Archer Defense

(NEED BETTER NAME)



Crankshaft Games

Revision: 0.0.1

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

* Fantasy Theme
* Forest Setting
* Orc/Ogre Enemies
* Human Archer Player

## Core Gameplay Mechanics Brief

- Fire arrows at incoming enemies

- Enemies approach player with different speeds and movements

- Players arrows bounce off walls, enemy shields and player shields

- When enemies reach player the player loses health

## Targeted platforms

- PC

## Project Scope

- Game Time Scale

- 10 weeks

- Team Size

- Core Team

- Timothy Reynolds

- Programmer

- Ben Milette

- Programmer

- Tyler Rose

- Programmer

- Licenses / Hardware / Other Costs

N/A

- Total Costs with breakdown

* Zero dollars, hopefully

## Influences (Brief)

### - Influence #1

- Space invaders

- Approaching enemies that progress towards player and must be destroyed before they reach players area.

### - Influence #2

- Brick breaker

- Bouncing arrows that can be reflected to do more damage

## The elevator Pitch

Brick breaker meets space invaders in fantasy world.

## Project Description:

The player must fire arrows in order to defeat the approaching enemy, gaining more projectiles as time goes on and they defeat their foes. Enemies will approach from the top of the screen, moving at different speeds and with different movement patterns. The player can move back and forth across the bottom of the screen, firing projectiles with the mouse and using their shield to reflect back any returning arrows.

# 

# What sets this project apart?

- Few “Shoot ‘Em Up” games have projectiles bounce

- Few “Breakout” games have enemy types and attacks

- (Upgrades for the Player’s arrow attack? Shield?)

- Reason #4

## Core Gameplay Mechanics (Detailed)

### - Core Gameplay Mechanic #1

- Details

Player fires an Arrow projectile, which bounces off of walls to strike enemies

- How it works

Based on mouse position, an Arrow launches from the player and continues along a vector. Using collision, it bounces around and can hit enemies from behind or the side.

### - Core Gameplay Mechanic #2

- Details

Enemies approach Player at the bottom of the screen, using different movement paths and attacks

- How it works

Simple Enemies move in a slower, simpler path without attacking, but can damage the Player upon collision. Complex enemies may move in different patterns, and can attack by shooting projectiles.

### - Core Gameplay Mechanic #3

- Details

Barricades are used by Enemies to protect themselves from Arrows

- How it works

Complex Enemies can hide or avoid the Arrow from direct hits, but are susceptible to attacks from behind or the side.

# Story and Gameplay

## Story (Brief)

The Players village is under attack from monsters, and as the only archer, they must defend it. (and survive the day/night?)

## Story (Detailed)

Go into as much detail as needs be

Spare no detail

Use Mind Mapping software to get your point across

## Gameplay (Brief)

Player moves horizontally, firing arrows at an angle, trying to shoot the enemies. Arrows can bounce around the world.

## Gameplay (Detailed)

Player moves along the x-axis at the bottom of the screen, while the mouse position changes the angle the arrow projectile follows. The arrow can bounce along the side and back “walls” or screen hitting enemies. Enemies approach the player from the top of the screen, using different movement patterns and attacks to try and kill the player. (The player must kill all the enemies in a set amount of time to win?)

# Assets Needed

## - 2D

- Textures

- Background

- Enemies

- player

- arrows

## - Sound

- arrow firing sound

- arrow bouncing sound

- monster growling

- monster dying sound

- background music

- player taking damage noise

- got another arrow noise

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Character movement

- Character fires arrow

- Ambient Scripts (Runs in the background)

- Collision script

- Player gets new arrows

- NPC Scripts

- Enemy approach patterns

## - Animation

- Character Animations

- Player

- Fire

- Hold up shield

- Walk

- die

- NPC

- Walk

- die

# Schedule

### - Documentation

- oct. 20th

- GDD

- group assessment

- assignment questions

### - Alpha

- Nov. 5th

- one enemy

- player movement/shooting

- arrow mechanics

### - Beta

- Nov. 24th

- Multiple enemy types

- Enemy waves

- Player aquiring arrow mechanics

### - Final

- Dec. 9th

- Polishing bugs

- Final assets