Generic Blank Game Design Document (GDD)


Your Game Logo


Here


***'Catchy Game Tagline'*** - you

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# 1 Game Overview

Title: Awesome Game Name
Platform: PC Standalone + MacOS
Genre: 3D Platformer/Action
Rating: (10+) ESRB
Target: Casual gamer (aging from 12 - 30)
Release date: December 2020
Publisher: BSSS Gaming

Description: Embark on a journey across several landscapes to collect coins and complete quests along the way! This game will consist of navigating your player through a series of levels. Each level will contain a variety of obstacles which may include: fighting enemies, jumping through mazes, and searching for gems to complete quests within the levels themselves. You'll be able to collect powers and weapons on your journey to help you get to your destination more quickly.

# 2 High Concept

- Game Title sets the player on an adventure, where the objective is to navigate the terrain (3D platforms) to reach their objective. The player will need to circumnavigate the terrain via jumping, and crouching. Mini Bosses will try to stop the player from achieving their objectives at each level.
- Contact with the mini bosses will decrease your health. Upon death, you will respawn back to the starting point. Missed contact with platforms from jumping will also result in the characters death, spawning them back to the starting point.

# 3 Unique Selling Points

- Engaging gameplay
- Fantasy story set in a far away world full
- Entertaining game mechanics for a classical feel

# 4 Platform Minimum Requirements

- Processor:
- Ram:
- Graphics:
- Resolution:

## 5 Competitors / Similar Titles

- Crash Bandicoot - originally released in September 1996 by Naughty Dog
- Crash Bandicoot: The Wrath of Cortex - originally released in October 2001 by Universal Interactive Studios
- New Super Mario Bros 2 - originally released in July 2012 by Nintendo

This game draws on the experience from playing other platform games where a player is navigating through obstacles to traverse through multiple levels while facing enemies along the way.

## 6 Synopsis

- Marvin, a space invader from another galaxy, has crash landed onto a remote island on earth. Now, Marvin must find his way back home through treacherous lands.

## 7 Game Objectives

- The objective of this game is to progresse (survive) along the level while navigating their character and jumping on enemies to reach their goal. Your character will collect items (coins) to score points, and each level will present 3 gems that if collected successfully, an extra life will be awarded. Collecting the 3 gems is completely optional and the level may be completed without this. At the end of each level a mini boss will challenge your character before advancing.

### 7.1    Overall Objective

- The goal of the game will be to successfully navigate your player through all three levels of obstacles and challenges without losing all your lives. There will be powerups along the way to help you through your journey and bonuses to collect that will give you more lives to get you to the finish line.

### 7.2    Collecting Coins

- There will be coins scattered through each level - some hidden, some easily accessible. These coins will be counted and contribute to your final score.

### 7.3    Quests

- Quests will be shown to your player throughout the game as a way for you to earn bonuses such as weapons, powers, or extra lives. The quests consist of:

### 7.3.1 Collecting Gems

- Within each level there will be three hidden gem objects. If all 3 are picked up by your player before reaching the end of the level, you will be rewarded with an extra life.

## 8 Game Rules

- Player must avoid falling into lava pits by using platforms - consequence of falling into lava is loss of a life
- Player must make it to the finish line of each level in order to complete the level
- To kill enemies, player will have to jump on the enemies. If done unsuccessfully, the consequence is loss of a life

## 9 Game Structure

- The game is designed with 3 levels:
    - Level 1: Grass terrain meant to introduce the player to enemies. This level uses platforms as a guide and does not contain any pits that may result in loss of life if the player falls of platforms or jumps unsuccessfully.
    - Level 2: Sand terrain meant to introduce the player to more platform based obstacles now that they are accustomed to enemies.
    - Level 3: Mini boss battle

