Kickoff Return Game Design Document (GDD)

Your Game Logo

Here

***‘Could you score a touchdown’*** - Max Greiner

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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 enfield 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**

# **5 Competitors / Similar Titles**

# **6 Synopsis**

# **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.

## **10.2 Game Camera**

The camera will automatically follow the player.

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# **11 Players**

## **11.1 Characters**

## **11.2 Moves**

# **12 Player Line-up**

# **13 NPC**

## **13.1 Enemies**

### **13.1.1 Enemy States**

### 

# **14 Art**

## **14.1 Setting**

## **14.2 Level Design**

The level is based off the SDSU Snapdragon stadium.

## **14.3 Audio**

# **16 Wish List**

## **17 Bibliography**