

GDD THE REMOVAL

- **Version:** 2021.3.16
- **Title:** the removal (la extracción)
- **Main Concept:** "The Removal" is a video game in which a traveler accidentally finds a portal to another dimension. He appears on an alien planet, where he is attacked by aliens who feel threatened by the arrival of a stranger.
This character will have to find an object that will help him get off the planet, which will allow him to open the portal to his dimension.
- **Main characteristics:**
 - The player starts fist fighting with the first wave (it will be 1 enemy), to which the dead aliens drop the weapons for the next wave.
 - Each wave will have more enemies with more life
 - Once a new weapon is picked up, it cannot be changed until a new one is picked up.(change weapons EXTRA)no made it
 - killing enemies increases your experience,
if you reach the experience bar you get speed x2(EXTRA)no made it
 - You need an amulet to open the portal(EXTRA)
- **Gender:** Survival, action
- **Purpose:** To offer an entertaining and fun game for the players.
Especially focused on an age range of 16 to 25 years.
- **Gameplay:** Your mission is to find an amulet to get off the planet
- **Platform:** Pc
- **License:** It is based on a couple of video games like Call Of Duty or Doom.

GAME MECHANICS

- **Camera Type:** 3D Camera
- **Controls :**
A(left)

W(forward)
S(back)
D(right)
Mouse(camera rotation)
right click mouse(acción)
space (jump)

- **GamePlay**

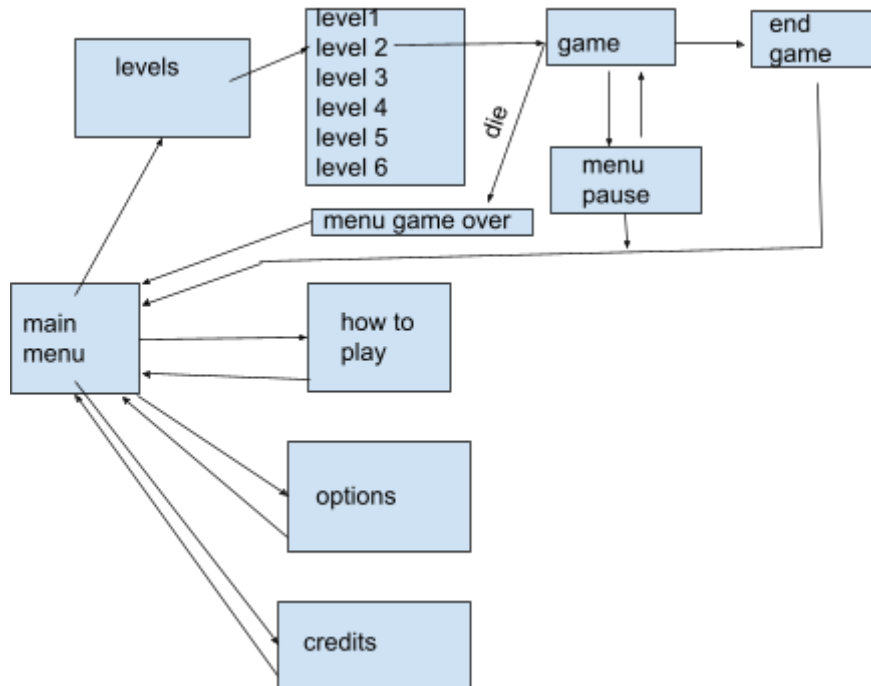
-Levels/Waves: game action based on waves in which you will have to defeat different enemies to advance.

It will be a large map with 5 or 6 zones distributed throughout the map in which you will have to go through them to arrive at the exit (portal), in each zone it will be where the different waves of enemies will appear. They will not all be the same, since there will be waves with more or less enemies except the final one that will appear a boss (it will most probably be next to the portal area)

-Intensity: As the waves are overcome, the difficulty will increase, thus increasing the number of enemies. Defeated enemies will randomly drop new weapons to take on the next strongest enemies.

