Pirate Game Game Design Document (GDD)

Your Game Logo

Here

'Catchy Game Tagline' - you

Game Development Team Members

PRODUCER
You

PRODUCTION MANAGER
You

PRODUCTION COORDINATOR
You

GAME DESIGNERS
You

SYSTEMS/IT COORDINATOR
You

PROGRAMMERS
You

TECHNICAL ARTISTS
You

AUDIO ENGINEERS
You

UX TESTERS
You

Contents

1 Game Overview

Title: (WIP) Pirate Game
Platform: PC Standalone
Genre: Arcade top-down shooter
Rating: (10+) ESRB
Target: Casual gamer (aging from 12 - 30)
Release date: 2022
Publisher: Your Company Name

In [Pirate Game], the player controls a pirate ship from a top down perspective. The game world is mostly ocean with small islands scattered around. Islands can have ports, which NPC merchants travel between. The player can shoot and loot the merchant ships to collect gold. Navy ships will also patrol between the island ports, and will attack the player if they get too close. There is also one island that has the player's "pirate hideout," where the player can deposit collected gold and purchase upgrades for their ship. The player's goal is to collect and deposit a total amount of gold (depending on the difficulty selection) into their hideout. As the player collects gold, the difficulty increases and more merchant and navy ships will spawn. Navy ships will also spawn as more difficult variants as the difficulty increases.

2 High Concept / Genre

Our primary goal was to make a pirate-themed game with arcade-like pacing. Arcade games are typically fast-paced and action-focused, as they are meant for shorter play sessions. Players are constantly engaged with the action and making decisions with the goal of prolonging the play session and/or obtaining a high score. In [Pirate Game], the goal is to survive and collect enough gold to win the game. Like many arcade games, when the player dies it is game over and they must restart to continue playing.

The shooting element was conceived early on as the player's primary means of attack. The idea of charging up shots and seeing the shot trajectory was inspired by the many physics-based shooting games, like *Shellshock Live*.

The upgrade mechanic was inspired by roguelikes like *Risk of Rain*, where the player gets dramatically more powerful over the course of a play session in order to keep pace with the enemy difficulty scaling. Just like these games, [Pirate Game] has enemy encounters that scale in difficulty and a system for the player to become more powerful in order to keep pace.

3 Unique Selling Points

There have been ZERO video games based on pirates made ever.

4 Platform Minimum Requirements

5 Competitors / Similar Titles

6 Synopsis

7 Game Objectives

The main objective of [Pirate Game] is to deposit a total amount of gold into the pirate hideout. Sub objectives on the way to that goal are:
- To survive, as if the player dies it is game over.
- Attack and pillage merchant and navy ships
- Upgrade your ship at the pirate hideout to survive against the increasing difficulty of the navy ships

8 Game Rules

If the player ship dies, the game ends and progress is lost. If the player reaches the target amount of gold, they win and may continue in an endless mode if they desire.
The player ship automatically begins repairing itself when it floats completely still in the water. Ship upgrades generally have increasing cost as they level up.

9 Game Structure

The player starts next to their hideout with zero gold. They must sail into the open sea and pillage merchant/navy ships to amass gold. Once they have enough gold for upgrades they want or just want to rest and repair, they can return to the hideout and upgrade their ship. The ship upgrades are split up into specific stats like movement speed, turning speed, charge speed, and multishot. The player then ventures back out to pillage/plunder and repeats this process until the target gold amount is reached. At this point, a victory screen is displayed and the player may choose to return to the main menu or continue their run in an endless mode.

10 Game Play

10.1 Game Controls

W/S : raise/lower sails (controls ship throttle)
A/D : turn ship

Left/Right arrow keys
- Hold : charge port/starboard cannon
- Release : fire port/starboard cannon

E : interact (to open shop)
Esc : open pause menu
Mouse control : interact with menus (shop, main menu, pause menu, etc.)

10.2 Game Camera

Camera follows the player from a top-down perspective (with a slight angle towards the player)

10.2.1 HUD

Health bars of all ships are invisible when their ship is at full health. If damaged, they will appear above their ship and follow it. Gold carried by the player ship is displayed above the ship along with its healthbar (this counter is also invisible when the player ship has 0 gold). Gold hoarded at the player hideout is displayed at the top of the screen at all times.

10.2.2 Maps

No minimap planned (yet).

11 Players

11.1 Characters

11.2 Metrics

11.3 States

11.4 Weapons

12 Player Line-up

13 NPC

13.1 Enemies

13.1.1 Enemy States

13.1.2 Enemy Spawn Points

14 Art

14.1 Setting

14.2 Level Design

14.3 Audio

15 Minimum Viable Product (MPV)

16 Wish List

- Layable mines (explosive barrels)
- Custom ammo (incendiary, explosive, chainshot)
- Grappling hook/harpoon
- Purchasable allied ships

17 Bibliography

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