and meaning to an FPS game, giving players a reason to care about the world they are exploring and the characters they encounter.

<u>User Interface:</u> A well-designed user interface is important for the player to interact with the game, including menus, inventory systems, and in-game displays.

<u>Multiplayer:</u> Multiplayer is an important component of many FPS games, allowing players to compete or cooperate with each other in various game modes.

2.softwares we are going to use:
-unity
-blender
-vs code(lightweight)/ visual studio

3.programming language:
as we already discuss that we are going build our game on unity so to work with unity we need to know c#.

3. References for Learning:

You can also learn things by your own research too!! (not mandatory)

Unity: <u>click here</u>

-Unity is a development platform for making 2D and 3D games, interactive installations and other rich media applications. It is free and open source, and has been downloaded more than 5 million times from the Unity Asset Store.

Blender: <u>click here</u>

-Blender is an open-source 3D content creation suite that supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking. Blender comes with over 1 000 ready-to-use objects for importation into your projects and includes over 1 500 add-ons that can be downloaded to extend its functionality even further. The integrated game engine allows you to develop games using intuitive tools that are easy to learn and use. The software is available on Linux/Unix as well as Microsoft Windows machines.

C#: <u>click here</u>

C# is a general purpose programming language developed by Microsoft in 2002 as part of its .NET initiative. In addition to a wide variety of programming tasks such as system integration