-Player progression: The Player will progress as he completes the waves getting new weapons. In this way, the Player will not only be rewarded for completing waves but also for the fact that his character has more life and resources.

-Battle planification: Before each wave the player must decide whether to keep the weapon he has or take the new one.



- **Interface**

- Main Menu**

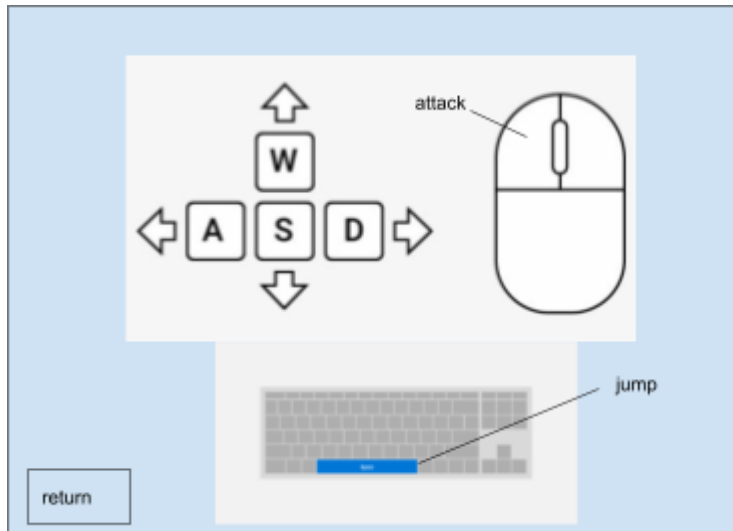
- how to play button: takes you to the screen “how to play”
 - options button: takes you to the screen “options”
 - credits button: takes you to the screen “credits”
 - levels button: takes you to the screen “levels”
 - exit button: exits the game



-how to play

explains what the game controls are

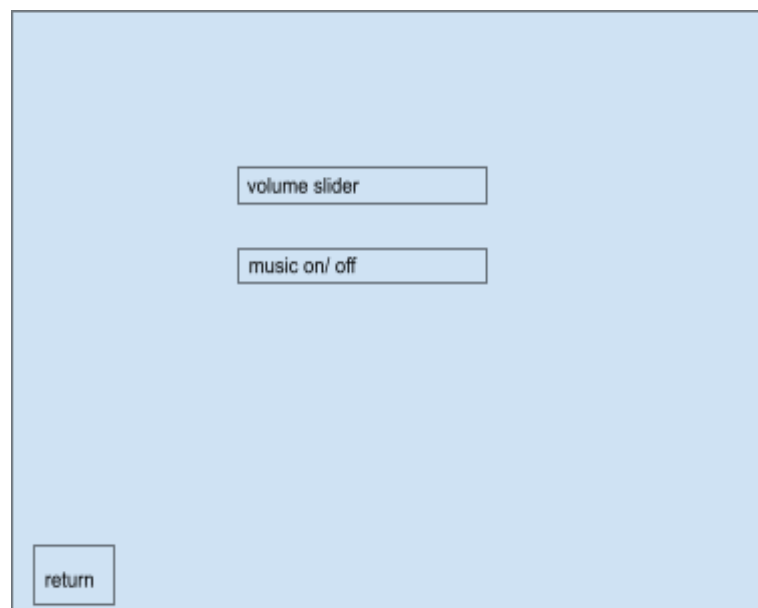
return boton: takes you to the screen “main menu”



- Options

You have a slider that you can lower and raise the volume and a button to stop or play the music

