

Scrap Dash(GDD)



'Do you enjoy digging through trash while fighting for your life? Well, too bad.' - Jacob Barger

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1 Game Overview

Title: Scrap Dash

Platform: PC Standalone

Genre: Top down shooter + action

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: April, 2023

Publisher: Gold Games

Description: Scrap Dash is a top down/third person shooter where the player is an apocalypse survivor attempting to gather resources and survive. The player must fend off the horrors of the wasteland with whatever guns they can find and whatever supplies they can scrounge up. The player must utilize what weapons and ammo they find to defeat enemies while collecting scrap resources.

2 High Concept

Scrap Dash puts the player in control of a survivor of an alien apocalypse. They must avoid being killed by the enemies, primarily by fighting back, and collect as much scrap as possible before time in the level runs out. The player then must choose how to use the scrap to upgrade their survivor. The overall objective is to survive through as many levels as possible and get as high of a score as possible.

3 Unique Selling Points

- Simple gameplay premise makes it easy to pick up
- Low poly art style
- Longevity of playtime

4 Platform Minimum Requirements

Nvidia Geforce 940m or Equivalent

Intel i5 or Equivalent

4GB of RAM

XGB of Disk space

5 Competitors / Similar Titles

Dodge Hard

6 Synopsis

A mysterious alien race has invaded and decimated Earth, leaving the few survivors of humanity to pick at the bones of a crippled civilization.

7 Game Objectives

- Defeat enemies in the levels
- Collect scrap before time runs out to purchase upgrades and increase score
- Survive

8 Game Rules

The game takes place in closed levels populated by enemies and items to use or collect. The player can move freely and attack enemies with weapons they find. The player can sprint to move faster through the level to avoid enemies or find scrap faster. Once time runs out, the level ends and the player decides how they would like to utilize the scrap they collected. The player keeps playing through levels until they die or choose to quit.

9 Game Structure

Level Start->Gameplay->Choose Upgrades->Advance to Next Level

10 Game Play

10.1 Game Controls

Player1:

W-move forward

S-move backward

A-rotate left

D-rotate right

Left Shift-Sprint

Q-Drop weapon
Left Mouse-Fire weapon

10.2 Game Camera

The camera follows the player from a third person/top down perspective with a slight smoothing delay upon player acceleration.

10.2.1 HUD

TIME: time left in the level

AMMUNITION: number of rounds currently in the weapon and total rounds available

HEALTH: player's current health

ARMOR: player's current armor

10.2.2 Maps

11 Players

11.1 Characters

The survivor has been forged by the chaos of the new wasteland, and knows it well enough that sticking around in one place for too long can almost guarantee death.

11.2 Metrics

Starting Speed: 10, 20 while sprinting

Starting Health: 100

Starting Armor: 0

11.3 States

Idle: a cycled idle animation where the player breathes and looks around

Walk: moving will cause the player to cycle through a walking animation

Running: the player will move at an increased speed and cycle through a running animation

Shooting: while shooting and standing still the player braces themselves

11.4 Weapons

12 Player Line-up

13 NPC

13.1 Enemies

Brain Squid: Speed-10 Attack Damage-5

Acidic Crab; Speed-15 Attack Damage-2

13.1.1 Enemy States

Idle: an idle animation of bobbing up and down will cycle

Move: a movement animation will cycle

Flee: a similar animation for the movement will cycle, but at a slightly faster speed with slightly faster physical movement of the enemy

13.1.2 Enemy Spawn Points

Each enemy instance will have its own spawn point in each level. These will be procedurally placed within the level with a minimum distance to be spaced apart and placed away from the start location for the player.

13.2 Allies / Companions

13.2.1 Ally States

13.2.2 Ally Spawn Points

14 Art

14.1 Setting

The game takes place in destroyed cities on Earth

14.2 Level Design

The levels will consist of uneven terrain and large buildings for the player to navigate with scrap to collect and enemies to avoid scattered throughout. Health, ammunition, and weapons will also be placed in the levels.

14.3 Audio

Title music

Looped gameplay music

Sound for shooting

Player running

Enemies attacking

15 Procedurally Generated Content

15.1 Environment

15.2 Levels

The terrain for the levels will be procedurally generated with perlin noise, and scrap and enemies will be procedurally placed in each level along with buildings, health, ammunition and weapons.

15.3 Artificial Intelligence NPC

15.4 Visual Arts

15.5 Audio

15.6 Minimum Viable Product (MPV)

- One level with some obstacles, populated with simple enemies
- Controllable player with functioning shooting
- Simple upgrade system
- Networked multiplayer allowing second players to compete for scrap

16 Wish List

Time