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| Cupid game GDD | Doc 1  Kieron Rogers (P2599266)  The No Team Team |

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# Section 1: Game Outline

## Story Summary:

Wrath, son of Lucifer, after being imprisoned for 2000 years, sends himself to heaven to gain revenge for what God did to his father. The sky turns black upon his arrival, the player is captured and forced to kneel before his arrival, Wrath’s intentions are clear: He wants heaven for his father. The player is then “executed” by Wrath; Then they wake up in a surreal desert, a figure standing in front them drawing in the sand. The player is then resurrected for an unknown reason and wakes up again surrounded by three cupids, which will serve as companions throughout the game.

## How does the game flow?

Each mini boss, based on a sin will take it in turns to try and take down the player and their companions, each getting harder in turn until the final, main boss.

## How do you progress?

Beating each boss will advance you to the next level, there are seven levels in total, each based of the corresponding deadly sin.

## Other game information:

ESRB: 16, Systems: PC, Target age: young adults, Completion date: March 2022

# Section 2: Character and Controls

## Who does the player control?

The player controls a cupid.

Backstory: Having been born a cupid, he has always been seen as lesser compared to the Angels. He doesn’t know how to fight; he is young and frightened. As the war starts the Player gets kidnapped by Wrath. The lack of combat expertise does not help the Cupid as it dooms him to a fate which will result in tragedy. And now as he kneels before Wrath, everything is clear; It is his last day in heaven.

## What do they do?

The player takes on swarms of demons as well as the seven bosses at the end of each level, flying around as they do so.

## What are the controls?

WASD: Movement

Mouse/Mousepad: Aim

1: Bow as active weapon

2: Pistol as active weapon

3: Sword as active weapon

ESC: pause

## Concept art:

|  |  |
| --- | --- |
| Mini Bosses: | A picture containing text, linedrawing  Description automatically generated |
| Main Villain: | A drawing of a person  Description automatically generated with low confidence |
| Player Character: | A picture containing text  Description automatically generated |
| Bows: | Diagram  Description automatically generated |
| Guns: | A picture containing text  Description automatically generated |
| Swords: | A picture containing diagram  Description automatically generated |

# Section 3: Game World

## What is the world like?

The game world will be based in heaven. The clouds will be in 3D and can be flown through, the lighting will represent what boss the player is taking on.

## How does it fit with the story?

With the whole premise of the game being to protect heaven from Wrath and his army of demons, having the game being set in heaven makes perfect sense.

# Section 4: Game Experience

## What is the player meant to see at the start of the game?

The player will be welcomed to the game with the opening cutscene, setting the scene of the story as previously mentioned in section 1.

## How is the player meant to feel emotionally?

The player is meant to feel tense during battles with the enemies, constantly on edge as if anything could happen.

## How are sounds used?

Sounds are used for when enemies take damage, when weapons are used etc. but also during cutscenes for voiceovers.

## Does the player go through game states?

Yes, there will be different game states for the player, mainly via cutscenes and the pause menu

# Section 5: Gameplay Mechanics

The player, companions and enemies will be able to fly around and fly through clouds. The player will be able to fire their bows for long range attacks, use pistols mid-range and swords for close combat

# Section 6: Enemies and AI

## What enemies are there?

The enemies will be the bosses (based heavily on the seven deadly sins) and the persistent enemies of demons. Demons will attack the player and companions by throwing axes at them.

## How are they unique?

Each mini boss will be based on the seven deadly sins and therefore will behave and look vastly different to one another. For example, Wrath, the final boss, will be the most aggressive in terms of attacking compared to the rest of them. They will also all have different attacking methods.

## How does the player beat them?

The demons will be killed through normal gameplay, the bosses may have some breaks in their attacks to allow the player to deal damage, once enough is done the boss will be defeated and the player will move onto the next level/boss.

# Section 7: Cutscenes

## Do cutscenes exist?

Yes, there will be cutscenes within the game. There will be one to set the scene of the game, one midway through and one as the final death scene/ending of the game.