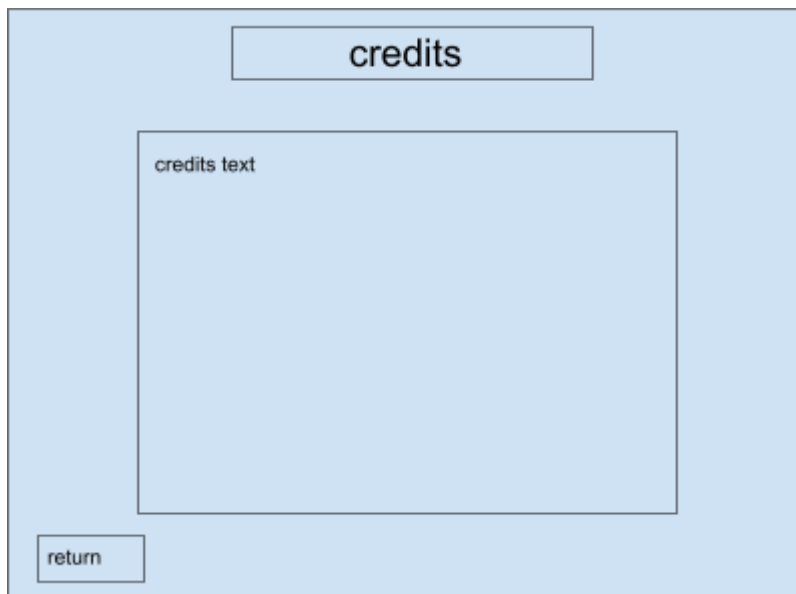
return button: takes you to the screen “main menu”



-credits

will put the credits of the game

return button: takes you to the screen “main menu”

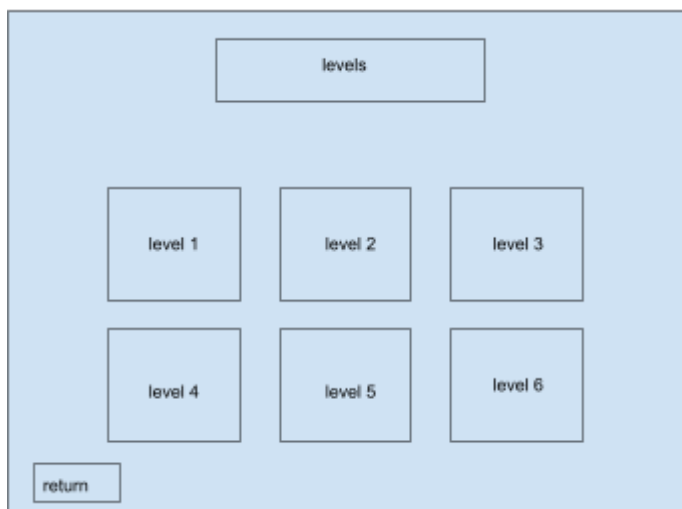


-levels

level 1 button:takes you to the screen “game”

button 2,3,4,5,6 blocked

return button: takes you to the screen “main menu”



- **Enemies**(could change)

-**AlienBasic**: basic enemy of the first wave

life: 30

damage:10

-AlienBoss: final enemy stronger than Alien1

life: 200

damage: 30

- **Items**

-gun -10pts

- **Character**

-player: 1° person, human

life: 100

MUSIC

-Main Menu adventure and tension music

-Game tension music

-GameOver short defeat audio that will play when we die

-EndGame short audio

cheerful and musical that will sound when completing the level

EFFECTS

-AlienBasic: low growl short default

-AlienBoss: high growl short default

-Player: walk

-Damage AlienBasic: sound when hurt

-Damage AlienBoss: sound when hurt

-Damage player: sound when we hurt

-Bat: hit effect

-Axe: hit effect

-Gun: gun shot effect

-Shotgun: shotgun shot effect

-Rifle: rifle shot effect

- **Achievement**

-If the Player kills an enemy, they can get two things:

The first is experience points so that when you complete the bar you will have x2 speed(EXTRA), and the second is that the enemies drop weapons so you can use them for the next wave, thus being a little stronger than the previous ones.

-Getting the amulet is the only way to finish the level(EXTRA)

- **Production Details**

Start Date: 9 January 2023

Finish Date: 7 March 2023