Game Design Document (GDD)

Project Title: Zombie Shooter

Author: Christopher Louis Barton Wesemael

Email: christopher.wesemael@students.plymouth.ac.uk

URL for project GIT repo: https://bitbucket.org/chrislbw/zombieshooter2/overview
URL for project blog: http://chriswesemael.tumblr.com/
Youtube link: <insert active link to youtube playthrough using insert menu>

Module: AINT102
Version 0.0

Table of Contents

1. Introduction

This is a document to show and explain my 2D Zombie Shooter, Showing aspects such as what is was developed in, the different processes that went into its creation and my ideas as I progressed through the project. It will also contain any information that may be useful.

2. Scope

This Game Design Document is here so that anyone who wishes to can better understand why I went about the project in the way that I did, and to clear up any misunderstandings that anybody may have when first looking at the project.

3. Target platform(s)

PC (Web) more specifically for release on Kongregate

4. Development Software

4.1 Engine software

Unity.

4.2 Programming software

Monodevelop

VisualStudio 2012

4.3 Artwork software

MSPaint

Adobe Photoshop CS6

5. Specification

5.1 Concept

Your Barry, a lone man lost in a Dungeon. Your (and his) objective is to move through the dungeon using the keys you find along the way to open doors, you can protect yourself using Barry's trusty dual rifles from the different enemies that are encountered along the way and the help of the strange Power-ups hidden in boxes and around the area. The Eventual goal is for you to escape the Dungeon, but Barry's recent Ex-Boss stands in your way.

5.2 Story

You play as Barry, A recently fired IT technician who is having the most vivid nightmares. He wakes up in a dimly lit dungeon like area, with a pair of laser firing rifles and the strange ability to shout very loudly. After some time scouring the room he is in he discovers a key and his journey through the Dungeon begins. Encountering various dangerous forms along the way, that seemingly pop into existence from cages which he can destroy, he eventually reaches the final room what he finds there terrifies him. His ex-Boss. A dual-minigun wielding maniac.

5.3 Setting

the game is set in the future, with weapons such as laser rifles. The game is in a dungeon setting with torches for lighting, to lend to the feeling that the player is in fact in a dark scary place (music is also used to do this)

5.4 Game structure

The game follows a relatively linear structure, where the player collects keys in order to progress onto the next area, with a few choices the player can make which determine the order that some things can be done in. However they always converge relatively quickly. Power-ups can be found and used to make the game easier for the player and barry's special ability can be utalised every time it is off cooldown to also achieve this.

5.5 Players

It is a single player game, players times are calculated while they are playing the game so that they can compare it with their friends. However currently these are not stored or displayed on completion, which is definitely an area that I would address should I seek to further expand the project.

5.6 Actions

The player uses both the keyboard and mouse to battle against the foes that are thrown against them. They must use strategy and quick thinking, combined with speed to manage to progress to the final battle and a chance at victory.

5.7 Objectives

The player is Trying to complete the game, due to its difficulty, and also trying to complete it in as fast a time as possible.To beat both their own times and those of their friends.

6. Graphics

6.1 Styles

      the game has a very dark shadowed artstyle, mainly to reflect the area that the player is in. It uses repeated assets allot to achieve the final product. It uses fairly simple designs as to not overpower the player and to give the feeling of being in an underground setting.

6.2 Fonts

      The game uses both "Stencil Std" and "Rosewood Std".

6.3 Colours

      The game uses lots of dark colours, but mainly Greens. such as #1d2d2a a dark green, #76d474 a lighter green and 737271 a grey.

6.4 Influences

      The Legend of Zelda was one of my main influences, the use of areas that contain enemies and the way that you move through the level are the main things that i took from it.
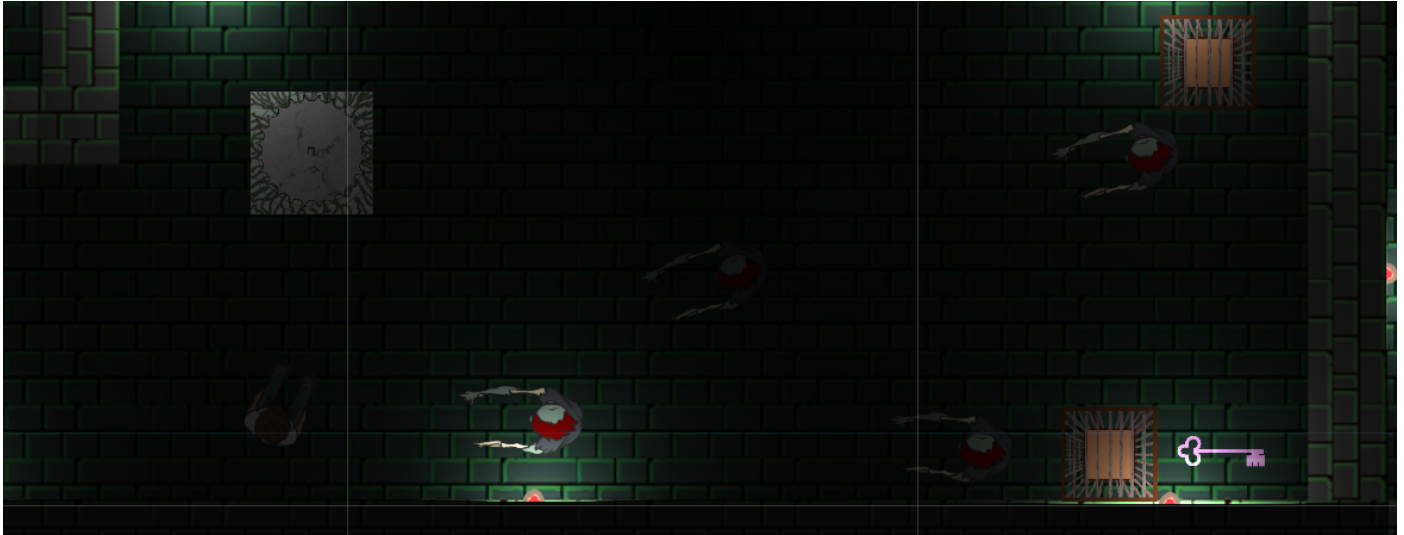

