

# Generic Blank Game Design Document (GDD) \*DRAFT



***'Don't get lost in the shadows'*** – Samara Brown

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## Game Development Team Members

PRODUCER

You

PRODUCTION MANAGER

You

PRODUCTION COORDINATOR

You

GAME DESIGNERS

You

SYSTEMS/IT COORDINATOR

You

PROGRAMMERS

You

TECHNICAL ARTISTS

You

AUDIO ENGINEERS

You

UX TESTERS

You

# 1 Game Overview

Title: *Melaton*

Platform: PC Standalone

Genre: Action Adventure

Rating: (10+) ESRB

Target: Casual and serious gamers (aging from 13 - 30)

Release date: December 6, 2021

Publisher: SSS Games

## Description:

You wake up in a world shrouded in black and white. You don't remember your name or who you are. You look in the mirror, but there is nothing there. You are faceless. You walk outside the blank canvas which seems to be your home and into a world that is unrecognizable, yet so familiar.

Your goal is to collect polaroid's that are scattered across the map in order to regain the missing pieces of your memory. There are three levels to the game, each one harder than the last. Every time you complete a level, you will unlock a portion of your lost memories.

There are creatures that are part of a dark, unknown entity called The Shadow who have taken over this world and they want to stop you from getting your memory back. You are not a fighter. You must avoid the Shadow and their attacks strategically in order to collect all of the polaroid's and regain your memory.

*Melaton* is a 2D action-adventure platformer with elements of fantasy and psychological horror. While you traverse this dream-like world avoiding The Shadow monsters in search of your stolen memories, you face the question of who you truly are and if you can trust your own mind.

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