GDD: [THE GREAT NEBULA OFFENSIVE!]

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SUMMARY

ELEVATOR PITCH

A difficult bullet hell style game set in space where dying is not a hindrance to the players progression but is instead an opportunity to learn enemy attacks and behaviors.

DESCRIPTION

The gameplay will be very fast and deaths will be a natural part of learning how to beat the game, similar to cuphead or undertale. The art will be pixel based with the player as a spaceship and enemies as more alien in design. The movement will take inspiration from the aerial combat in cuphead.

- Engine: Unity
- Platform: PC
- Art Style: 2D

FEATURES

- Player
    - Free horizontal and vertical movement
    - Shoot button
    - Main menu
    - Pause menu
    - Post death screen
    - Distance until final boss is reached tracker
- Enemies
    - Multiple types and a final boss
    - Enemies are frequent and die quickly
    - Final boss has a numerical health value
    - All enemies have one attack type besides the final boss
    - Final boss has an enraged mode
    - All enemies cover each other's weaknesses

RESOURCES

ART

- Sprites and animations for Player

- o   Player sprite
- o   Movement animation
- o   Basic bullet
- o   Death animation
- Sprites and animations for enemies
  - o   Enemy sprites
  - o   Enemy specific animations
  - o   Enemy specific bullets
  - o   Enemy death animation
  - o   (all applies for final boss as well)

SOUND

- Sounds for Player
  - o   Basic bullet sound
  - o   Death sound
- Sprites and animations for enemies
  - o   Enemy specific sounds
  - o   Enemy specific bullet sounds
  - o   Enemy death sound
  - o   (all applies for final boss as well)
- Game sounds
  - o   Background song
  - o   Victory song
  - o   Defeat song
  - o   Main menu song