## How do they help the story progress?

The cutscenes will contain major plot points throughout the game which help the player understand what is going on and why everything is happening.

# Section 8: Bonus Material

Endgame content with different bosses.

Technical Document

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# **Section 1 – Lists of features**

## **1a. List of features**

* + First-Person
  + Windows Platform
  + Opening scene and Background scene
  + Different levels: Different difficulties and objectives, Progression of using weapons evolves the power of the weapon.
  + Audio and sound effects
  + Demon enemies: Small mob demons, mini bosses and one final boss.
  + Interactive objects
  + Varying weapons
  + Weapon Levels
  + Game world: Characters, Weapons, clouds heaven architecture

## **1b. Focus areas:**

The technical focus for our game is **artificial intelligence** since our game will have NPC (teammates) and our enemies having an AI behaviour to attack us.

The design focus is **3D Modelling**, our team want to have impressive visuals of the objects and characters so that the player can feel immersed in the experience of our game.

The art style will have a mixture of realistic features but with cartoonish shaders which is a popular mix for game visuals and is suitable for our target audience preferences.

# **Section 2- Choice of Game Engine**

* The game engine we will be using is Unity because out of the accessibility for our developers with no budget and the ideal features Unity comes with such as their neat IDE, their interface is easy to learn and eliminates the hassle with applying codes to objects just by dragging them into the object. Great engine that supports making 2D and 3D games possible.

# **Section 3- Plan Schedule**

* This schedule will be for our developers and designers to be able to work effectively towards our deadline.

Chart

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# **Section 4- Diagrams illustrating software design**

**4a. Technology diagram (software used)**

* These are the different software’s we will be using to make parts of the game.

Diagram

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## **4b. Design diagram (people involved)**

Diagram

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## 

## **4c. Implementation design**

**Flow chart:**

Diagram

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* This flow chart demonstrates which stages we will be in our development of the game by the weeks.
* This chart is to direct the team to what focus and objectives we will need to be achieving to get to our deadline effectively.

## **4d. Gameplay Diagram**

**Flow Chart:**

Diagram

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* This chart will demonstrate how levels are designed in playthrough and some of the basic mechanics.

# **Section 5 – Art Tools**

* Photoshop (UI assets).
* Maya Autodesk (Character Modelling, rig and animation).
* Unity (Animation tool, Programming and level design with UI).

# **Section 6 – 3D Objects**

* This section is to show what 3D objects and other visual objects to expect in our game for production.

## **6a. 3D Objects:**

Heaven:

* 3D clouds
* Golden throne
* Floating stairway
* Floating building architecture

Weapons:

* Bow and arrow 3 versions according to the level of the weapon.
* Sword 3 versions with the level weapon.
* Pistol with 3 versions for the level of the weapon.
* Axes – for demons

# **Section 7- Collision Detection**

* Axes will need collision detection when attacking player.
* Pistol bullets with collision detection to hit enemies.
* Swords will have collision detection to hit enemies with.
* Arrows from bow will have collision detection.
* Clouds that block the level will have collision detection to make sure we don’t pass through to the next level without completing the level itself.
* Loots will have collision detections for us to pick up when we are in a certain proximity.

# **Section 8- Game Logic, AI**

**What aspects of the game will have AI?**

* The enemies will have AI to be able to chase us, aim at player and attack the player

Player:

Flying speed

Bow/Pistol/Sword Damage

AI:

Aim speed

Health

Ammo

# 

Friendly AI:

Health Regen

Enemy AI:

Chase speed

Axe Damage

# **Section 9- Audio & Visual Effects**

* Sound design will consist of royalty free music and own produced dialogue from our team.
* We will be using animation in our UI using Unity’s animation tools.
* Unity particle system.
* Cinemachine for cutscene.

# **Section 10- Delivery Platform & Hardware/Software Requirements**

* PC Windows 10 will be our target operating system.
* We are also planning to publish the game to Steam.

## **10.a Hardware requirements**

* Mouse
* Keyboard
* Monitor
* Graphics
* Speakers