Gauntlet was my second main influence, mainly due to its use of spawners to punish the player for trying to wait and gain an advantage over the enemies
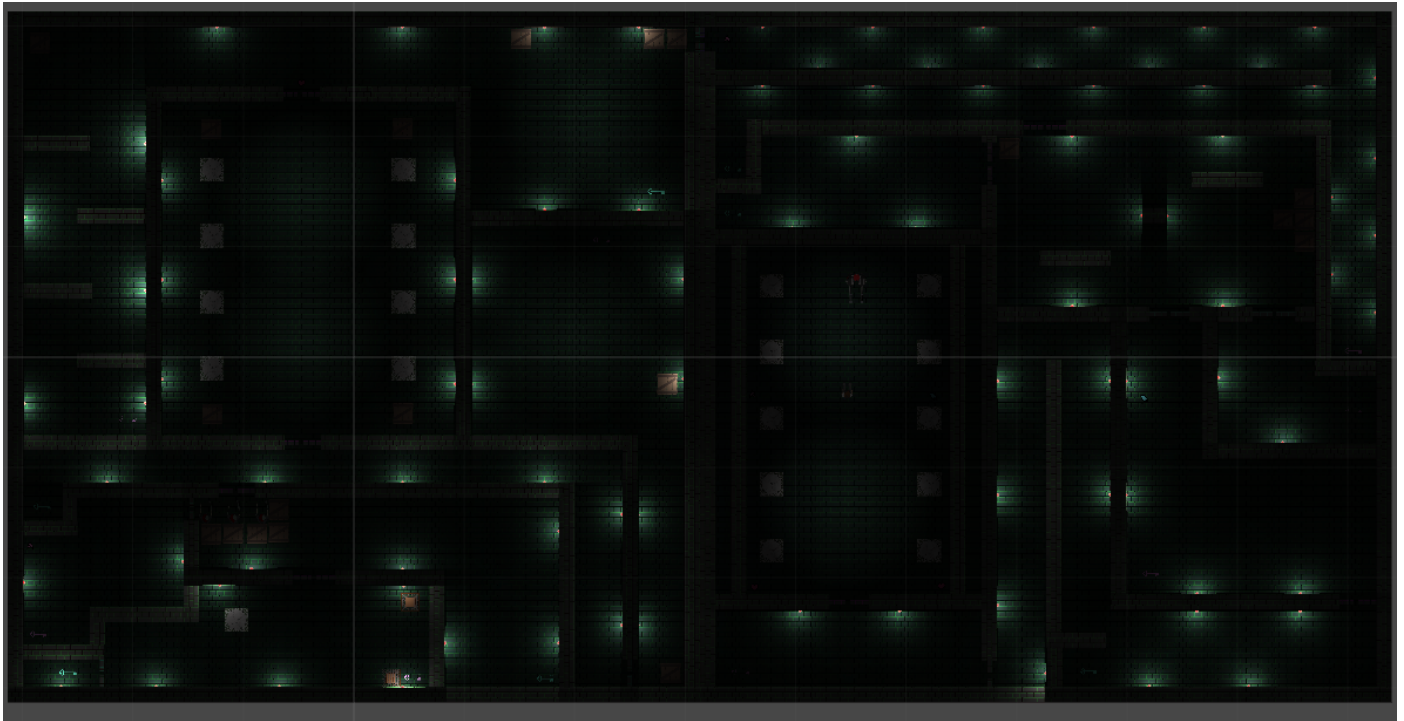
6.5 Look & Feel

