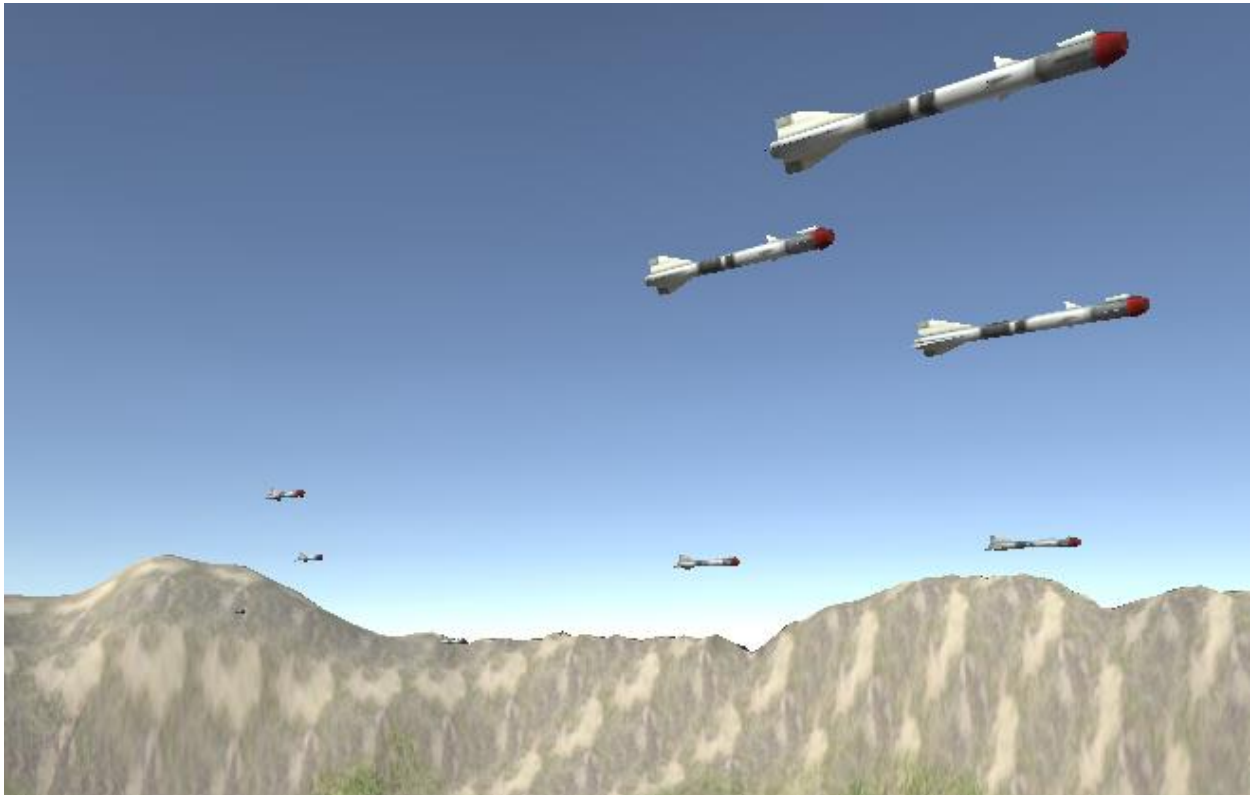


# “Deadly Rockets”



## Game Design Document

CS 596  
Jack Chen

# Table of Contents and Team Member Listing

## Table of Contents

- 1 Game Overview
- 2 High Concept
- 3 Unique Selling Points
- 4 Platform Minimum Requirements
- 5 Competitors / Similar Titles
- 6 Synopsis
- 7 Game Objectives
- 8 Game Rules
- 9 Game Structure
- 10 Game Play
  - 10.1 Game Controls
  - 10.2 Game Camera
    - 10.2.1 HUD
- 11 Players
  - 11.1 Weapons
- 12 Art
  - 12.1 Setting
  - 12.2 Level Design
- 13 Wish List

## Game Development Team Members

PRODUCER  
Jack Chen

PRODUCTION MANAGER  
Jack Chen

PRODUCTION COORDINATOR  
Jack Chen

GAME DESIGNERS  
Jack Chen

SYSTEMS/IT COORDINATOR  
Jack Chen

PROGRAMMERS  
Jack Chen

TECHNICAL ARTISTS  
Jack Chen

AUDIO ENGINEERS  
Jack Chen

UX TESTERS  
Jack Chen

# 1 Game Overview

Title: Deadly Rockets

Platform: PC Standalone + iOS & Android, VR

Genre: Sandbox/Simulation

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: April, 1999

Publisher: Jack Jack Inc.

Deadly Rockets is a simple sandbox/simulation game where you can control rockets to your whim. You can cause massive mayhem or use it against evil. Be careful though, because the slightest slip up and they might target you next.

