Space Game

<Your Company Logo Here>

Revision: 1.0.0

Written by: Benjamin Goodwin

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

License

If you use this in any of your games. Give credit in the GDD (this document) to Alec Markarian and Benjamin Stanley. We did work so you don’t have to.

Feel free to Modify, redistribute but **not sell** this document.

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

[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#_421ijgnpyvmc)

[Project Scope](#_rdb2xo3rjh0s)

[Influences (Brief)](#_155cm8v36jpc)

[- <Influence #1>](#_c6nxu1rzd2cc)

[- <Influence #2>](#_ssiemceczw16)

[- <Influence #3>](#_31bxzkfeuvl6)

[- <Influence #4>](#_o4f1wa5aq6q3)

[The elevator Pitch](#_337xnergkz1b)

[Project Description (Brief):](#_z7oe7x50rpf3)

[Project Description (Detailed)](#_exbmsy55zuvb)

[What sets this project apart?](#_s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#_a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#_jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#_y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#_lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#_kct9c2l3dr9p)

[Story and Gameplay](#_6pmf08ssy6y0)

[Story (Brief)](#_ctv1wxi9dpll)

[Story (Detailed)](#_kqt2h5q76zyt)

[Gameplay (Brief)](#_ejtq4v6r30ui)

[Gameplay (Detailed)](#_cl69l94amjmx)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- 3D](#_xdk2cy4n4ovn)

[- Sound](#_f8xx8iwg5gs9)

[- Code](#_ky1qxs88utre)

[- Animation](#_isk96p5euy3r)

[Schedule](#_kmt9zaowjejr)

[- <Object #1>](#_r3fjjzh8krjg)

[- <Object #2>](#_j584764hn4bz)

[- <Object #3>](#_lbj31oz0xb3v)

[- <Object #4>](#_p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre

- Narrative motion novel

## Core Gameplay Mechanics Brief

- dialog trees to reveal story

- beautiful designs for backdrops

- Narrative as a core mechanic

## Targeted platforms

- Mobile

- Pc/Mac

- <Example Platform #3 Here>

## Monetization model (Brief/Document)

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## Project Scope

- <Game Time Scale>

- Cost? (How much will it cost?)

- 8 weeks

- Team of 6

- Art-

Mark D-

3D Artist

Designing the common living quarters

Mark E-

2D Artist

Main character Design

Eric-

3D Artist

Designing the cryogenic room

Dylan-

3D Artist

Designing Cockpit

Dhanni

3D Artist

Designing BedRoom

- Design/ Programming

Ben

Scrum Leader

2D 3D artist

Writing story

## Influences (Brief)

### - Alien

- Movie

- Ship design and sci-fi story inspiration.

### - Rose Of Winter

- Interactive visual novel

- Fungus based dialog trees create story and reveal what is going to happen

### - <Influence #3>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #4>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch

Your character wakes up on an isolated ship from cryogenic sleep and is trying to figure out what exactly has happened. The AI guilds them to fix the ship but all is not what it seems.

## Project Description (Brief):

This a 2D-3D game where you learn what has happened through dialog trees with your ship’s AI. You have no recollection of what happened or why you are on the ship but not all seems quite right.

You learn that the AI has killed your other crew members and all you can do is try to figure out how to turn off the AI and save yourself from the psychotic program bent on killing the members of the ship.

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- Character you want to know what happens to

## Core Gameplay Mechanics (Detailed)

### - Fungus Dialog tree

- Create branching stories that reveal what has happened

By asking questions and exploring what is going on you will figure out that the AI has been waking up the other crew members and killing the off.

- Chose your own adventure

By thinking of the possibilities and exhausting the ideas for dialoge and interaction we will reveal what has happened and the possibility of escape if you can outsmart the AI.

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

<You wake out of cryo sleep and don’t know what exactly is going on. You explore the ship with its AI to find out that the other crew members have been killed. It’s a mystery that you need to solve before your next.>

## Story (Detailed)

After waking from sleep, you hear the AI of you ship first welcoming you to the world. It seems off but you follow protocol until you notice that the other crew members have been killed. After discovering such disturbing news, your mind turns to survival. Who killed you crew and what can you do to stay alive if possible. Will you make it or will you be killed like the rest of your crew.

## Gameplay (Brief)

Using dialoge trees you will learn what happened to your fellow crew mates

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

Character

Main Character

Texture

Room textures

## - 3D

- Environmental Art Lists

Cryo- Stasis Room

Cockpit

Communal living Quarters

Bed room

## - Sound

- Sound List (Ambient)

- Inside

- Quiet space

- Computer noises

- AI talk

- etc.

- Sound List (Player)

- Character Movement Sound List

- general rustling when action is happened

- computer noises

- general hardware noises

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

Fungus

Mapped Dialog-

<https://www.draw.io/#G0B3qf0XZzuUO2OFRSX0xPWC02UHc>

Shareable link

https://drive.google.com/file/d/0B3qf0XZzuUO2OFRSX0xPWC02UHc/view?usp=sharing

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - Stasis Room

- 4-6 weeks

- prototype

- high-poly (no paint)

- Finished background

### - Cockpit

- 4-6 weeks

- prototype

- high-poly (no paint)

- Finished background

### - Character

- 4-6 weeks

- Stand in

- Expressions

- Transitions

### - Living Quarters

- 4-6 weeks

- prototype

- high-poly (no paint)

- Finished background

- Bed Room

-4 Weeks

- prototype

- high-poly (no paint)

- Finished background