Dark environment lit sparingly used to create a sence of atmosphere within the game
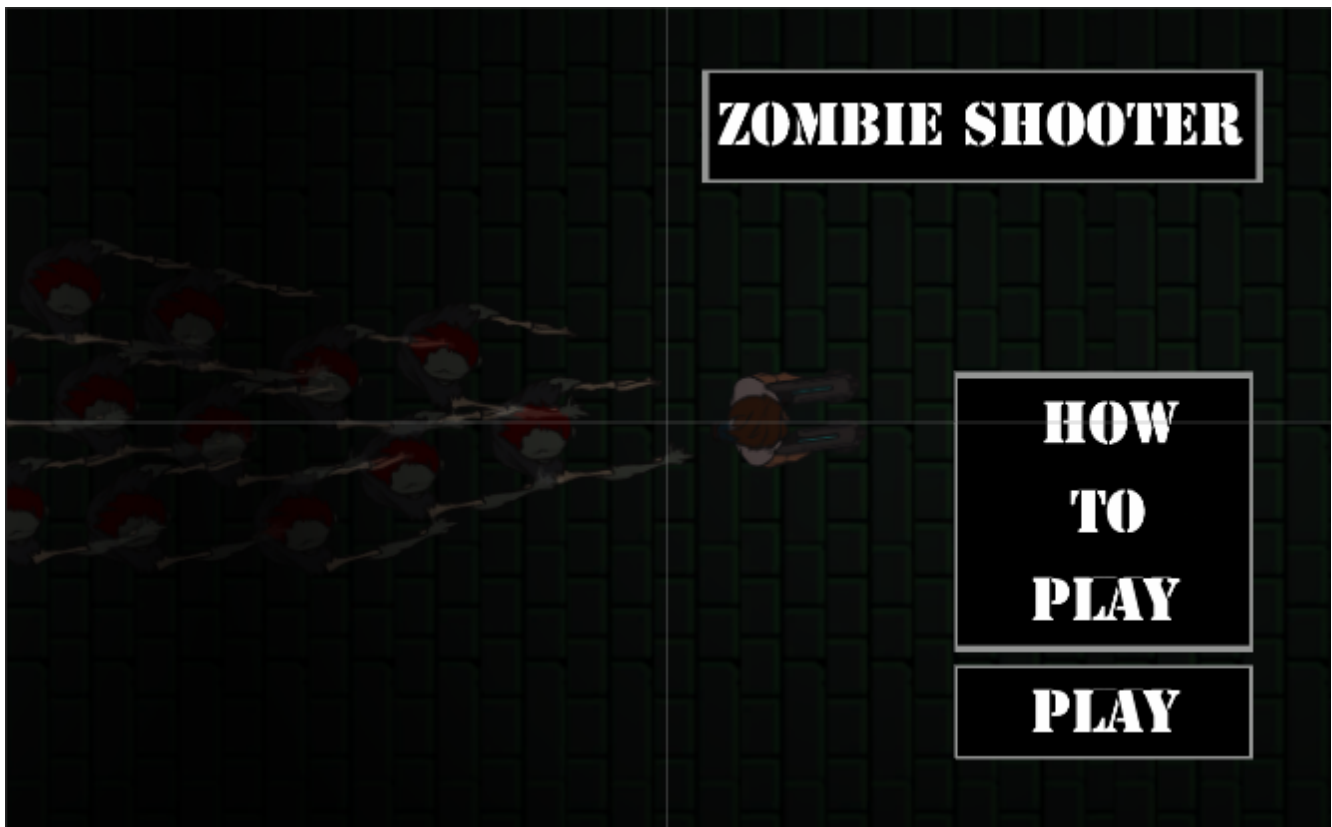

Final boss battle even less lit, to attempt to add more tention, also a change in music.

A top Down look at the entirety of my level (note: lots of the game objects are disabled as they are only enabled as you walk through the level)
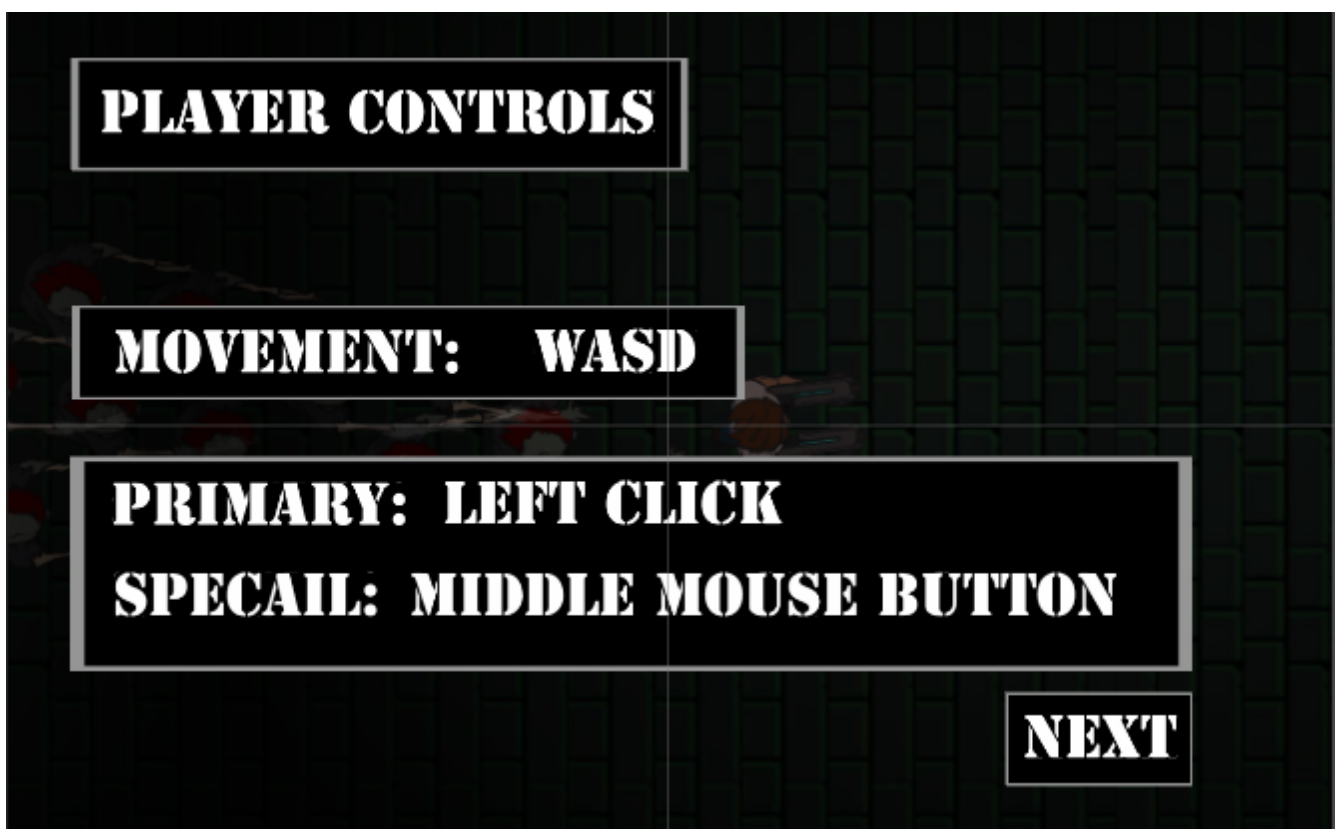