## 2 High Concept

Deadly Rockets lets the player control rockets to target whatever they would like. As a sandbox game, it is meant for exploration and casual messing around to test the limits of the world that is Deadly Rockets.

## 3 Unique Selling Points

- You get to blow things up or blow yourself up

## 4 Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE OS: Windows XP SP2+, Mac OS X 10.8+, Ubuntu 12.04+, SteamOS+ Graphics card: DX9 (shader model 2.0) capabilities; generally everything made since 2004 should work

## 5 Competitors / Similar Titles

- Most other sandbox or simulator games

## 6 Synopsis

Take control of the world's rocket arsenal and use them to your heart's desires. Cause destruction and mayhem or defend from foreign threats. Be careful with your instructions, however, because rockets do not care what or who they are chasing.

## 7 Game Objectives

None really. Have fun!

## 8 Game Rules

None really, see what you can do!

## 9 Game Structure

Landing Page → Main Menu → Open World (Unlimited Gameplay)

## 10 Game Play

### 10.1 Game Controls

- WASD to move
- Mouse to turn the camera
- Esc to access options

### 10.2 Game Camera

- First person camera.

#### 10.2.1 HUD

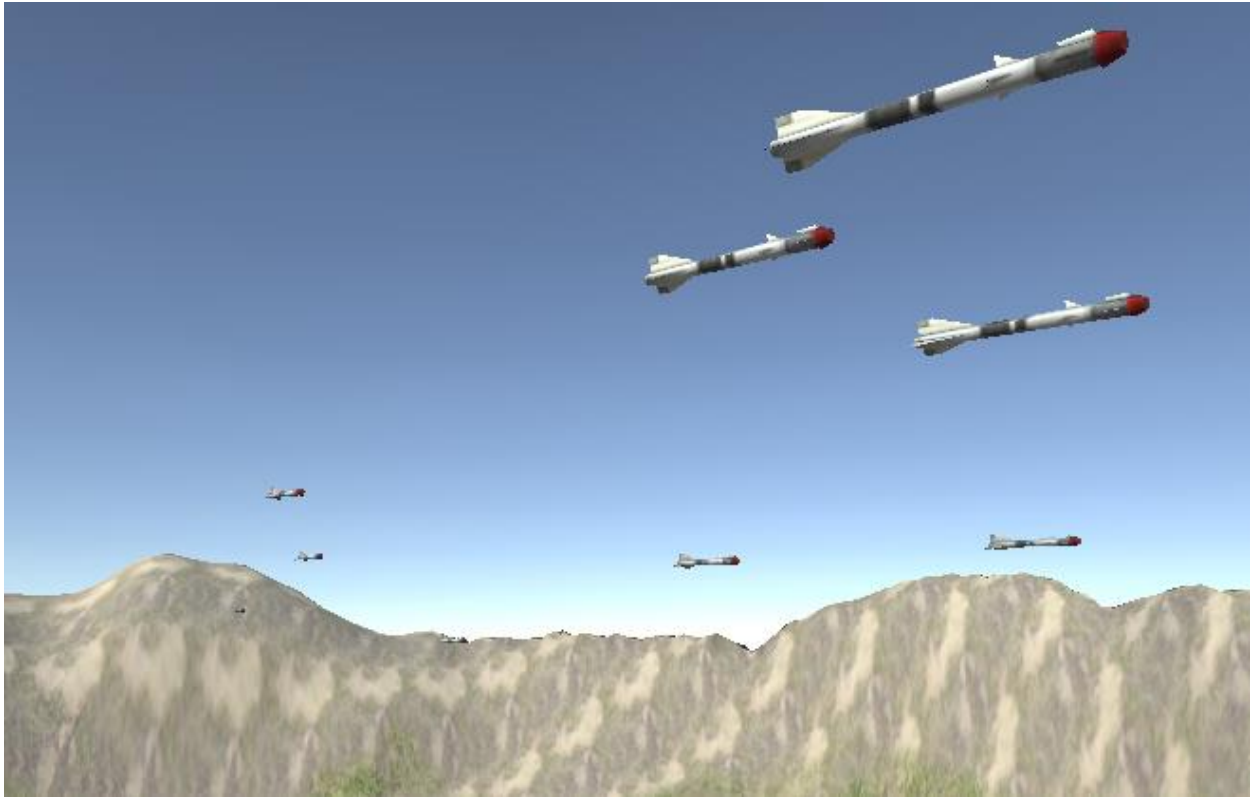
- Instructions are provided
- Settings button
- Close game button

## 11 Players

### 11.1 Weapons

You are you, and the rockets are your weapons. There are numerous types of rockets at your disposal.

## 12 Art



### 12.1 Setting

Takes place in a large open world designed to look like the United States.

### 12.2 Level Design

The open world contains oceans, cities, hills, mountains, open fields, and farm lands, all for you to do as you please.

## 13 Wish List

- Larger open world
- Add more rockets
- Destructible environment
- Explosions