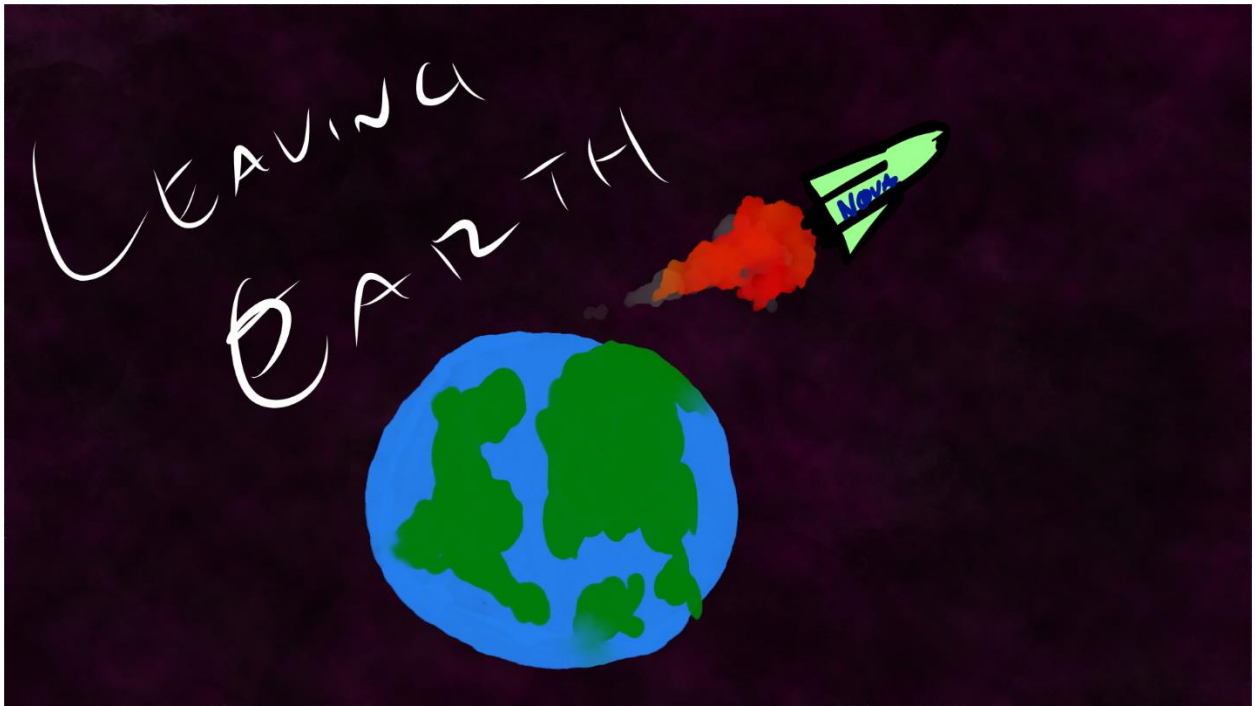


Your Game Logo



***'Catchy Game Tagline'*** - you

This page: Table of Contents and Team Member Listing

## Table of Contents

- 1 Game Overview
- 2 High Concept / Genre
- 3 Unique Selling Points
- 4 Platform Minimum Requirements
- 5 Competitors / Similar Titles
- 6 Synopsis
- 7 Game Objectives
- 8 Game Rules
- 9 Game Structure
- 10 Game Play
  - 10.1 Game Controls
  - 10.2 Game Camera
    - 10.2.1 HUD
    - 10.2.2 Maps
- 11 Players
  - 11.1 Characters
  - 11.2 Metrics
  - 11.3 States
  - 11.4 Weapons
- 12 Player Line-up
- 13 NPC
  - 13.1 Enemies
    - 13.1.1 Enemy States
    - 13.1.2 Enemy Spawn Points
  - 13.2 Allies / Companions
    - 13.2.1 Ally States
    - 13.2.2 Ally Spawn Points
- 14 Art
  - 14.1 Setting
  - 14.2 Level Design
  - 14.3 Audio
- 15 Procedurally Generated Content
  - 15.1 Environment
  - 15.2 Levels
  - 15.3 Artificial Intelligence NPC
  - 15.4 Visual Arts
  - 15.5 Audio
  - 15.6 Minimum Viable Product (MPV)
- 16 Wish List
- 17 Bibliography

## Game Development Team Members

### PRODUCER

Marcos Elias

### PRODUCTION MANAGER

Marcos Elias

### PRODUCTION COORDINATOR

Marcos Elias

### GAME DESIGNERS

Marcos Elias

### SYSTEMS/IT COORDINATOR

Marcos Elias

### PROGRAMMERS

Marcos Elias

### TECHNICAL ARTISTS

Marcos Elias

### AUDIO ENGINEERS

Marcos Elias

### UX TESTERS

Marcos Elias

# 1 Game Overview

Title: Leaving Earth

Platform: PC Standalone

Genre: Genre of your game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 -30)

Release date: April, 2022

Publisher: Dreams

Description: This game is an endless scroller where the player is a spaceship leaving Earth. The name of the game is Leaving Earth as you play as a spaceship dodging asteroids trying your best to survive and get you and your passengers to safety in hopes of finding a new planet to live on. Your home planet Earth is no longer habitable and so you must leave your beloved home behind.

## 2 High Concept / Genre

2.1 The genre of this game is an Endless Runner. This game is based on games like Jet Pack Joyride which is a popular smartphone app. Other similar games are Flappy Bird and Temple Run. All three of these games are very popular on mobile devices as they became famous on iOS and many people have played them. I like these games that are easy and simple for the users to learn how to play as they usually only have a few gestures to learn but yet those games are still very addicting even though they are simple. I think simple games like these can be very effective and have been very effective in terms of creating a “trend” as anyone can easily play those games and know how to play them.

Furthermore, I wanted to use those ideas for my game. I like things relating to space and the future, and so I wanted to create a game that could very much be a life event in a couple of decades. Just like the above stated games, my game will have obstacles or enemies that the player will have to dodge in order to survive. I plan to keep the controls simple but yet try and make the game challenging for the player.

3 Unique Selling Points

4 Platform Minimum Requirements

5 Competitors / Similar Titles

6 Synopsis

7 Game Objectives

8 Game Rules

9 Game Structure

10 Game Play

10.1 Game Controls

10.2 Game Camera

10.2.1 HUD

10.2.2 Maps

11 Players

11.1 Characters

11.2 Metrics

### 11.3 States

### 11.4 Weapons

## 12 Player Line-up

## 13 NPC

### 13.1 Enemies

#### 13.1.1 Enemy States

#### 13.1.2 Enemy Spawn Points

### 13.2 Allies / Companions

#### 13.2.1 Ally States

#### 13.2.2 Ally Spawn Points

## 14 Art

### 14.1 Setting

### 14.2 Level Design

### 14.3 Audio

## 15 Procedurally Generated Content

### 15.1 Environment

15.2 Levels

15.3 Artificial Intelligence NPC

15.4 Visual Arts

15.5 Audio

15.6 Minimum Viable Product (MPV)

16 Wish List

17 Bibliography

Scripts:

Arts:

Music: