**Training Grounds**

*Game Design Document (GDD)*

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# **Description of Game**

Training Grounds is a MMO FPS survival action game built with Unity 2017.3.1f1. Players will join the Training Grounds Virtual Combat Academy and engage in single player, or team battlefield survival in different environmental and weather conditions.

# **Story**

The Training Grounds story will take place in a near future with an ever-growing threat of World War, and will be on a virtual battlefield designed to enhance single-player or team first person shooter survival combat. The story will revolve around citizens joining the Training Grounds Virtual Combat Academy to prepare themselves to survive the war and the possibility of world destruction.

# **Battlefield**

Training Grounds will take place on a virtual battlefield designed for single player or 4-person squad survival. The virtual battlefield will also be able to change between different environment and weather settings to give the feel of different maps or types of training combat. The battlefield and combat will include the following elements:

* Open World Map
* Different Biomes
* Environmental Effects
* Weather Conditions
* Towns / Cities
* Multiple Types of Weapons
* Multiple Types of Tools
* Camouflage
* Destruction

# **Screen Mockups**