This is the Static Main menu screen, which is the first screen the user see's upon starting the game.

Here the main UI can be seen in the top left, when the player has a powerup it is displayed in the same box manner on the top right.
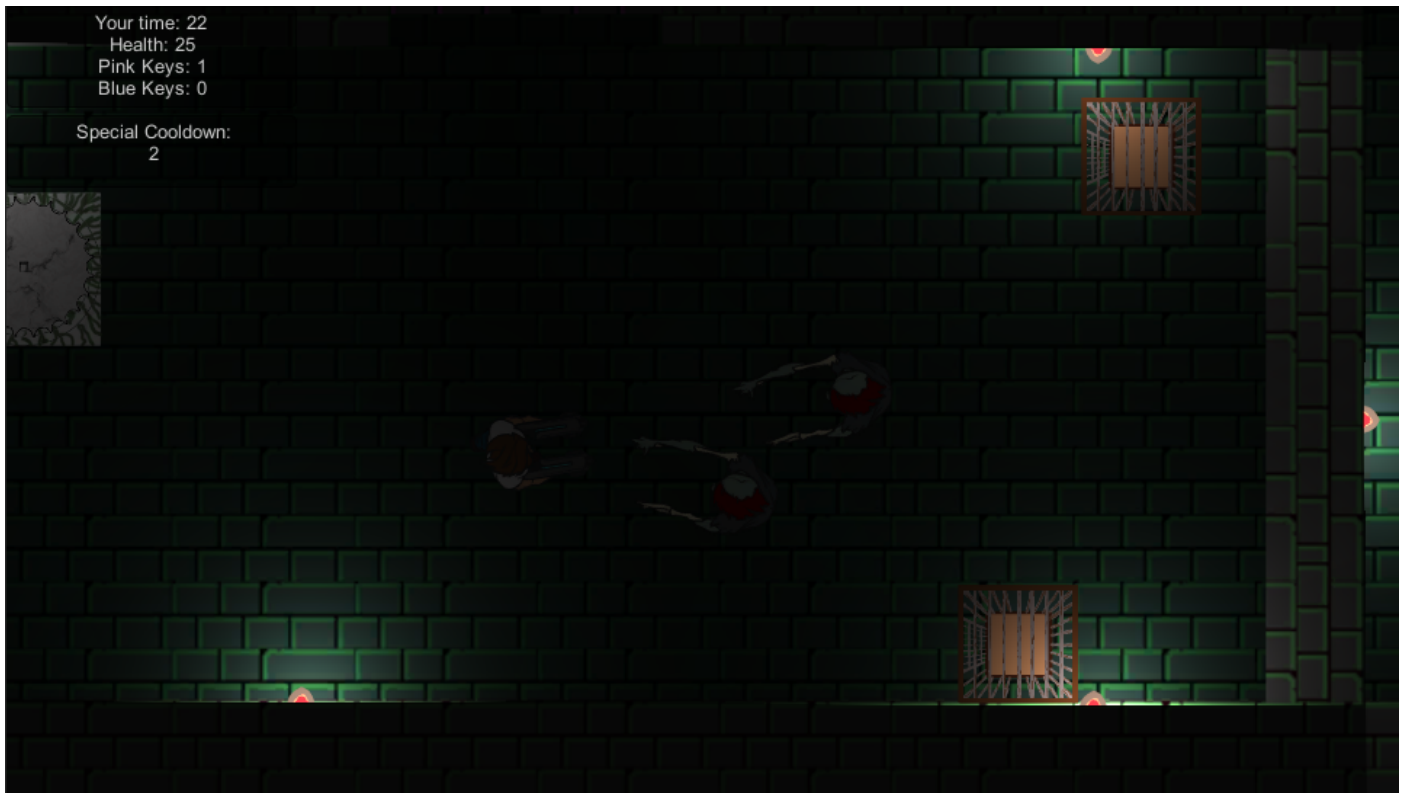
Below is the first screen that the player see upon clicking the "How To Play" button the menu screen

