

<Definitely not Crash Bandicoot>

<-= A DIC Inc=->

Revision: 0.0.4

Team Members:

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Special thanks to Alec Markarian
Otherwise this would not have happened

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

Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

- <Influence #1>

- <Influence #2>

- <Influence #3>

- <Influence #4>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Core Gameplay Mechanic #2>

- <Core Gameplay Mechanic #3>

- <Core Gameplay Mechanic #4>

Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- 3D

- Sound

- Code

- Animation

Schedule

- <Object #1>

- <Object #2>

- <Object #3>

- <Object #4>

Overview

Theme / Setting / Genre

3rd Person view. A “Rail” platformer, Set in the Land of Fun.

Travel through a fun-filled land of funny fun-foolery, traveling deeper into the fun jungle, collecting fun and murdering fun little monsters by crushing their life force out their skulls

Core Gameplay Mechanics Brief

Run- the ability to move left/right, and deeper into the level (a la

Jump- Press a button, leap into the air. Onto ledges, hedges and heads

Attack- Press a button, execute a spin attack, killing enemies dead

Jump Attack - Jump into the air + press attack = Jump Attack

Cheat - Press a button, win the game

Collect Coins - Like Mario

Break Obstacles - Like raccoon Mario

Targeted platforms

PC

Xbox

PS4

Switch

Amiga

Apple Newton

TI-68

Monetization model (Brief/Document)

We plan to combine a “Premium” type model (\$80 up front cost, either physical or digital download) with a Micro-Transaction based “Pay to Win” model (UPC codes from various sponsors unlock hidden storefront to purchase consumable in-game upgrades) with the best ~~Skinner~~ Loot Boxes only available when signing up a new player through the refer-a-friend Program*

a simple pyramid structure, where the more people you recruit, the more bonuses are accrued/accumulated, and as their base increases, so do your bonuses

Project Scope

200 Hours x 4 People = 800 Man hours X \$50/hour	=	\$40,000
Milestone Bonuses 4 X 10,000	=	\$40,000

- <Team Size>

Team Member's Name: Ian Math-eww

What do they do: Foodora, Karaoke, Parkour

Hair Color: Brown

Favorite cheese: KD

Full Time/Part Time: Full Time

Team Member's Name: Diego "Go!" Camacho

What do they do: Air Ukulele, Miming, Skellington

Hair Color: Brown

Favorite cheese: Nacho!

Full Time/Part Time: Full Time

Team Member's Name: Cory "I Don't have a funny name" Ronald

What do they do: He's just this guy, you know?

Hair Color: Blonde

Favorite cheese: Whiz

Full Time/Part Time: Part Time Programmer, Full time Ninja

Team Member's Name: Antonio "Sabato Banderas Jr" Yumbla

What do they do: Maintain the Team's Moral, Chewbacca Impression

Hair Color: Brown

Favorite Cheese: C.r.e.a.m.

Full Time/Part Time: Full Time Experience Leader

- <Marketing Team>

Team Member's Name: Cory "Super Salesman" Ronald

What do they do: He's just this guy, you know?

Hair Color: Blonde

Favorite cheese: Whiz

Full Time/Part Time: Part Time Marketing, Full time Talker

Team Member's Name: Antonio "Secondary Super Salesman Yumbla

What do they do: Sell through the air, with the greatest of ease

Hair Color: Brown

Favorite Cheese: String

Full Time/Part Time: Part time Talker, Full Time Marketing

- <Licenses / Hardware / Other Costs>

Licenses - None

Hardware - 4 Luvaglio Laptops	X 1,000,000
4 B & O BeoVision Eclipse	X 15,000

Total Cost \$3,060,000

Influences (Brief)

- <Influence #1>

Game: Crash Bandicoot, the pinnacle of awkward 3d rail platform jumpers. Not just the gameplay, but also the low poly models, and the environment. It was a clever use of the hardware limitations

- <Influence #2>

Game: Any game made for PsOne They really had to conserve the number of polygons on screen at any one time, so the models were as simple as they could be, while still getting their point across.