## 10 Game Play

### 10.1 Game Controls

- *Early Stages of Development*

### 10.2 Game Camera

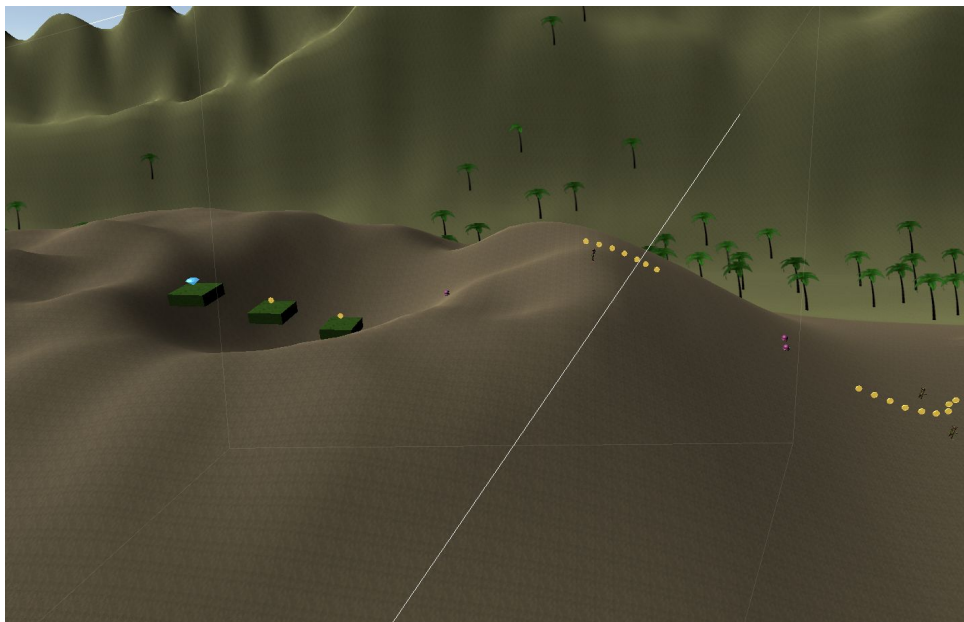- *Early Stages of Development*

#### 10.2.1 HUD

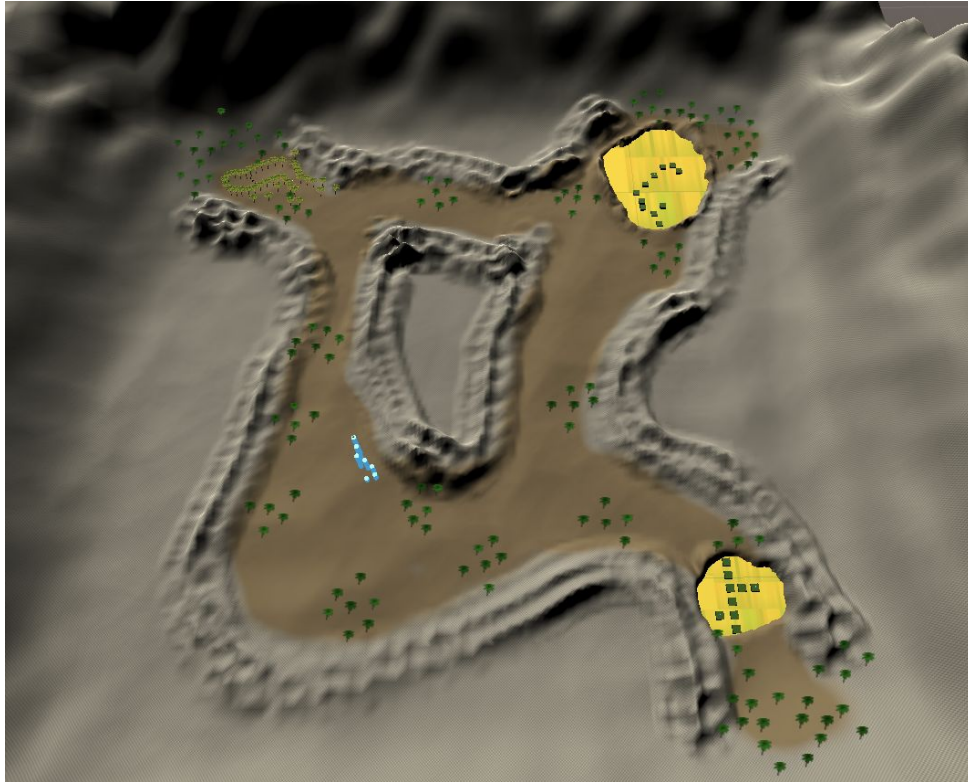- *Early Stages of Development*

#### 10.2.2 Maps

- Level 1 Map

The map above is the terrain for level 1. The Player should make its way along the dirt path crossing platforms and enemies.
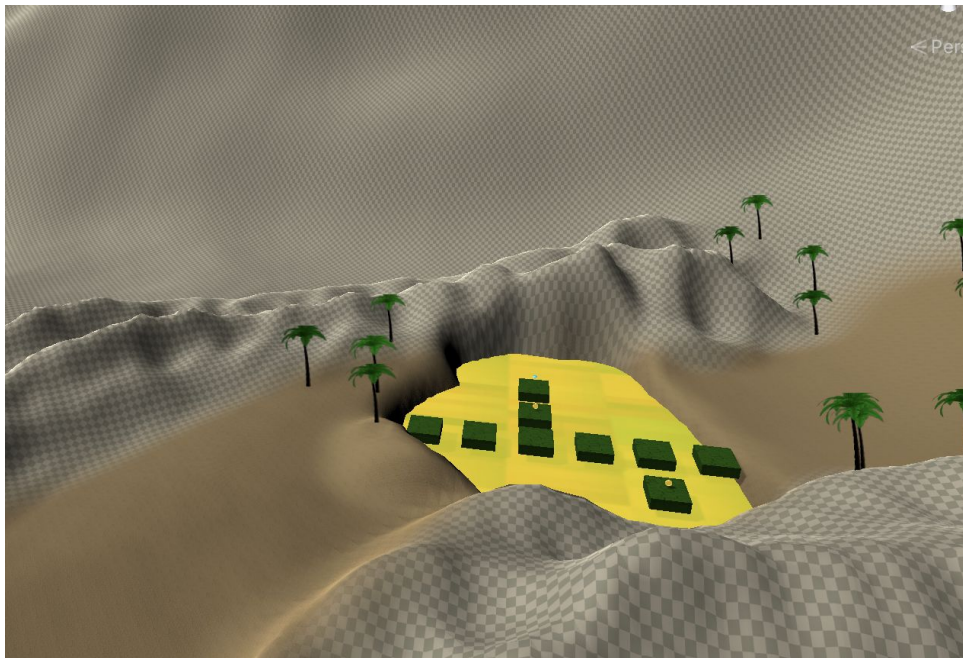


This is a close up of an example obstacle in level 1 where platform obstacles lead to a gem.

- Level 2 Map



