

GAME DESIGN DOCUMENT (GDD)

Team Name:

Group 7

# Team Members:

Aaron Willis

Andrew Edwards

Charles Simms

James Elugbemi

Matthew Braden

# Date: 2/24/22

2

Contents

[**Team Members:**](#_heading=h.gjdgxs) **1**

[**Date: 2/24/22**](#_heading=h.30j0zll) **1**

[**Revision History:**](#_heading=h.1fob9te) **3**

[Game Name](#_heading=h.3znysh7) **4**

[Genre](#_heading=h.2et92p0) **4**

[Game Elements](#_heading=h.tyjcwt) **4**

[Player](#_heading=h.3dy6vkm) **4**

[GAME PLAY](#_heading=h.1t3h5sf) **4**

[Game Play Outline](#_heading=h.4d34og8) **4**

[**Key Features**](#_heading=h.gdnj24x7wmwz) **5**

[Mechanics](#_heading=h.17dp8vu) **5**

[Game Design Definitions](#_heading=h.3rdcrjn) **5**

[**Project Responsibilities**](#_heading=h.zaafdnrpiszx) **5**

# Revision History:

| **Date** | **Version** | **Description** | **Author** |
| --- | --- | --- | --- |
| 2/17/2022 | 1.0 | Document initialization |  |
| 2/23/2022 | 2.0 | Idea Development, Gameplay, Mechanics, Game Elements, Game Design Definitions | Matthew Braden |
| 2/23/2022 | 2.0 | Idea Development, Key Features, Mechanics, Gameplay Outline | Charles Simms |
| 2/23/2022 | 2.0 | Idea Development, Gameplay, Mechanics, Gameplay Outline | James Elugbemi |
| 2/23/2022 | 2.0 | Idea Development, Gameplay, Mechanics | Aaron Willis |
| 2/23/2022 | 2.0 | Idea Development, Gameplay, Mechanics | Andrew Edwards |
| 3/17/2022 | 3.0 | Added Project Responsibilities, Unity Tutorial Experiences | Matt Braden, Andrew Edwards, Charles Simms, Aaron Willis, James Elugbemi |
| 4/16/2022 | 4.0 | Player bullet/controller | Matt Braden |
| 4/16/2022 | 4.0 | Sprites/Art | James Elugbemi |
| 4/16/2022 | 4.0 | User Interface | Aaron Willis |
| 4/16/2022 | 4.0 | Enemy bullet/controller | Matt Braden, Charles Simms |
| 4/16/2022 | 4.0 | Prefabs | Andrew Edwards |
| 4/16/2022 | 4.0 | Background Art/Scroll | Charles Simms |
| 4/20/2022 | 4.1 | Changed some descriptions to better fit the game | Matthew Braden |
|  |  |  |  |
|  |  |  |  |

# Game Name

* GunDamn

# Genre

* Shoot ‘em Up

# Game Elements

* The player will fight their way through each stage. The bosses will attack the player with bullet patterns, while the player will attack the boss until the health bar reaches zero.
* The player will have a finite amount of health.

# Player

* Single Player

# GAME PLAY

* Players can choose to enter one of two stages, the second stage is locked behind the completion of the first stage.
* There is no overarching story.

# Game Play Outline

This outline will vary depending on the type of game.

* Opening the game application
  + Launch a .exe file
* Game options
  + Fullscreen or Windowed
  + Control Schemes
* Game elements
* Game levels
  + 2 Levels
* Player’s controls
  + Arrow key movement, z or click to shoot
  + WASD movement, z or click to shoot
* Winning
  + Player reaches the end of a stage
* Losing
  + Player loses all of their health
* End
  + All stages are cleared
* Why is all this fun?
  + The player needs to be quick on their feet and dodge multiple mechanics while taking down bosses.
  + The player will learn each boss over the course of their time playing, allowing them to work on losing less health/winning faster.

# 

# Key Features

* Top-down perspective
* Boss Battles
* Enemy Patterns

# Mechanics

* Health - once health reaches zero the player loses.
* Movement - move the player with arrow keys.
* Shooting - player presses z to shoot, normal shooting fires a stream of bullets in a straight line.
* Boss - Main interactable enemy - can be shot to lower it’s health

# Game Design Definitions

* The player wins by getting the boss’ health to zero.
* The player loses by getting hit too much and losing all their health
* The player transitions levels by selecting one in the level select screen where they fight each boss subsequently with their health reset.
* The main focus of the gameplay is dodging each boss’ mechanics while trying to do as much damage as possible to win.

# Project Responsibilities

* Setting up the project
  + Matt Braden
* Creating the User Interface
  + Aaron Willis
* Building the Game Scene (1st boss)
  + Matt Braden
  + Aaron Williis
* Building the Game Scene (2nd boss)
  + Charles Simms
  + Andrew Edwards
* Creating the Assets/Objects
  + James Elugbemi
* Writing the C# code for various actions/methods/procedures
  + Matt Braden
  + Andrew Edwards
  + Charles Simms
  + Aaron Willis
  + James Elugbemi
* Outlining and implementing the game rules
  + Matt Braden
  + Andrew Edwards
  + Charles Simms
  + Aaron Willis
  + James Elugbemi