Next is the Second "How To Play" screen that is displayed to the player upon the "Next" button being clicked on the previous image. The "Main Menu" button takes the user back to the menu.
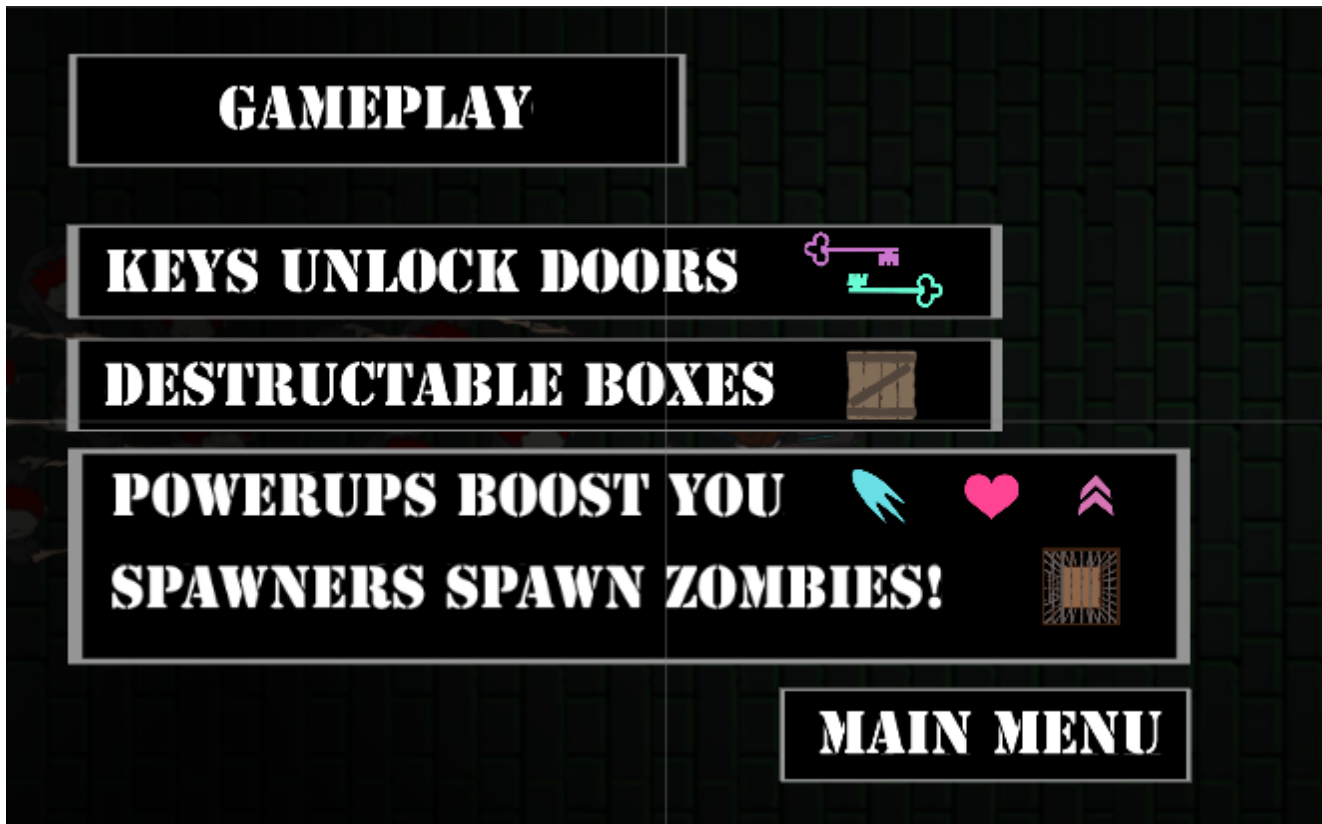
Provide visual overview and represent core mechanic in Include initial concept art, characters, environment, UI, level design, menus, scoring…

7. Data storage
7.1 Local data
Nothing is currently being stored locally

7.2 Online data
Nothing is currently being stored online

7.3 Social data
No social aspects are currently implemented into the game

7.4 Statistical data
None at this time

7.5 Legal and Ethical Considerations
Target age = 16+ this is because of the violence that is incorporated into the games core mechanics and the language that is in one of the sound bytes

8. Gameplay

8.1 World

      The world is a confined area within which the player resides and cannot leave, until they complete the level

8.2 Object types

The player can interact with the spawners as he/she can destroy them using bullets , this is also the case for destructible crates that are present.

Can also interact indirectly with all of the enemies as the player location determines several factors about their behaviour (e.g. where they look), also interact directly by shooting them

Can turn on and off enemy spawners depending on where in the area the player is.

Can Open doors by collecting their keys and colliding with them.

      Game objects the player can directly and indirectly interact with.

