

Rock Tower Defense Game Design Document (GDD)

Here

'ELIMINATE THEM ALL AND SURVIVE.'

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Game Development Team Members

PRODUCER

Kristian, Jacob, Kavon, Gian

PRODUCTION MANAGER

Kristian, Jacob, Kavon, Gian

PRODUCTION COORDINATOR

Kristian, Jacob, Kavon, Gian

GAME DESIGNERS

Kristian, Jacob, Kavon, Gian

SYSTEMS/IT COORDINATOR

Kristian, Jacob, Kavon, Gian

PROGRAMMERS

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TECHNICAL ARTISTS

Kristian, Jacob, Kavon, Gian

AUDIO ENGINEERS

Kristian, Jacob, Kavon, Gian

UX TESTERS

Kristian, Jacob, Kavon, Gian

1 Game Overview

Title: Rock Tower Defense

Platform: PC Standalone + iOS & Android, VR, Xbox, Switch,

Genre: FPS Game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)
Serious games

Release date: April, 2021

Publisher: Gitgawk Studios tm

Description: Eliminate. Eliminate them all. Protect the tower at all costs. Set place during medieval times, all that's left is a lone tower and yourself. Impeding enemies are here to storm the tower and extinguish you as you are the last human left in this world. Play in FPS mode to destroy all the enemies and survive as long as possible by protecting your lone tower. Attain gold to buy upgrades that will allow you to annihilate the filthy creatures that threaten your life.

2 High Concept / Genre

1. Our group's game highlights the genre of a FPS and survival game.
2. Set into a world of medieval times, being the lone person left in the world, fend off impeding creatures that threaten to banish all of humanity as the player must protect the tower to prolong humanity. Enemies drop gold that will allow the player to buy upgrades will allow them to live longer and continue to protect what's left.

3 Unique Selling Points

1. FPS Shooter game set during medieval times
2. Survival game
3. FPS version of Balloon Tower Defense which is a classic game

4 Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE

OS: Windows XP SP2+, Mac OS X 10 .8+, Ubuntu 12 .04+, SteamOS +

Graphics card: DX9 (shader model 2 .0) capabilities; generally everything made since 2004 should work

5 Competitors / Similar Titles

1. FPS Games
2. Survival Games
3. Medieval times
4. Balloon Tower Defense

6 Synopsis

1. Eliminate. Survive. That's it, execute these is what you must do. As the sole survivor of the world on a lonely tower, you must eliminate all the enemies that are attempting to kill you as their goal is to ensure that humanity is extinct. Left with a weapon, the tower is your only protection. Survive as long as possible and obtain gold to purchase upgrades to destroy all the enemies that stand in your path.

7 Game Objectives

1. The game objective is to kill the enemies that approach forth the tower and survive as long as possible. The tower is the player's source of HP and the longer the player survives, the difficulty slowly ramps up, attempting to overwhelm the player.

8 Game Rules

1. The game level is a closed environment set during medieval times where the player is thrown on top of a tower and must kill enemies with his weapon. The player is able to move left and right and survive as long as possible by eliminating the enemies. The longer the player survives, the harder it is to survive as the difficulty picks up pace. After dying, the player can purchase upgrades with his gold from killing the enemies to survive longer in the next run of fending off the creatures.

