Dungeon Jumper Game Design Document (GDD)

Your Game Logo

Here

***‘Catchy Game Tagline’*** - you

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1 Game Overview

Title: Dungeon Jumper

Platform: PC Standalone

Genre: Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: April, 2022

Publisher: Your Company Name

Dungeon Jumper is a 2D skill bases level climber where the player is a prisoner conatined to a castle attempting to escape to the mountaintops of the free lands. Upon waking, the player must gather their surroundings and try to escpae platform traps and unextpected level changes. From the players previous failures they will memorize the levels and trap locations to traverse to the end of each level.

2 High Concept / Genre  
 Dungeon Jumper begins in the lowly dark dungeon of a medieval empire where a prisoner must escape without dying. The evil king of the lands has set traps to prevent you from escaping and punish any prisoner attempting to free themselves.

3 Unique Selling Points

* Skill Based Play
* Unexpected Level Interactions

4 Platform Minimum Requirements

5 Competitors / Similar Titles  
 Similar titles such as 'Jump King' and 'Trials Evolution' are a direct inspiration for the game. Also using traps and level design inspired by 'Dark Souls'.

6 Synopsis  
 After fighting in a battle, you have become a prisoner of war and must escape to free yourself from the evil king that holds you in his dungeon. The only way out is to acsend to the mountains.

7 Game Objectives  
 The main objective of the game is to traverse the levels to gain height to make it to the next level. Eventually making it to the max height and escaping.

8 Game Rules

9 Game Structure  
Character Select -> Level1 -> Level2 -> Level3-> Completion Screen

10 Game Play

10.1 Game Controls(PC)  
 **A** - move left.  
 **D** - move right.  
 **Spacebar** - jump.

10.2 Game Camera

2D camera locked onto player.

10.2.1 HUD  
 **Player Score**  
 Represents the height the player has progressed through.

10.2.2 Maps

11 Players

11.1 Characters  
 \* Lowly Prisoner.

11.2 Metrics

11.3 States  
 **Idle**: Standing still swaying.  
 **Move**: Running animation.  
 **Jump**: Jumping animation  
 **Fall**: Specific traps will drop the player. Flailing hands and feet animation.  
 **Death**: Bending knees falling to face animation.

11.4 Weapons

12 Player Line-up

13 NPC

13.1 Enemies

13.1.1 Enemy States

13.1.2 Enemy Spawn Points

13.2 Allies / Companions

13.2.1 Ally States

13.2.2 Ally Spawn Points

14 Art

14.1 Setting  
 The game begins within the lower levels of a dungeon. A prisoner must escape the treacherous platforms and traps. Through progression, the environement becomes brighter and less muggy/dirty the more height the player gains within the level.

14.2 Level Design

14.3 Audio

15 Procedurally Generated Content

15.1 Environment

15.2 Levels

15.3 Artificial Intelligence NPC

15.4 Visual Arts

15.5 Audio

15.6 Minimum Viable Product (MPV)

16 Wish List

17 Bibliography  
\*Currently no art/assets/scripts available within the program.  
\*Will constantly be updating/adding scripts, art, and additonal files to complete the game.