Game Design Document

#### Student name

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| --- |
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#### Student number

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| --- |
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#### Game Name

|  |
| --- |
| Gloo |

#### Trello link

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| --- |
| https://trello.com/b/3peGjn5f/top-down-shooter-aint155 |

#### GIT repository link

|  |
| --- |
| https://github.com/kpeenee/Gloo-AINT155 |

#### Youtube playthrough link

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| --- |
|  |

# Game Story

#### Game backstory

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| --- |
| The game takes place in the world of Fioper. Humans have long gone extinct apart from a few who have been reincarnated. Now the world is overrun by monsters and demons who want nothing more than to rule the world. |

#### 

## Character 1

#### Character name

|  |
| --- |
| Gloo |

#### Appearance

|  |
| --- |
|  |

#### Character backstory

|  |
| --- |
| Gloo is a slime who lives in the world of Fioper. He is seen as the lowest of the low. All the other monsters in the world do not interact or associate with slimes in any way and some groups of monsters go out of their way to make life completely miserable for slimes. Gloo has finally had enough and wants to prove he is not as weak as all the other monsters say so decides to go on a rampage to try and catch the attention of the demons who rule the world and maybe even take it for himself |

#### Stereotypes

|  |
| --- |
|  |

## Character 2

#### Character name

|  |
| --- |
| Zombie |

#### Appearance

|  |
| --- |
|  |

#### Character backstory

|  |
| --- |
| The zombies are the remains of what was the humans. The demons have resurrected their corpses to make up the bulk of their armies. They are generally used as fodder while the demons more stronger units wreak havoc on the land. |

#### Stereotypes

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## 

## 

## Character 3

#### Character name

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| --- |
|  |

#### Appearance

|  |
| --- |
|  |

#### Character backstory

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| --- |
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#### Stereotypes

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## Character 4

#### Character name

|  |
| --- |
|  |

#### Appearance

|  |
| --- |
|  |

#### Character backstory

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| --- |
|  |

#### Stereotypes

|  |
| --- |
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# 

# 

# Visual style

Using other game images, describe the visual style of your game

|  |
| --- |
| Image result for 8 bit games  My game is going to have a 8 bit visual style much like in the classic Mario game. I want the tiles, characters and animations to be very simple and feel like a classic arcade game.    My game is also top down. |

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# 

# Sound design

Details about the style of sound used in your game (music style, thematic treatment, FX, menu music)

|  |
| --- |
| The music in the game is going too have an 8-bit style. I plan on making the menu music feel quite chilled and relaxed but when the game is playing, I want the music to feel upbeat and intense so you feel pumped up. I want the FX to sound like classic games such as space invaders or pacman |

# Menu System

#### Menu flowchart

|  |
| --- |
|  |

Game over

Game

Main Menu

Settings

## Menu Screens

#### Main menu diagram

|  |
| --- |
| Gloo  Play  Settings  Exit |

#### Main menu description

|  |
| --- |
| A simple menu allowing you to easily transition from settings and to the game. The menu will also have some animation and music to add some flare. |

#### Game Over screen diagram

|  |
| --- |
| Game over!  Your score: 200  Play again  Main menu |

#### Game Over description

|  |
| --- |
| The game over screen will have the players score and have a way to restart the game as well as return to the menu if the player wants to quit or change some settings |

#### Game screen diagram

|  |
| --- |
| Score: 1000 |

#### Game Screen description

|  |
| --- |
| The health in the top left displays the players current health. Once it reaches zero the player dies  The score displays the players current score it increases when you kill an enemy and is reset when the player dies |

# 

# 

# Game Elements

## Player Character

#### 

|  |  |
| --- | --- |
| Character name | Graphics |
| Gloo |  |

#### 

|  |  |  |
| --- | --- | --- |
| Property | Description | Type |
| Health | Players main health  If it equals 0 then game ends | int |
| Speed | Max speed of the player | float |
| Shoot speed | How quickly Gloo can shoot | float |

|  |  |
| --- | --- |
| Sound name | Description (how does the sound interact with the game) |
| Slime bullet | Makes sound when shot and sound when destroyed |

## Enemies

|  |  |
| --- | --- |
| Enemy name | Graphics |
| Zombie |  |

#### 

|  |  |  |
| --- | --- | --- |
| Property | Description | Type |
| Movement speed | How quickly he chases the player | float |
| Damage | How much damage is done to the player | int |
| Score | How many points the player gets when killing this enemy | int |

|  |  |
| --- | --- |
| Sound name | Description (how does the sound interact with the game) |
| Death | Death sound plays when player kills zombie |
| Attack | Attack sound plays when zombie hits player |

## Blocks

|  |  |
| --- | --- |
| Block name | Graphics |
|  |  |

#### 

|  |  |  |
| --- | --- | --- |
| Property | Description | Type |
|  |  |  |

|  |  |
| --- | --- |
| Sound name | Description (how does the sound interact with the game) |
|  |  |

## 

## 

## Collectibles

|  |  |
| --- | --- |
| Collectible name | Graphics |
| Invincibility | Image result for star |

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| --- | --- | --- |
| Property | Description | Type |
| Duration | How long the player remains in the powered-up state | Float |

|  |  |
| --- | --- |
| Sound name | Description (how does the sound interact with the game) |
| Invincibility music | Music is played to indicate the player is currently in a state of invincibility |

|  |
| --- |
| All the sound in the game will be 8-bit.  When the player shoots a shooting sound will play and when the bullet collides it will play a collision sound.  All the enemies will have unique sounds. They will all have their own sound which will play on death as well as having sounds for when they attack. |

Sound Design

# Level plan

## Key

Player start location

House Area

Level bounds

Spawners

Obstacles

## Level Diagrams

# Game Breakdown

#### Space

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| --- |
| Top down shooter  Arena bounded by walls  Camera that follows the players position |

#### Rules

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| --- |
| **Player**  Can move within the bounded area  Gains points when an enemy is killed  Loses health when hit by an enemy  Dies when health equals zero  **Enemies**  Take damage when hit by a bullet  Can move within the bounded space  Follows the player based on their movement  Pathfinding to get around obstacles  **Bullet**  Deals damage when it hits an enemy  Explodes when it collides with anything apart from the player.  **Powerups**  Will increase or change one of the players stats or properties eg fire rate increase.  Will last for a set amount of time before returning the player to a normal state. |

#### Goal

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| --- |
| The main goal is to survive as long as possible and get the highest score. |

#### Game Elements

|  |
| --- |
| Fantasy Survival |

#### Mechanics

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| --- |
| Movement  Shooting  Taking damage  Dealing damage  Score  Health  Power ups |

#### In game controls

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| --- |
| **Movement**  W- Move up  A – Move left  S- Move down  D- Move right  **Shooting**  Mouse cursor – aiming shot  Left click – Shoot bullet |

# Game Systems

Document any game systems included.

Examples:

* Level timer (do something before the timer runs out)
* Survival (Player survives sustained attack)
* Dialogue (other characters talk to the player in popup windows)
* Character selection
* Inventory system
* Player attributes (e.g. energy, mana, stamina, strength etc)

# Press Kit

#### Store icon/Logo

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| --- |
|  |

#### Core features

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| --- |
|  |

#### Screenshots

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#### Rating

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| --- |
|  |

## Similar games

#### Game name

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| --- |
|  |

#### Game link

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#### Game name

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#### Game link

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#### Game name

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#### Game link

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## Youtube review channels

#### Channel name

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#### Channel link

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