**VIETNAM NATIONAL UNIVERSITY – HO CHI MINH CITY**

**INTERNATIONAL UNIVERSITY**

**SCHOOL OF ELECTRICAL ENGINEERING**



**Object-oriented Programming**

**GAME DESIGN DOCUMENT**

**Submitted by**

[Your name and Your ID number here]

[Your name and Your ID number here]

Date Submitted: [insert date]

Date Performed: [insert date]

Lab Section: [insert section]

Course Instructor: [insert instructor]

# GAME OVERVIEW

## Working title

## Treasure Explorer

## Elevator pitch

## We're developing an open-world RPG game set in a medieval fantasy world inspired by European folklore. In this project, we will be using the Java langague to create 2 dimensions game.

# Concept

## Overview

* **Genre:** Open-world RPG / Action
* **Target audience:**
  + **Age:** 15-30
  + **Gender:** Male/Female
  + ...
* **Monetization:** TBA (to be announced)
* **Platforms & system requirements:**

## Non ray tracing requirements: Minimum: In-game graphics preset low.

## Resolution: 1080p. Expected FPS: 30.

## OS: 64-bit Windows 10.

## Processor: Core i7-6700 or Ryzen 5 1600.

## Graphics card: Geforce GTX 1060 6GB or Radeon RX 580 8GB or Arc A380. Vram: 6 GB.

## Ram: 12GB.

## Storage: 70 GB SSD.

## Recommended: In-game graphics preset: high.

## Resolution: 1080p. Expected FPS: 60.

## OS 64-bit Windows 10.

## Processor: Core i7-12700 or Ryzen 7 7800X3D.

## Graphics card: Geforce RTX 2060 Super or Radeon RX 5700 XT or Arc A770. Vram: 8 GB.

## Ram: 16 GB.

## Storage: 70 GB SSD.

## Ultra: In-game graphics preset: ultra. Resolution: 2160p. Expected FPS: 60.

## OS: 64-bit Windows 10. Processor: Core i9-12900 or Ryzen 9 7900X.

## Graphics card: Geforce RTX 3080 or Radeon RX 7900 XTX. Vram: 12 GB.

## Ram: 20 GB.

## Storage: 70 GB NVME. Ray tracing requirements: Ray tracing minimum: In-game graphics preset: ray tracing low.

## Resolution: 1080p. Expected FPS: 30.

## OS: 64-bit Windows 10. Processor: Core i7-9700 or Ryzen 5 5600.

## Graphics card: Geforce RTX 2060 or Radeon RX 6800 XT or Arc A750. Vram: 8 GB.

## Ram: 16 GB.

## Storage: 70 GB SSD.

## Ray tracing recommended: In-game graphics preset: ray tracing ultra.

## Resolution: 1080p. Expected FPS: 60.

## OS: 64-bit Windows 10. Processor: Core i9-12900 or Ryzen 9 7900X.

## Graphics card: Geforce RTX 3080Ti or Radeon RX 7900 XTX. Vram: 12 GB.

## Ram: 20 GB.

## Storage: 70 GB NVME.

## Ray tracing Overdrive: In-game graphics preset: ray tracing overdrive.

## Resolution: 2160p. Expected FPS: 60.

## OS: 64-bit Windows 10.

## Processor: Core i9-12900 or Ryzen 9 7900X.

## Graphics card: Geforce RTX 4080. Vram: 16 GB.

## Ram: 24 GB.

## Storage: 70 GB NVME.

## Theme and setting

Neverwinter Days is a role-playing game set in a historical fantasy version of medieval Europe. The player takes on the role of the Chosen One and gets to explore an open world of 450 square kilometers. While the geographic setting of the game is historically accurate, the game features many supernatural elements.

Learn more about the Locations, Story, and Characters of the game.

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# Project scope

## Our team

* **Dev: Thai Quang** Tinh, Nguyen Trong Thuan
* **Design:** Hoang Thien An
* **Art:** Nguyen Loi
* **GDD: Nguyen huynh Minh Duc**

## Budget

|  |  |
| --- | --- |
| Spend Type | Planned |
| … | … |
| … | … |

## Time line