9 Game Structure

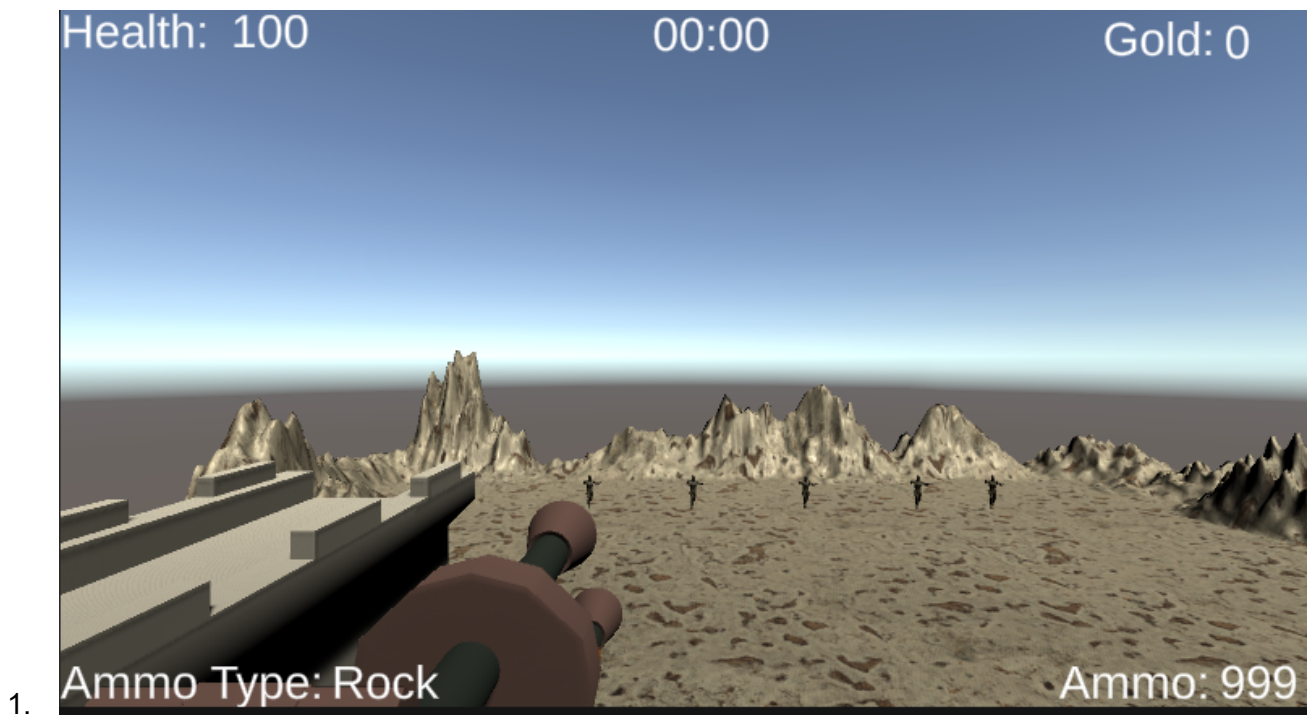
1. Main Menu
 - a. Play Game
 - b. Control
 - c. Quit Game
2. Play Game
 - a. Starts up the player on the top as the enemies spawn to destroy the tower
3. Control
 - a. Gives a basic rundown on how to play the game in terms of keys
4. Quit Game
 - a. Quits the player out of the game

10 Game Play

10.1 Game Controls

1. Move left and right
 - a. A key to move left, D key to move right
 - b. ← (left arrow) to move left, → (right arrow) to move right
 - c. Left click to fire
 - d. Right click to use health potion
 - e. Escape key to pause game

10.2 Game Camera



10.2.1 HUD

1. Tower HP
 - a. Player's health point
2. Timer Stopwatch
 - a. Sets the time at 0:00 and increases by seconds to demonstrate how long the player has survived
3. Gold
 - a. Game currency for the player to purchase upgrades
4. Ammo type
 - a. Different ammo types that have different effects in terms of damage

