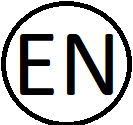
Teenaged Mutant Monster Rampage



Revision: 0.0.0

GDD Template Written by: Benjamin “HeadClot” Stanley

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.

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# Overview

## Theme / Setting / Genre

- The game takes place in a city besieged by a large monster named Mon. The objective of Mon is to eat as many humans as possible and has spotted a large building with a large number of humans hiding within trying to escape via helicopter. Mon must climb the sides of the building grabbing the humans within before too many of them escape.

## Core Gameplay Mechanics Brief

- Capture/eat humans to gain points which contribute to your high score.

- Move up and down each side of the building to locate humans.

- Deploy various monster abilities to capture or consume humans ex:flame breath.

- Player humans can retaliate in various ways to delay the monster Ex: stungun.

## Targeted platforms

- PC

## Project Scope

- <Game Time Scale>

- $0.00

- Time Scale (How long will it take to make this game?)

- <Team Size>

- <Core Team>

- Jamie Allen

- Coding

- $0.00

- Odai Al Kakouni

- Coding

- $0.00

- Adam Vandyke

- Coding

- $0.00

## Influences (Brief)

### - <Influence #1>

- Cloverfield 2008 Science fiction film/Thriller.

- Whilst watching Cloverfield the main characters spend a large amount of time hiding within structures from a large monster and this seemed a good premise for a game to me.

### - <Influence #2>

- Rampage – Video game series.

- The gameplay of the video game series Rampage is similar to the gameplay that I am aiming to create with TMMR.

## The elevator Pitch

You play a monster climbing and reaching into a building to grab and eat humans for points deploying fun abilities to enhance your collecting.

## Project Description (Brief):

The purpose of this project is to create a video game where you play a monster rampaging through a city climbing the sides of a building collecting humans from within and deploying various abilities to assist in collecting more humans.

## Project Description (Detailed)

The purpose of this project is the creation of a video game where you play as a monster rampaging through a city collecting humans from a building to consume and contribute to a final score. The final version of the game will include multiple abilities for the monster to use including but not limited to Fire breath and tongue sweep. In addition, the humans in the game will have sophisticated AI which will be used to increase the difficulty and challenge for the monster aka the player in capturing them. Also, the final version of the game will include a high score panel where all the scores from each player will be compared and ranked from highest to lowest. In addition, there will be the choice to play in a multiplayer mode where players are playing the escaping humans.

# What sets this project apart?

- Unique game concept that has not been done often.

- 5 player coop.

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- Capture and eat humans to gain points.

- Using the monster controls, you can either swipe (M1) or grab (M2) through the window damaging players if you hit them if they’re health is low enough you can grab them as they will not be able to resist.

### - <Core Gameplay Mechanic #2>

- Move up and down each side of the building to locate humans.

- Using WASD you can move up down left and right on each side of the building when you are near a corner of the building there will be a prompt for you to move to that side of the building by hitting the key for that direction again.

### - <Core Gameplay Mechanic #3>

- Deploy various monster abilities to capture or consume humans - By using a scroll wheel you may select a specific ability to use which is then activated by using M1. Abilities have a cooldown time and are only activated after consuming a requisite number of humans.

### - <Core Gameplay Mechanic #4>

- Player humans can retaliate in various ways to delay the monster. - Humans can collect various weapons and items as they try to escape which will then be used when they choose by using M1 once a weapon or item has been used once it cannot be used again.

# Story and Gameplay

## Story (Brief)

You play Mon the monster who has been released onto a city by his uptight mom who wanted him to “play” outside.

## Story (Detailed)

The “hero” of the story Mon the monster was playing video games in his room one day. His mom getting mad at him tells him to go play outside as it is a nice day. Angry at being forced to do anything at all Mon goes outside and proceeds to destroy an entire city.

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

- Building exterior and interior.

## - 3D

- Characters List

- Human #1

- Human #2

- Monster

- Environmental Art Lists

- Office Furniture

## - Sound

- Sound List (Ambient)

- Outside

- Birds

- Cars

- Inside

- Electronic noise

- Sound List (Player)

- Character Movement Sound List

- Walking

- Monster climbing sounds

- Running

- Character Hit / Collision Sound list

- Glass breaking sound effect

- Furniture breaking sound effect

- Character on Injured / Death sound list

- Human pain sound effect

- Monster pain sound effect

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Human scripts

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Walking

- Running

- Monster climbing

- NPC

- Human walking

- Human Running

- Human captured

# Schedule

### - <Object #1>

- Screen designs and UI prototype.

### - <Object #2>

- First playable and main concept achieved.

### - <Object #3>

- Fleshed out UI and game concept all screens functional

- Polish and refine design as needed.

### - <Object #4>

- Final version and release.