

## Kickoff Return Game Design Document (GDD)



*'Could you score a touchdown'* - Team

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## Game Development Team Members

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# 1 Game Overview

Title: Kickoff Return

Platform: PC Standalone

Genre: Sports - Football

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: May 3, 2022

Publisher: Group #7

Description: You control a football player that receives the ball from a kickoff. You must run past and swerve around your opponents to the endfield to win. There will be more difficult levels that have different defense formations and faster enemy speeds.

## 2 High Concept / Genre

Kickoff return is a football sports game that requires the user to score a touchdown. The game will start by the player receiving a kickoff. The goal of the game is to rush to the opponents endfield to score a touchdown. The player will have unique moves to 'juke' out the opponents. There will also be different levels in which the defense will have different formations and faster speeds.

### **3 Unique Selling Points**

This fast paced football game will have a wide audience and different levels.

### **4 Platform Minimum Requirements**

Any PC computer made past 2008. Low demanding game.

### **5 Competitors / Similar Titles**

Return Man Linebacker: <http://returnman3game.com/return-man-linebacker-2.html>

### **6 Synopsis**

You are a football player trying to return a kickoff to score the winning touchdown. You are challenged throughout the game by different opposing formations and combinations of speeds.

### **7 Game Objectives**

The objective of this football game is to score a touchdown while avoiding the opponents defense. There shall be different levels of difficulty in which the opponents will be placed in increasingly difficult formations with more impressive stats.

### **8 Game Rules**

The rules of the game are simply to not get tackled by the opponents defense.

### **9 Game Structure**



## 10 Game Play

### 10.1 Game Controls

The user moves the player using WASD. The player can then spring while the sprint bar is active through shift. The character can also dodge left and right through Q/E.

### 10.2 Game Camera

The camera will automatically follow the player as they move around. Using right mouse click allows the player to move the camera to pan around. Running while moving the camera moves the player relative to the camera angle.

## 11 Players

The player can customize their player in the character selection scene. Customization includes player name, color choice and starting level.

### 11.1 Characters

The character's color is adjustable in the player selection menu.

### 11.2 Moves

The player can move around on the field using WASD. The user also has the option to sprint using shift and dodge using Q/E.

# 12 Player Line-up

The user controls the single player responsible for returning the touchdown.

# 13 NPC

## 13.1 Enemies

The enemies are the opposing team trying to tackle the user player. There are three main enemies including a slow, medium and fast player. Those players

### 13.1.1 Enemy States

Each enemy has 3 different states:

- 1- The enemy is chasing the player around trying to tackle them.
- 3- The enemy is chasing the player and is in range to try and tackle the player.
- 2- The enemy is going back and forth between points.

# 14 Art

The football field was created by Max Greiner using textures and built in unity materials. The characters and enemies were free assets found online.

## 14.1 Setting

The game allows the user to select their name and colors. The user can navigate through the menu through the user interface.

## 14.2 Level Design

The level is based off the SDSU stadium. There are 10 different levels that are made up from different formations. These include a single file line of players, a conical shape, players moving around the back, 5 fast enemies that sprint at the player, etc.

## 14.3 Audio

The audio was taken from online free assets that are listed in the bibliography of this GDD. The audio manager uses Singleton pattern to keep audio consistent throughout the scenes.

## 16 Wish List

We would have liked to include more mechanics to give the player more decision making opportunities. Some of these include breaking tackle from the enemy and juking in other fashions. We would have implemented these with a rechargeable bar similar to sprinting in which each move takes juice away from the bar when picking a juking move. We would also like to implement more levels.

## 17 Bibliography

### Player

#### Football Model:

Tadeu, Hiago. "American Football Player." *Blend Swap*, Blender Swap, 20 Feb. 2019, <https://blendswap.com/blend/22654>.

### Enemies

#### Enemy Animations/Movement: Brackeys:

"Unity Navmesh Tutorial." *Youtube*, Brackeys, 28 Mar. 2018, <https://www.youtube.com/watch?v=bIPglabGueM>.

### Environment

#### SDSU Logo:

"San Diego State Aztecs Logo and Icon, Brand Colors." *Logotyp.us*, <https://logotyp.us/logo/san-diego-state-aztecs/>.

#### Grass Texture:

Demes , Lennart. "Grass 004 on Ambientcg." *AmbientCG*, 2017, <https://ambientcg.com/view?id=Grass004>.

### Audio

#### Tackle Sound:

*Free SFX*, Free SFX, <https://freesfx.co.uk/sfx/tackle>.