- <Influence #3>

Movies: Disney. Not so much their animated movies, but the merchandising side. I'm thinking "Definitely not Crash Banicoot"
Bacon straightener

- <Influence #4>

Movies: Anything by Pixar. See Above.

The elevator Pitch

Pretend that you are were pitching your game to an executive going to the elevator. You have less than 60 Seconds.

Easily the greatest game in the history of entertainment. Period.

Or

A call back to the days of early polygon gaming, fun, bright colors and a fixed camera angle, Yeah!

Project Description (Brief):

Our game is going to be a retro styled game. However, instead of sprites we are going to use polygons.

Follow the character through the fun filled ride through fun land. Drawing from various low poly games (Crash, Mario 64, Banjo Kazooie, Ocarina of Time) the player travels through the land of fun. Destination: Fun!

Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

What sets this project apart?

- 1 The Marketing
- 2 Every “retro” game is sprite based, our is polygon goodness
- 3 We admit our game is “Pay-To-Win”
- 4 Novel reimagining of classic Games

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

Run

By Using the WASD or arrow keys, the player’s character moves

North - Deeper into the level

South - Back towards the beginning of the level

East - Towards the right side of the screen

West - Towards the left side of the screen

- <Core Gameplay Mechanic #2>

Jump

A) Push Oneself off a surface and into the air by using the muscles in one’s legs and feet

B) Breaking free of the Earth and casting off the shackles to thrust oneself towards the heavens in defiance

C) Leaping you know, “in the air”?

- <Core Gameplay Mechanic #3>

Attack

Holding the mighty stick out from the character’s body and rotating 360 degrees. The same mechanics as the spin attack in old school Zelda

- <Core Gameplay Mechanic #4>

Jump Attack

See “Jump” and “Attack” above.

Story and Gameplay

Story (Brief)

Dude falls down a hole.

Ends up in a magic land.

Finds a stick.

Uses it to beat the life force out of any and all who oppose him.

Win!

Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

Gameplay (Brief)

The player moves through the game level, deeper into unknown territory, using his mighty jumping skills and his attacking skills and his mighty ability to combine his jumping skills and attacking skills to pull off his most definitely mighty “Jumping-and-attacking-at-the-same-time” skills. Mad skills. Skills. Skills. Skills.

Gameplay (Detailed)

Using a fixed camera angle, we follow the character, jumping onto ledges and blocks to avoid dangers (Water, lava, slime etc) and to progress through the level. Collecting collectables and killing enemies increases that sweet-sweet score. At the end of the level, there might be a surprise like a Boss fight or something, with mechanics the player would have to sort out in order to win.

Assets Needed

- 2D

- Textures

- Environment Textures

Ground

Trees

Bushes

Stick

Coins

Enemies

UI elements

Splash screen etc

- 3D

- Characters List

Player

Enemy

Stick

Coin

Tree

Bush

Boss

- Environmental Art Lists

Trees

Bushes

Boulders

Barrels

- Sound

- Sound List (Ambient)

Natural noise

Jump

Attack

Enemy
Enemy die
Coin get

- **Inside**

- Level 1
- Level 2
- Level 3
- etc.

- **Sound List (Player)**

- Character Movement Sound List

- Example 1
 - Example 2
 - etc.

- Character Hit / Collision Sound list

- Example 1
 - Example 2
 - etc.

- Character on Injured / Death sound list

- Example 1
 - Example 2
 - etc.

- **Code**

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example
 - etc.

- **Animation**

- Environment Animations

- Example
- etc.
- Character Animations
 - Player
 - Example
 - etc.
 - NPC
 - Example
 - etc.

Schedule

- **<Object #1>**
 - Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.
- **<Object #2>**
 - Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.
- **<Object #3>**
 - Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.
- **<Object #4>**
 - Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.

