Game Design Document

YAC

YET ANOTHER COMMANDO

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Version: 1.0

August 04, 2016

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# Changelog

**Version 1.0**

* Initial concept, design and description of basic game mechanics and reference titles

# Concept

## Overview

Fast paced 3D vertical scroller shooter resembling old NES games such as Commando and Ikari Warriors. With very simple controls suitable for mobile platforms, the game sets a pace for play, and the player must react quickly to the changing environment.

## Premise

A highly trained military asset is the last resort in a large scale conflict. In order to accomplish his mission, he must pass through enemy territory destroying as many opposing units as possible.

## Objective

The main objective of the game is to keep your character alive by destroying as many enemy units as possible until you find the exit point in each level. The exit point can be a door, a button/switch, a checkpoint or an element to be destroyed. Some levels may have secondary objectives such as to unlock passages, find secrets, escort prisoners, kill certain foes or free friendly units.

## Structure

Game is divided in chapters with each chapter later subdivided in levels. Each level can be played independently although they are expected to give the player a sense of progressively increasing difficulty. No inventory system or complicated character customizations.

## Unique traits

A rule of thumb is any new game concept should have at least three unique selling points (USPs). These are elements that customers would see on the back of the box to entice them to buy the game (marketing bulletpoints).

## Platform

Mobile Devices: iOS 8+, Android 5.0+ (API21), Windows Phone 8.1

Minimum operating system versions are imposed by the game engine (Unity 5.x)

## Genre

Run and gun shooter: a shoot 'em up in which the protagonist fights on foot, sometimes with the ability to jump. Run and gun games may use side scrolling, vertical scrolling or isometric viewpoints and may feature multidirectional movement.

## Rating

Describe the ESRB rating you are aiming for with your game. Try to include the content descriptors that you expect to receive. Ratings and content descriptors can be found here: http://www.esrb.org/ratings/ratings\_guide.jsp

## Target audience

Every game needs to have a target customer in mind. The most basic demographic include age, gender. Ideally, you want to cover psychographics and positioning here.

## Competitive analysis

Describe the games that will likely attract the same target customers as the proposed game. It should include a list of relative strengths for each competitor and a side-by-side comparison across all competitors and the proposed game.

## Financial analysis

What is the argument for making the game? The components of the analysis are budget, projected sales, and return on investment.

## Technology

Development:

* Unity 5.x
* Android SDK
* iOS SDK
* Windows Phone SDK

Distribution:

* Apple Store
* Google Play
* Windows Mobile Store

# Team

## Producers

Nicolas Lebedenco  
Thiago Borda

## Developers

Nicolas Lebedenco  
Thiago Borda

## Game **Designers**

Nicolas Lebedenco  
Thiago Borda

## Contributors

### Visual Assets

Add names of companies/individuals that contributed with assets used in the game

### Audio Assets

Add names of companies/individuals that contributed with assets used in the game

# Features

## General

## Game play

### Player movement

### Player actions

### Combat

### Weapons

### Items

### Camera

#### Perspective

#### Control

### User interface

#### Gui

#### Hud

## Multiplayer

# Game world

## Elements

### Overview

### Key locations

### Travel

### Scale

### Objects

### Time

## Game engine

### Render

### Textures

### Lights

### Shadows

### Audio

### Terrain

### Water

### Particles

### Physics

### Input controls

# Game characters

## Player characters

## Enemies

## NPCs

# Music and Sound FX

# Visual style

# Level design

## Skills

## Obstacles

### Enemies

### Non-Enemies

## Level progression

# Reference titles

## Rambo: First Blood Part II / Ashura (阿修羅) / Secret Command - Sega Master System

## Assault Commando

## Assault Commando 2

## Minigore 2

# Appendix A: User Interface Layout

# Appendix B: Character Animation

# Appendix C: Story