\<Uncharged\>

\<Your Company Logo Here\>

Revision: 0.0.0

GDD Template Written by: Benjamin "HeadClot" Stanley

Special thanks to Alec Markarian
Otherwise this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

Overview

Theme / Setting / Genre
        - Survival Horror Shooter

Core Gameplay Mechanics Brief
The crux of the mechanics is based on the fact that the entire currency of the game is based on energy.

Health, ammunition and distance the player can see is all based on the energy of the player

Targeted platforms:
> - PC

Project Scope
> - <Game Time Scale>
>> - Cost? (How much will it cost?)
>> - Time Scale (How long will it take to make this game?)
> - <Team Size> = 4
>> - <Core Team>= 4
>>> -Michael Lenghel
>>> - Eamonn Keogh
>>> -Enda Keane
>>> -Povilas Kubulius

Influences (Brief)

> - **<Influence #1>**
>> -Bioshock
>> - <Medium> (Games)
>> Bioshock inspired me to have multiple crypted messages such as "On Or Off?" to set a stronger atmosphere and concave the subtle messages of the game

> - **<Influence #2>**
>> Call of Duty Black Ops 1 (Zombies)
>> - <Medium> (Games)

The laugh at the end of the game when the player dies was inspired by the laugh the zombies use at certain stages of the game

The elevator Pitch
Premises is playing as a character with the head of a lightbulb. The range the light shines is linked to the characters health, as well as the ammunition. Enemies try to steal the light bulbs electricity. When it runs out the player dies.

What sets this project apart?

- Multi linked currency system, with the energy being the same thing as the range a player can see into the distance, health and ammunition.

- We have some very interesting enemies, namely the spider boss which comes out every 100 score. It is large and very frightening, especially with the giant lightbulb on its back and the battery eyes. The animation is very frightening.

- Since the circle of vision lowers on losing health, this can lead to some very intense moments. When the players hp is very low it becomes increasingly difficult for the player to react to enemies as the line of sight becomes smaller and smaller. This adds and is the crux of what makes this came frightening.

Core Gameplay Mechanics (Detailed)

- <Vision Range>
The range of the characters vision is based on the total energy of the player. The more energy that they have the further they can see and vice versa. This leads to many intense moments, as the lower your vision the more difficult it becomes to react to all of the enemies. This adds a claustrophobic affect which adds to the horror aspect of the game.

- <Shooting>
Since the shots are linked to the players energy it directly affects the vision range as well as the players health. This link makes the player think a bit more carefully when using ammo, but since it doesn't take their hp down too quickly, it does not punish the player too much for being trigger friendly.

- <Health and Recharge>

Again, health is linked with the components and as a result the players can lose health in twos ways, shooting and being hit. This makes the player considerably more weary and forces them to be more when moving around and directly affects the other game mechanics.

Story and Gameplay

Story

<The Summary or TL;DR version of below>
We have made a visual representation of what happens when the wifi goes off and everybody is fighting over it (Just kidding).
The concept of uncharged is that it is a world devoid of power, there are many robots with light bulbs attached to them that just wander around seamlessly, when one day lightning hits a robot (you the player) and you gain charge in your lightbulb and weapon.
Enemies run at you attempting to steal your electricity for themselves. If you kill an enemy, they have a chance to drop the stored power that they have been storing up until that point.
Towards the edge of the map there are lightning strikes but they are closed off from the robots. This could mean a bunch of different things from the perspective of the player, maybe there are other robots that reached that area and escaped, leaving the zombified robots behind. Perhaps it's a play on the irony of being so close to achieving something (literally a wall behind) and yet being unable to reach it.

Gameplay

The entire game is based on how much energy you have. Since you are charged the enemies are trying to kill you, and your charge links to your hp, line of sight and ammunition. The game itself uses an isometric view.

Gameplay (Detailed)

As a result of the energy being the only currency that you need to worry about in the game, it is the crux of the game. Our original idea was that this reduces the learning curve when you start playing the game as there is no need to worry about a bunch of different meters, just the one constant - light, which is represented in a bunch of different ways, from a meter in the top right of the screen, as well as the range of sight that the player can see.

Assets

- 2D

1. Environment Textures
   a. Alien bikeal
   b. Bark
   c. Black metal
   d. Brick wall
   e. Concrete wall
   f. Dirt
   g. Floor
   h. Glassdoor
   i. Ground
   j. Leaf
   k. Pics sssssssss
   l. Purple dirt
   m. Pyramid texture
   n. Realbrickwall
   o. Rusty metal
   p. Smooth metal
   q. Wooden planks

   - Heightmap data (If applicable)
       - List required data required - Example: DEM data of the entire UK.
   - Etc.

- 3D

   - Characters List
       - Player
       - Enemy
       - Spider Boss
       - etc.
   - Environmental Art Lists
       - Example #1
       - Example #2
       - Example #3
       - etc.

- Sound

- Sound List (Ambient)
    - In-Game Background Music Track
        - Level 1
        - Level 2
        - Level 3
        - etc.
    - Inside
        - Level 1
        - Level 2
        - Level 3
        - etc.

- Sound List (Player)
        - Character Movement Sound List
            - Recorded Footsteps
        - Character Hit / Collision Sound list
            - Metallic sound for player hit by enemy
            -
        - Character on Injured / Death sound list

- Sound List (Enemy)
        - Character Movement Sound List
            - Recorded Footsteps
            - LIghtbulb Buzz
        - Character Hit / Collision Sound list
            - Metallic clank when hit
            -
        - Character on Injured / Death sound list
            - Glass shatter when dead

- Animation
      - Environment Animations

Powerups - these glow yellow and have a particle effect to make it easy to spot in game, as well as dynamic movement to distinguish them from other objects. They also have a warm yellow color to attract the player and not make them think that they will harm them.

      - Character Animations
          - Player -
               Death, movement animations.
          - Enemy
               Attack, movement, death animations for all.
          - Spider

The legs for the spider was based on watching a number of videos of spiders moving and then adding the animations afterwards. The front and third legs move in sync, while the second and fourth move through half way through the animation

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