Level 2 Map above shows the dirt path the player must take in level 2.

This is a close up of an obstacle in Level 2 where lava is now filling up the pit to the player has no choice but to use the platforms provided.

# 11 Players

## 11.1 Characters



There is only one character by default. This is the 3D character the player will be using.

## 11.2 Metrics

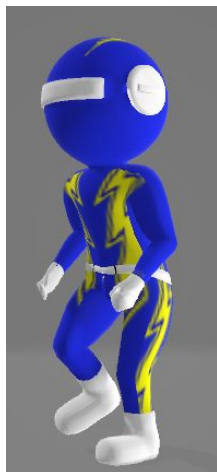Lives: 4 (default)
Speed:
Damage:

## 11.3 States

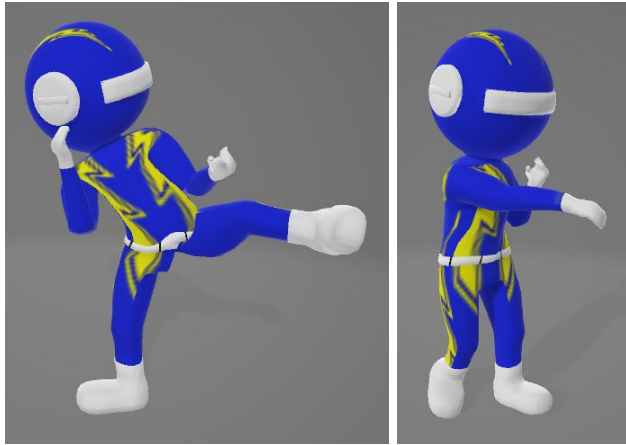**Idle -** When the player is not doing anything, the 3D character is breathing.