8.3 Controls

      WASD is used to control "Barry"'s movement

      The mouse is used to aim

      Left click to primary fire

      middle mouse for special attack when off cooldown

      and esc to pause the game

8.4 Direct control

      W = forward

      A = Left

      S = Backwards

      D= Right

      ESC=pause

      LeftClick=Primary Fire

      MiddleMouse=Special

      the mouse X, Y are used to manipulate where the character is looking and therefore aiming

8.5 Indirect control

      Enemies move at a predetermined rate towards the players location in the game

      The Final Boss switches between his different firing states automatically depending on the position of a timer

9. Supported hardware/platforms/devices
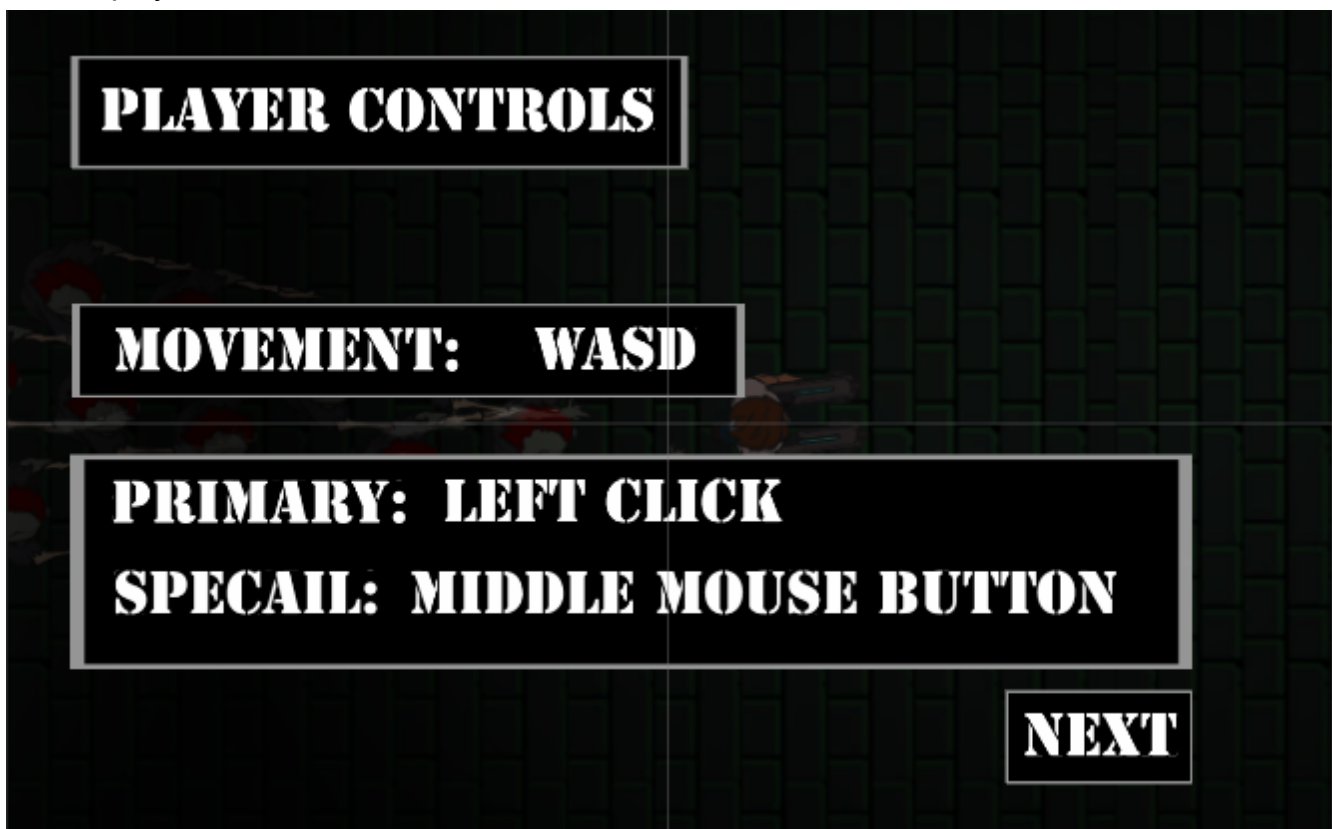
      Keyboard, Mouse
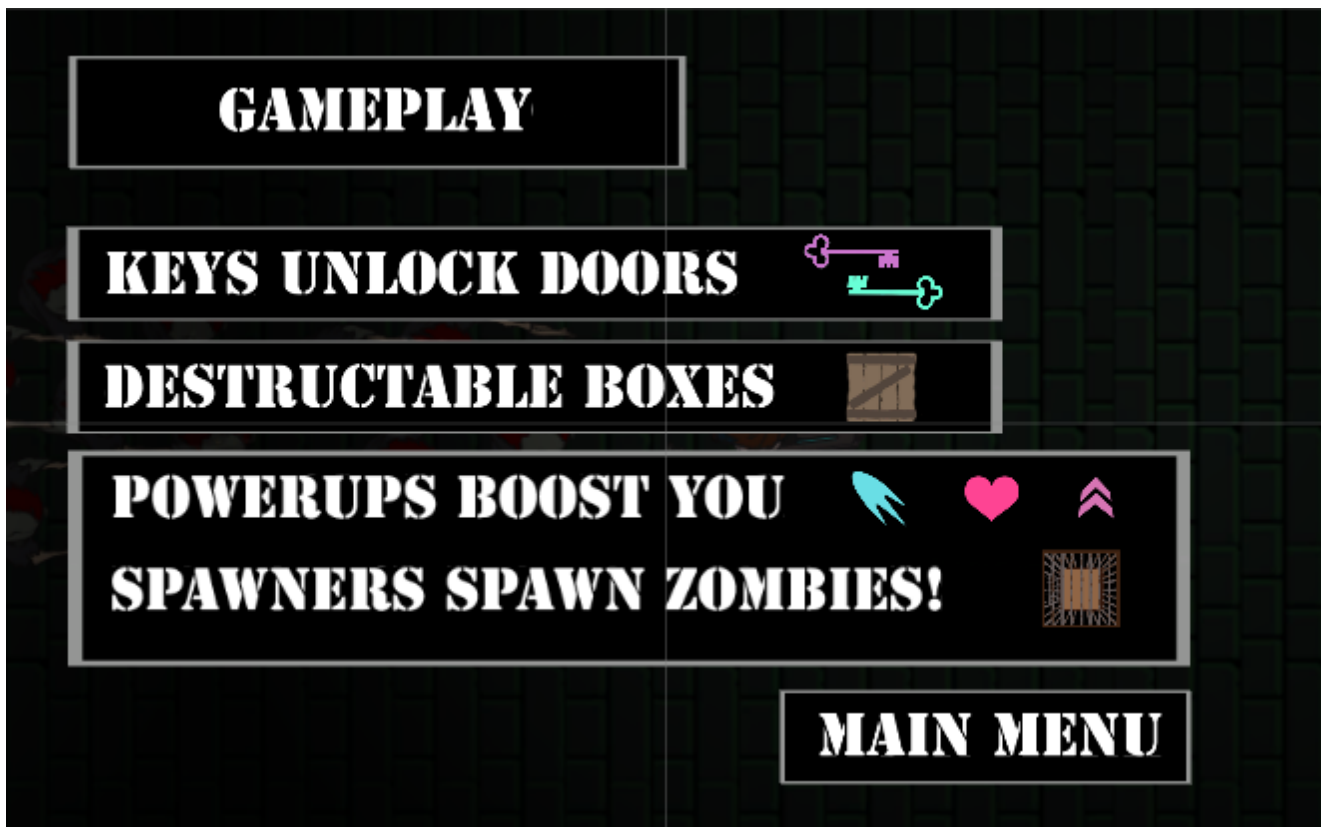
10. Screens & Menus
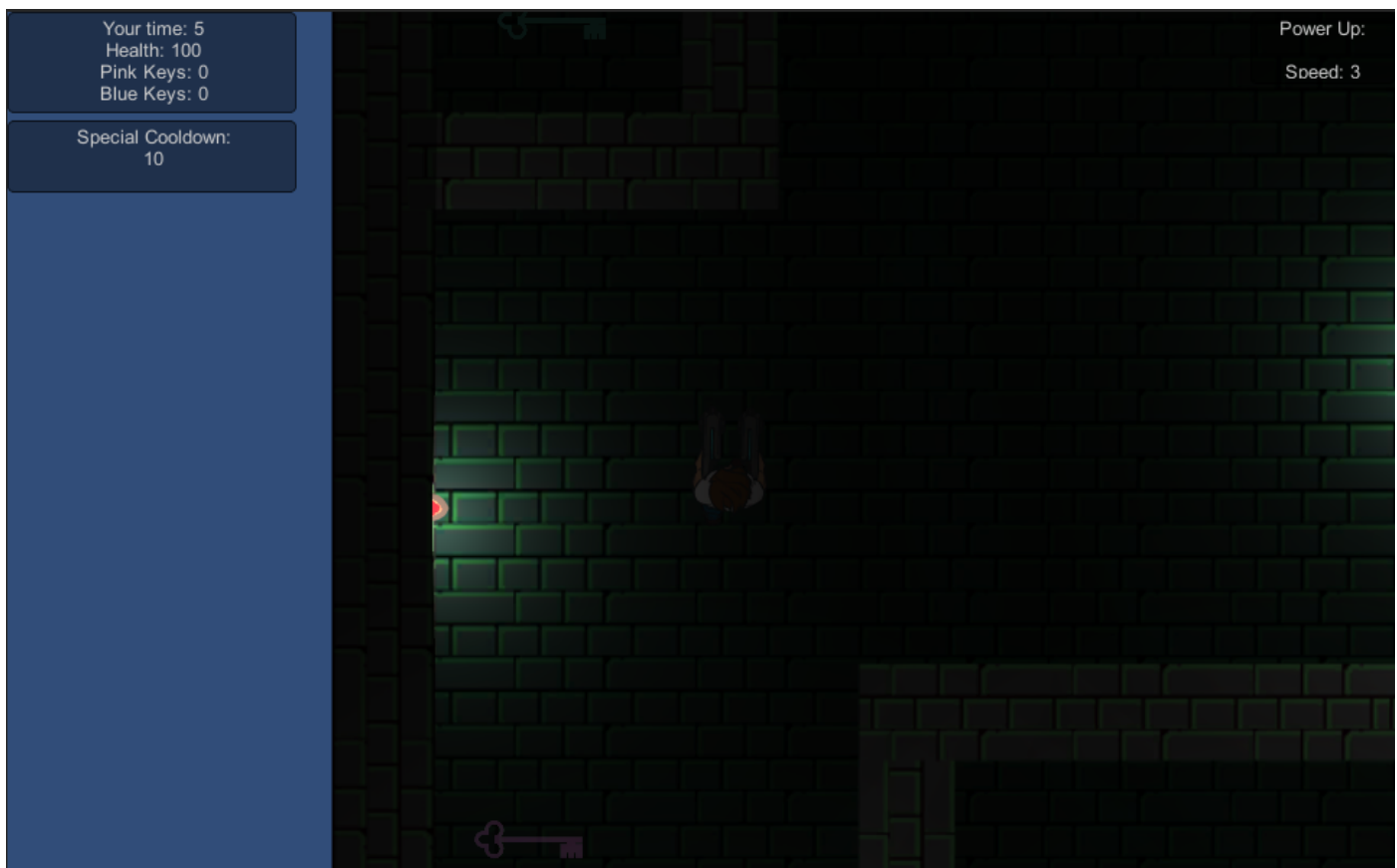
10.1 Splash Screen

