Game Name Here

Leikjahönnunarskjal (GDD)

##### Anh, Guðrún og Lorraine

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Leikjahönnun

**Yfirlit**

Sum up your game idea in 2 sentences. A kind of elevator pitch. Keep it simple!

**Spilun**

What should the gameplay be like? What is the goal of the game, and what kind of obstacles are in the way? What tactics should the player use to overcome them?

**Hugarfar**

What kind of mindset do you want to provoke in the player? Do you want them to feel powerful, or weak? Adventurous, or nervous? Hurried, or calm? How do you intend to provoke those emotions?

Tæknilegt

## Skjáir

1. Tilitsskjár
   1. Stillingar
2. Leikur
   1. Geymsla
   2. Einkunargjöf/Næsta borð
3. End Credits

## Stýring

Leikurinn verður 2D pixel leikur.

## Virkni

Are there any interesting mechanics? If so, how are you going to accomplish them? Physics, algorithms, etc.

Hönnun borða

## Þemu

1. Fangelsi
   1. Stemming
      1. Dimmt, Hljóðlátt, Óhugnalegt
   2. Hlutir
      1. *Umhverfi*
         1. Blóð
         2. Fangelsisklefar
         3. Myrkur
      2. *Gagnvirkt*
         1. Lík
         2. Zombies
         3. Rottur
2. Úti/skógur
   1. Stemming
      1. Dimmt, Náttúrulegt
   2. Hlutir
      1. *Umhverfi*
         1. Rigning
         2. Þoka
         3. Eldingar
      2. *Gagnvirkt*
         1. Úlfar

## Flæði leiks

1. Leikurinn byrjar á sögu
2. Leikmaður þarf að finna lykla
3. Til að ná lykli þarf að drepa fangavörð
4. Spilari þarf að drepa zombies til að deyja ekki
5. Spilari drepur fangavörð og nær lykli
6. Spilari notar lykilinn og opnar næstu hæð
7. Eftir 3 hæðir finnur hann son sinn en það er stór fangavörður/zombie að passa uppá hann
8. Spilarinn drepur fangavörðinn og hleypur með son sinn út.

Þróun

## Abstrakt klasar/hlutir

1. BasePhysics
   1. BasePlayer
   2. BaseEnemy
   3. BaseObject
2. BaseObstacle
3. BaseInteractable

## Afleiddir klasar/samsettir hlutir

1. BasePlayer
   1. PlayerMain
2. BaseEnemy
   1. EnemyZombie
   2. EnemyGuard
   3. EnemyRat
   4. EnemyPrisoner
3. BaseObject
   1. ObjectKey (pick-up)
   2. ObjectGun(weapon)
4. BaseObstacle
   1. ObstacleWindow (destroyed with rock)
   2. ObstacleWall
   3. ObstacleDoor
   4. ObstacleGate
5. BaseInteractable
   1. InteractableButton

Grafík

## Stíll

Við ætlum að hafa… lit

Í leiknum verða allar teikningar í pixel-art.

Well-designed feedback, both good (e.g. leveling up) and bad (e.g. being hit), are great for teaching the player how to play through trial and error, instead of scripting a lengthy tutorial. What kind of visual feedback are you going to use to let the player know they’re interacting with something? That they \*can\* interact with something?

## Grafík sem þarf

1. Perónur
   1. Manneskjur-ish
      1. Goblin (idle, walking, throwing)
      2. Guard (idle, walking, stabbing)
      3. Prisoner (walking, running)
   2. Other
      1. Wolf (idle, walking, running)
      2. Giant Rat (idle, scurrying)
2. Blocks
   1. Dirt
   2. Dirt/Grass
   3. Stone Block
   4. Stone Bricks
   5. Tiled Floor
   6. Weathered Stone Block
   7. Weathered Stone Bricks
3. Ambient
   1. Tall Grass
   2. Rodent (idle, scurrying)
   3. Torch
   4. Armored Suit
   5. Chains (matching Weathered Stone Bricks)
   6. Blood stains (matching Weathered Stone Bricks)
4. Other
   1. Chest
   2. Door (matching Stone Bricks)
   3. Gate
   4. Button (matching Weathered Stone Bricks)

Hljóð/tónlist

## Stíll

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. mario’s jump), or use just enough to let the player know something happened (e.g. mega man’s landing)? Going for realism? You can use the music style as a bit of a reference too.  
   
 Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music *and* sounds - so plan accordingly!

## Hljóð sem þarf

1. Effektar
   1. Soft Footsteps (dirt floor)
   2. Sharper Footsteps (stone floor)
   3. Soft Landing (low vertical velocity)
   4. Hard Landing (high vertical velocity)
   5. Glass Breaking
   6. Chest Opening
   7. Door Opening
2. Viðbrögð
   1. Relieved “Ahhhh!” (health)
   2. Shocked “Ooomph!” (attacked)
   3. Happy chime (extra life)
   4. Sad chime (died)

## Tónlist sem þarf

1. Slow-paced, nerve-racking “forest” track
2. Exciting “castle” track
3. Creepy, slow “dungeon” track
4. Happy ending credits track
5. Rick Astley’s hit #1 single “Never Gonna Give You Up”

Áætlun

*(what is a schedule, i don’t even. list is good enough, right? if not add some dates i guess)*

1. develop base classes
   1. base entity
      1. base player
      2. base enemy
      3. base block
   2. base app state
      1. game world
      2. menu world
2. develop player and basic block classes
   1. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
   1. blocks
      1. moving
      2. falling
      3. breaking
      4. cloud
   2. enemies
      1. soldier
      2. rat
      3. etc.
5. design levels
   1. introduce motion/jumping
   2. introduce throwing
   3. mind the pacing, let the player play between lessons
6. design sounds
7. design music

*(example)*