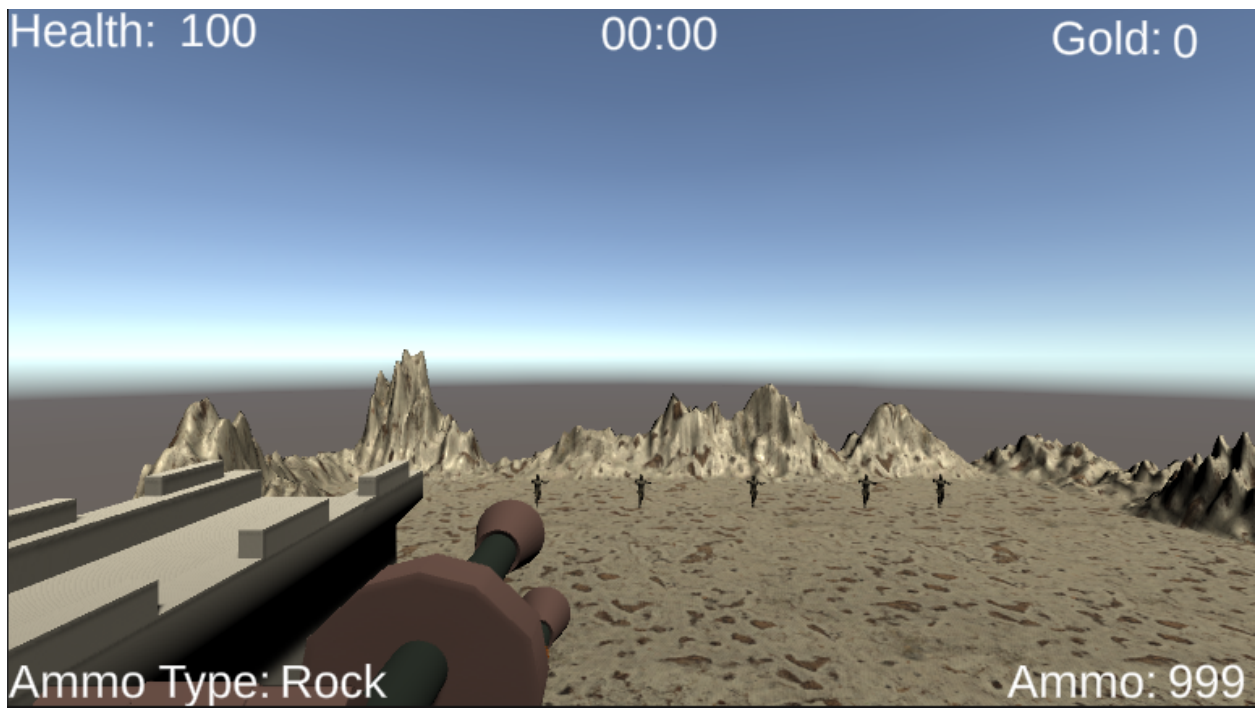
5. Ammo
 - a. The amount of ammo of a particular weapon they have

10.2.2 Maps

11 Players

11.1 Characters

1. The main character is set in first-person point of view



11.2 Metrics

1. Player HP
 - a. 100 base Hp
2. Player Gold
 - a. Player starts at 0 gold and attains 5 gold per enemy killed

11.3 States

1. N/A, stationary but able to move left and right

11.4 Weapons

1. Canon rock

12 Player Line-up

1. N/A

13 NPC

13.1 Enemies

1. Grunt Zombie
 - a. Moves towards tower and when it makes contact with tower, deplete tower hp

13.1.1 Enemy States

1. N/A

13.1.2 Enemy Spawn Points

1. Spawns at the middle edge of the terrain

14 Art

14.1 Setting

14.2 Level Design

14.3 Audio

1. There are three tracks that play throughout the game. *Fame Town* is a light melody that plays throughout the main menus, with *Blessed to kill* being the visceral and blood-pumping polar opposite to this when the player starts the game. *Wandering Merchant* is the breath of fresh air that plays when the player is in the shop when the wall is destroyed.

15 Wish List

1. Clean up the game in terms of bugs

- a. Bullet detection
2. Add more varying enemies besides the basic grunt zombie
3. Add a variety of music

16 Bibliography

Kristian:

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- Rock texture/material:
<https://www.artstation.com/marketplace/p/Xm635/free-rocky-wall-pbr-texture>
- Bullet Shooting: <https://www.youtube.com/watch?v=oqidgRQAMB8&t=26s>
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Gian:

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Kavon:

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- Menu Music - <https://opengameart.org/content/fame-town>
- Shop Music - <https://opengameart.org/content/enemies-of-the-peasantry>
- Game Music - <https://opengameart.org/content/blessed-to-kill>

Jacob:

- Health Potion - <https://opengameart.org/content/health-and-mana-potion>