<Crypt of Anta>

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Overview

**Theme / Setting / Genre**

- Dungeon crawler 2D game.

**Core Gameplay Mechanics Brief**

- Maze exploration

- Player action gameplay

- Puzzles

- Awesomeness

**Targeted platforms**

- PC

**Monetization model (Brief/Document)**

- No monetization

- N/A

**Project Scope**

- <Game Time Scale>

- 1 Million

- 3 Months

- <Team Size>

- Engrammer Studio

- Andre Reano

- What does he/she do? Designer/Programmer

- <Half a million to employ>

- Taha Saleem

- What does he/she do? Trello manager/Programmer

- <Half a million to employ>

**Influences (Brief)**

**- <Heroes of Hammerwatch>**

- <Game> (Television, Games, Literature, Movies, etc.)

- Heroes of Hammerwatch is a dungeon crawler RPG game, where every run becomes a newly randomly generated map. The further you progress the stronger you get by leveling up and gathering materials which you use to upgrade your skills.

**- <Diablo 2/3>**

- <Games>

- Taha: “I played it, it’s a good game, that’s my influence”

**Project Description (Brief):**

Our project goal is to create our proprietary game engine in order to help us build our dungeon crawler game we plan on making.

The project will take us 3 months to complete, with various tasks that will be split among the team.

This new project will be made with a new never before used game engine, completely custom made by us to suit our needs for this game. It has great potential to keep growing even after an initial release as more content can be added to it to keep revenue income flowing

What sets this project apart?

- Amazing custom engine

- Great replay value

- Unique design

**Core Gameplay Mechanics (Detailed)**

**- <Character progression>**

- As the character progresses through the level, he or she will get stronger.

- Your character will have 2 aspects to increase his powers with. One of them will be level power and the other is collected better gear.

**- <Movement system>**

- Moving the character will require the player to aim the direction of movement with the mouse, and move the character with “WASD” in the keyboard.

**- <Combat system>**

- So the player will have 2 different types of attacks, one melee which works by clicking the Left-Click button on the mouse, and the other is the keyboard assigned key for a special range attack.

**-<Skill tree>**

- Another character progress mechanic that will give extra abilities to the character (ie. Extra health, extra damage, etc.).

Story and Gameplay

**Story (Detailed)**

Not much of a story to tell, for now.

Assets Needed

**- 2D**

- Textures

- Environment Textures

- Heightmap data (If applicable)

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

- Etc.

**- Sound**

- Sound List (Ambient)

- Inside

- Dungeon style sounds