**Nagasaki Dweller Game Design Document (GDD)**



***‘Be the cool, apocalyptic adventurer you’ve always wanted to be.’*** – Kavon Cacho

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--- | |  | | Game Development Team Members    PRODUCER  Kavon Cacho    PRODUCTION MANAGER  Kavon Cacho    PRODUCTION COORDINATOR  Kavon Cacho  GAME DESIGNERS  Kavon Cacho  SYSTEMS/IT COORDINATOR  Kavon Cacho  PROGRAMMERS  Kavon Cacho  TECHNICAL ARTISTS  Kavon Cacho  AUDIO ENGINEERS  Kavon Cacho  UX TESTERS  Kavon Cacho |

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# 1 Game Overview

Title: Nagasaki Dweller: Remnant of a Different World

Platform: PC Standalone, macOS

Genre: Action Adventure

Rating: T for Teen - ESRB

Target: Casual gamer (aging from 13 - 30)

Serious gamers

Release date: April, 2021

Publisher: Cacho Games

Description: This section describes the high level overview of your game. Put as much detail into this section as you can. This should contain your elevator pitch and more details to capture the attention and get the reader to want to play your game.

# 2 High Concept / Genre

*Nagasaki Dweller: Remnant of a Different World* is an Action Adventure game that sends the Player to Nagasaki, Japan but in an alternate universe. The city is in an apocalyptic state ridden with entities called “demons”, which will serve as the main form of enemy. The player must scavenge their beloved hometown for weapons and other items to survive

# 3 Unique Selling Points

* Unique take on the “Isekai” and Apocalypse genre of games/anime.
* Retro yet beautiful style
* Soon to be multiplatform

# 4 Platform Minimum Requirements

Minimum: OS: Windows 2000 / XP / vista / 7. Processor: MMX Pentium(R)200MHz（Pentium(R)II450MHz or above recommended） Memory: 64 MB RAM.

# 5 Competitors / Similar Titles

Competitors / Similar Titles, gameplay-wise: Yume Nikki/

Competitors / Similar Titles, setting-wise: Shin Megami Tensei games

# 6 Synopsis

Tragically losing his life to an accident in his hometown of Nagasaki, Japan, the protagonist reawakes in an alternate version of Nagasaki, right where he passed. In an apocalyptic state and seemingly a ghost town, the protagonist sets out to understand where fate led him. With only one thing on his mind: survival. Scavenge the new world you’re in and make do with what this cruel world offers.

# 7 Game Objectives

The objective of the game is to gather the weapons needed to survive, defeat different enemies small and large, and ultimately uncover how/why this alternate world exists.

# 8 Game Rules

The player is in the middle of a deserted city. There are various areas and rooms to explore and find gear. The rules of this game closely resemble what many would do when suddenly dropped off in a quiet, alternate universe. The rules are very loosely written; the player is meant to explore this world with little to no prior knowledge. As of now, it is not known whether the game’s combat will be turn-based or real-time. Killing enemies will result in acquiring XP to level up, and leveling up results in better stats. Further areas will result in harder enemies, and maybe bosses.

# 9 Game Structure

The game includes multiple levels for the player to walk around to the next level. Sword, enemies, health potions, or nothing can be found in each level.

# 10 Game Play

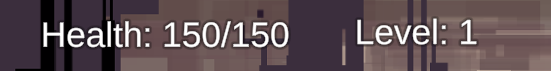
## 10.1 Game Controls

A: move left, D: move right, Space: jump, Left Click: attack, Right Click: pick up

## 10.2 Game Camera

This game is a side-scroller. The player will be able to see the whole background and transition to a new scene when they run off of the screen.

### 10.2.1 HUD

The HUD is always on the top-left of the screen and it displays the player’s health/level. 

# 11 Players

## 11.1 Characters

The player is depicted as a middle-aged Japanese man wearing apocalyptic clothing.



## 11.2 Metrics

Move speed: 6

Base Max Health: 150

Base Attack Damage: 30

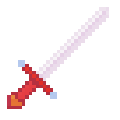
## 11.3 States

Idle: No animation

Move: The player has animations whenever they move left and right.

Attack: The player has an animation of them swinging whenever they attack, as long as a weapon is equipped.

## 11.4 Weapons

The player can find two different weapons, one that does 30 damage and the other that does 50

# 12 Player Line-up



# 13 NPC

## 13.1 Enemies



### 13.1.1 Enemy States

All three of the main enemies have:

Idle: An idle animation that plays in between attacks.

Attack: An attack animation with an active hitbox that will play periodically depending on the enemy.

Take Hit: An animation that plays when the player’s attack animation comes in contact with the enemy’s hitbox.

Death: When their health reaches 0 or below, an animation of the enemy dying plays.

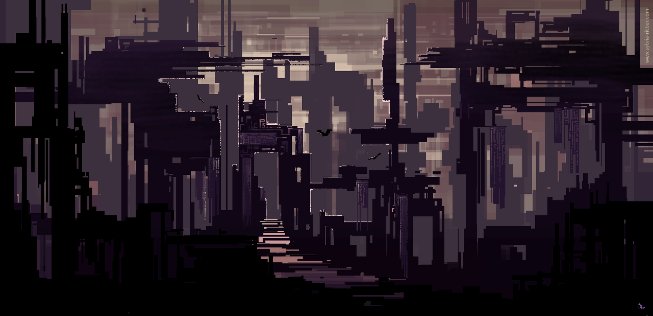
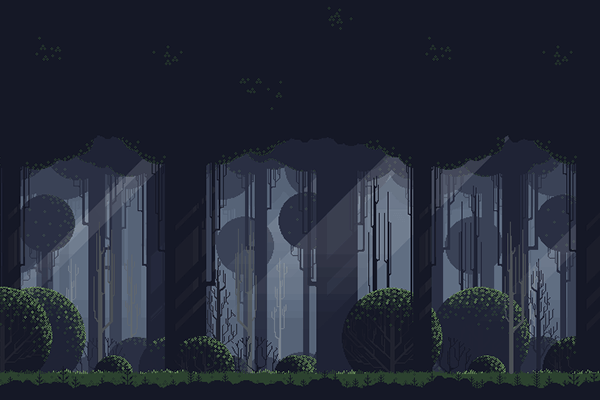
### 13.1.2 Enemy Spawn Points

The placement of enemies is already pre-determined and multiple can be found in one scene.

# 14 Art

## 14.1 Setting

The game takes place in Nagasaki, Japan but in an apocalyptic state. There are various settings within that, such as desert, forest, or city.

## 14.2 Level Design

The levels simply consist of borders around that will take the player to other scenes, and platforms to keep the player afloat.

## 14.3 Audio

The game consists two tracks: one for the main menu and one for the game. They are called “Alert” and “Dirt City,” respectively. They are meant to have a really eerie feel to place the player in this apocalyptic setting

# 15 Wish List

* Make multi-platform
* Implement an armor/gear system: this would include a defense stat that would decrease the players ability to take damage
* Implement an inventory system with different items

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