<Your Game Name Here>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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[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

- <Fantasy Archer>

## 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>

## Monetization model (Brief/Document)

None

## Project Scope

- <Game Time Scale>

- Nothing

- 10 weeks

- <Team Size>

- <Core Team>

- Timothy Reynolds

- Programmer

- Ben Milett

- Programmer

- Tyler Rose

- Programmer

- <Licenses / Hardware / Other Costs>

N/A

- <Total Costs with breakdown>

nothing

## 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?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# 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