Game Design Document

Shoot’n Shield



Prepared by

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[Overview](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.ptaao3gc583z)

[Theme / Setting / Genre](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.jatmjqo2xmhr)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.kvz0cxkhwt0s)

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[Project Scope](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.vcjmntatozet)

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[Project Description (Brief)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.vlqzbkm10m0l)

[Project Description (Detailed)](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.qiw1t3dbwz5f)

[What sets this project apart?](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.s4h84uy3suza)

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[Assets Needed](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.6m1256af7s3j)

[2D](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.1wb69txjqarm)

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[Code](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.ky1qxs88utre)

[Animation](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.isk96p5euy3r)

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[Testing and Polishing](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.j584764hn4bz)

[Release](https://docs.google.com/document/d/1axeeBWp683LPU8gCBQQqmquHMYHuG3uhNTN0LjSJBKk/edit#heading=h.lbj31oz0xb3v)

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# Overview

## Theme / Setting / Genre

* + Endless Shooter Indie Game

## Core Gameplay Mechanics Brief

* + Player movement and shooting.
  + Enemy spawning and movement.
  + Health management.
  + Power-ups and upgrades.

## Targeted platforms

* + PC

## Monetization model (Brief/Document)

* + Monetization Type: Free-to-play

## Project Scope

* + Game Time Scale: Endless
    - Cost: Free
    - Time Scale: lifetime
  + Team Size:
    - Core Team
      * Lead Developer: Manages development tasks and oversees project progress. Cost: Free.
      * Game Designer: Designs gameplay mechanics, levels, and balancing. Cost: Free.
      * Artist: Creates game assets including characters, environments, and UI elements. Cost: Free.
  + Licenses / Hardware / Other Costs: No liscence or additional fee required
  + Total Costs with breakdown: None

## Influences

* + Subway Surfers
    - Mobile Game
    - Most popular game for the genre ‘endless’
  + Dinosaur offline game
    - Google Chrome
    - Addictive yet low graphic game
  + Iron Snot
    - Game
    - Addictive, 2d game compatible over devices

## The Elevator Pitch

## "Shoot'n Shield is a fast-paced endless shooter where players must survive endless waves of enemies using their shooting skills to stay alive as long as possible."

## Project Description

## Shoot'n Shield is an addictive endless indie game, featuring intuitive controls, vibrant visuals, and challenging gameplay. Players face off against relentless waves of enemies and upgrades to enhance their abilities and prolong their survival

## Project Description

Shoot'n Shield is a 2D endless game. The player takes on the role of a defender tasked with repelling endless waves of enemies. With simple yet engaging gameplay mechanics, players must shoot the upcoming enemies and obstacles formed to eliminate threats. As the game progresses, enemies become more numerous and formidable, requiring players to adapt and hone their skills to survive.

# What sets this project apart?

* + Endless gameplay with progressively challenging waves keeps players engaged for longer sessions.
  + Visually stunning graphics and yet lightweight for better computation and flow of game.
  + In-depth power-up system allows for customization and variety in gameplay.

## Core Gameplay Mechanics

* + Player Movement and Shooting: Players control their character's movement using on-screen controls and shoot enemies by clicking on mouse.
  + Enemy Spawning and Movement: Enemies spawn from both sides of the screen and move towards the player, with varied speeds and attack patterns.
  + Health Management: Players have a health bar that depletes when hit by enemy attacks.
  + Varieties of enemy: Different type of enemies as per the time goes.

# Story and Gameplay

## Story

* + Humanity is on the brink of extinction as alien invaders swarm the planet. You, as the last line of defense, a knight, must stand against the relentless onslaught and fight for survival.

## Gameplay

* + Survive endless waves of alien enemies using your shooting skills.

# Assets Needed

## 2D

* + Textures
    - Environment Textures
    - Character Sprites
  + UI elements
    - Buttons
    - Icons

## 3D

None needed

## Sound

None Needed

## Code

* + Scripts
    - Player controller
    - Enemy AI
    - Shooting behavior
    - Obstacle spawn

## Animation

* + Character Animations
    - Idle
    - Walking
    - Shooting
    - Attack

# Schedule

## Game Development

* + Milestone 1: Core gameplay mechanics implemented.
  + Milestone 2: Enemy AI and spawning system implemented.
  + Milestone 3: Different types of enemies implemented.

## Testing and Polishing

* + Milestone 4: Bug fixing and optimization.
  + Milestone 5: Balancing and fine-tuning gameplay.

## Release

* + Milestone 6: Presentation and submission to internet if needed.
  + Milestone 7: Post-launch updates and support.