Robo-Recall

<Your Company Logo Here>

Revision: 0.0.0

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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.

# Overview

## Theme / Setting / Genre

- Takes place in a recycling plant taking valuable things off the line before they are sent on their final way. It is a casual top down resource management and strategy game.

## Core Gameplay Mechanics Brief

- Rough Control of AI Robots

- Free Reign to Modify and Upgrade Workers and Factory

- Ability to Upgrade Robots, Materials, and Cash Flow

## Targeted platforms

- PC/Mac

- Mobile (Future Goals)

## Monetization model (Brief/Document)

- Ad Driven / Micro-Transactions (Will be determined based on quality of game)

## The elevator Pitch

Ever wanted to control a mass of mindless robots and get paid for their work? Well come on down and help sort out the mess in Robo-Recall. Tell the robots what to do and they’ll charge ahead to get it done, maybe. In this quirky top down resource management game, you will take control of an old recycling plant and return it to its former glory. With all the stuff people throw out who knows what you can create and sell to make a huge profit.

## Project Description (Brief):

Robo-Recall is a game about resource management and strategy as trash and recycled materials will flood into one side of the plant to be sifted through for any valuables. The player has control of a small fleet of outdated robots who will clumsily sift through and pick up items. If it is just normal trash it will be put into the trucks on the other side of the factory to be moved out to the landfill. Sometimes valuable items and raw materials can come though, which can either be sold or they can be crafted with other materials to create even more valuable items. The player must act as the manager to decide what they want to keep and what they should throw out by defining paths for the robots for certain items.

As the player progresses through the game, they can gain access to the trash of more wealthy areas, thus allowing them to find better materials more frequently. They must pay a fee for each truck they send off to the landfill though so they must balance between the amount of items they get in their trash and the amount of trash going into the landfill. They can have multiple zones for trash collection but the more zones they have gives them more items but also more trash to ship off.

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## 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

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.