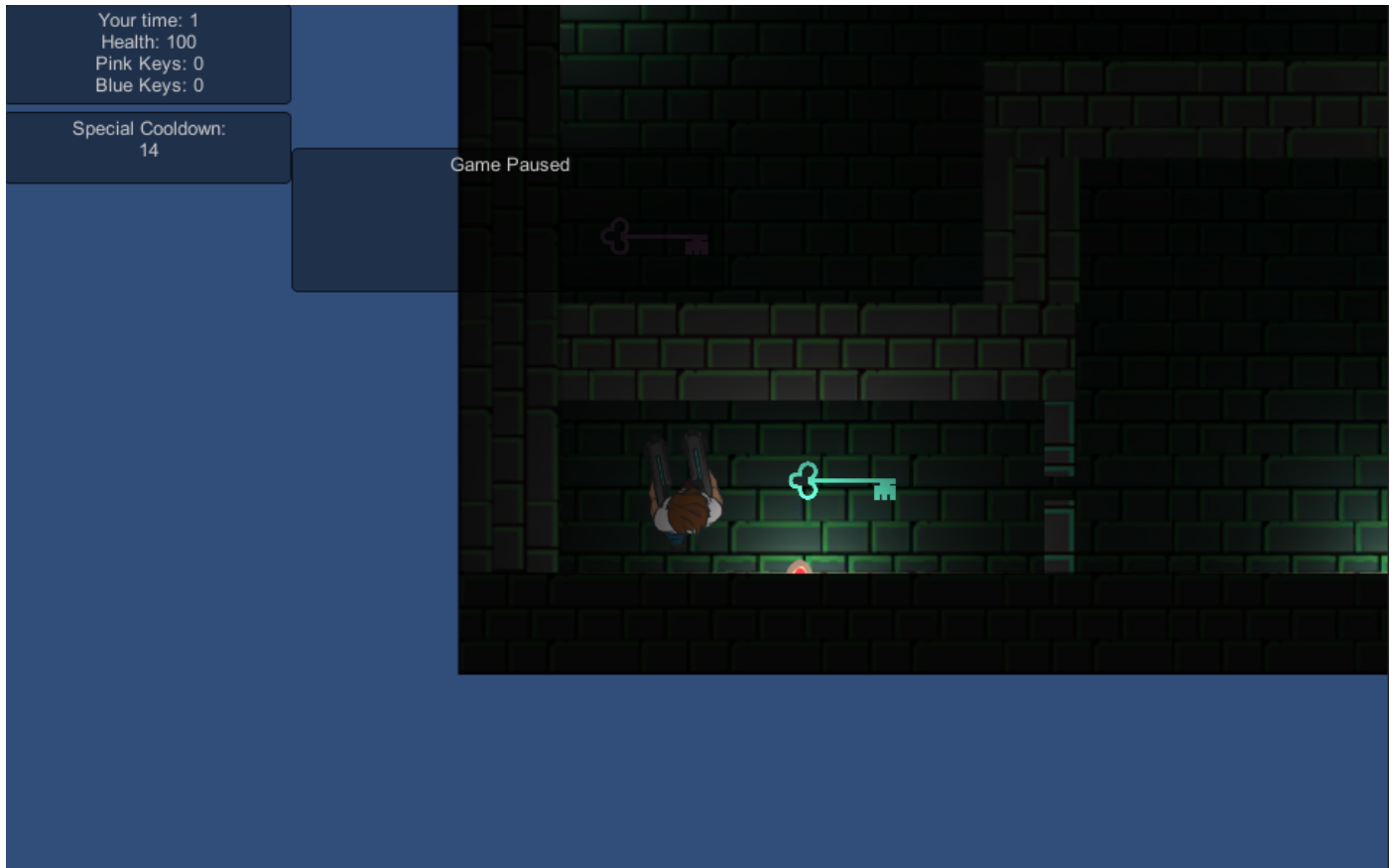   Start screen/Main menu

How to play screens

10.2 Game Interface

10.3 Pause menu

currently no option are available on game pause, the game can be resumed by pressing the pause button again.

10.4 Options

Currently None

10.5 Game Over

No high scores are stored at the moment.

11. Credits

Iss-plymouth:- base scripts and base artwork

https://www.youtube.com/user/mybringback :- several useful tutorials

Kevin Macleod:- all of the background music used
"Unseen Horrors" Kevin MacLeod (incompetech.com)
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http://creativecommons.org/licenses/by/3.0/
"Come Play with Me" Kevin MacLeod (incompetech.com)
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