

FIGHTERSHIP  
Game Design Document (GDD)



***Interstellar adventure awaits you***

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## Game Development Team Members

### PRODUCER

Sergio Frias

### PRODUCTION MANAGER

Sergio Frias

### PRODUCTION COORDINATOR

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### GAME DESIGNERS

Sergio Frias

### SYSTEMS/IT COORDINATOR

Sergio Frias

### PROGRAMMERS

Sergio Frias

### TECHNICAL ARTISTS

Sergio Frias

### AUDIO ENGINEERS

Sergio Frias

### UX TESTERS

Sergio Frias

# 1 Game Overview

Title: FIGHTERSHIP

Platform: PC

Genre: Survivor/Shooter

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November, 2019

Publisher: SFGaming

Description: Do you love to test your skills and survive against the odds? Do you enjoy destroying everything in your way to get to the finish line? If you answered yes, this interstellar adventure game is perfect for you!

Travel through space and collect ammo and shoot/dodge enemies and barriers until you reach the end and become an official FIGHTERSHIP winner!

## 2 High Concept

Be wise because ammo is not unlimited!

Enemies spawning increases with time.

Shoot and destroy enemies with your super powerful red blast laser to advance.

Fly through ammo boxes to reload on ammunition.

Do not crash!

## 3 Unique Selling Points

- Beautiful soundtrack

- Intense sound effects

- Smooth and simple UI

## 4 Platform Minimum Requirements

Any PC should be fine

## 5 Synopsis

You're all alone to navigate your way through a dangerous spacey adventure

## 6 Game Objectives

Reach the finish line

## 7 Game Rules

You are restricted to fly around the scrolling screen space

You can't collide with any enemies or barriers

Enemies are weaponless, but are suicidal colliders looking to end your adventure

Enemies come from a highly advanced civilization and can travel through barriers

The wood barrier is 1HP

The brick barrier is 2HP

The stone barrier is 3HP

## 8 Game Structure

Menu Screen with options to load: game, instructions, credits, or quit

Instructions and credits allow you to revert to menu screen

Game is played until you win or lose

Win-Screen/Lose-Screen allow you to revert to menu screen

## 9 Game Play

Forward = Up-Arrow, Backward = Down-Arrow, Rotate = Left-Arrow/Right-Arrow, Shoot = S

## 10 Players

Single Player (FighterShip with laser beam shot) against CPU (Enemy Ships-weaponless colliders)

## 11 Player Line-up

Player



Enemy



## 12 Credits

### Sprites

Fighter Ship

<https://opengameart.org/content/transforming-fighter-ship-1>

Stars on Menu Screen

<https://opengameart.org/content/space-background-8>

Laser

<https://opengameart.org/content/sci-fi-space-simple-bullets>

Wood Texture

<https://opengameart.org/node/21050>

Brick Texture

<https://opengameart.org/content/brick-texture>

Stone Texture

<https://opengameart.org/content/stone-texture>

Ammo Box

<https://opengameart.org/content/pixel-wooden-crate>

Enemy Ship

<https://opengameart.org/content/simple-spaceship-0>

### Sounds

Ship Explosion

<https://opengameart.org/content/explosion-0>

Laser

<https://opengameart.org/content/laser-fire>

Barrier Explosion

<https://opengameart.org/content/boom-pack-1>

No Ammo

<http://soundbible.com/1540-Computer-Error-Alert.html>

Ammo Power Up

<https://opengameart.org/content/8-bit-powerup-1>

SoundTrack

<https://opengameart.org/content/the-mission-0>

### Code References

[http://quill18.com/unity\\_tutorials/](http://quill18.com/unity_tutorials/)