**Defense -** Player blocks enemy attacks



**Maneuvers -** Player can grab, walk, jump, crouch and a combination of walk and jump

**Attack -** Player can kick and punch



## 11.4   Weapons

- *Early Stages of Development*

# 12 Player Line-up

- This game will have one player as shown in section 11.1

# 13 NPC

## 13.1   Enemies

- Two enemies will be features in Level 1 and Level 2

- 

### 13.1.1 Enemy States

- These enemies can be killed by throwing a fireball at them or by jumping on top of them. If the player comes into contact with the enemy head on from any side, this will result in a player death

### 13.1.2 Enemy Spawn Points

- Points are not awarded for killing enemies, however enemies are usually guarding coins, gems, or powerups which will aid the player.
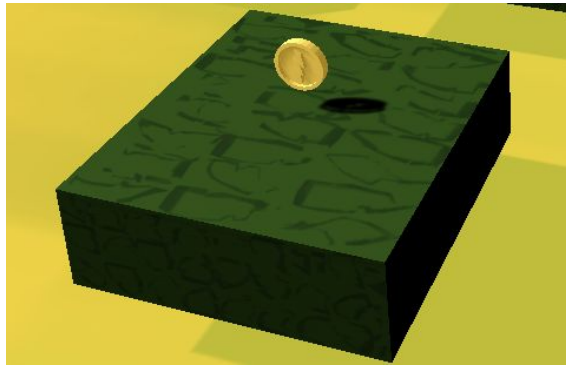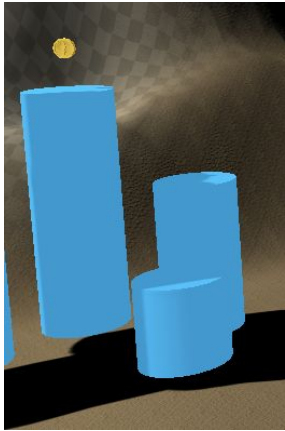
# 14 Art

## 14.1 Setting

- *Early Stages of Development*

## 14.2 Level Design

- Various platforms

- Palm Trees used to guide the player



## 14.3   Audio

- *Early Stages of Development*

# 15 Procedurally Generated Content

## 15.1   Environment

- *Early Stages of Development*

## 15.2   Levels

- *Early Stages of Development*

15.3   Artificial Intelligence NPC

- *Early Stages of Development*

15.4   Visual Arts

- *Early Stages of Development*

15.5   Audio

- *Early Stages of Development*

15.6 Minimum Viable Product (MPV)

This game should feature Menu System where player will have options to start the game, view quests, and quit. This game should have a minimum of 3 levels each of which should feature different platform obstacles of varying difficulty. The player should be able to move around the levels to collect coins and gems. If the player successfully reaches the finish line, they should be transitioned to the next level.


# 16 Wish List
- Use offensive player movement (i.e. kicking, punching) to defeat enemies
- Mini obstacles during the level using hidden entrances


# 17 Bibliography
This is in the early stages of development. Our assets planned are background, player sprites, player animations, enemy sprites, enemy animations, platform sprites.

Main Player Animation:
Labadan, S. (2020, November 10). MainPlayer [FBX].
San Diego: BSSS Gaming.
Animation1: Block
Animation2: Crouch
Animation3: Grab
Animation4: Idle Breathing
Animation5: Jump
Animation6: Kick
Animation7: Punch
Animation8: Walk-Jump

Animation9: Walking

- Scripts:
  - Brackeys -  THIRD PERSON MOVEMENT in Unity
    https://www.youtube.com/watch?v=4HpC--2iowE
  - Brackeys - Smooth Camera Follow in Unity
    https://www.youtube.com/watch?v=MFQhpwc6cKE
- Music:
  - Hikosaemon -  Bass Invaders 167 bpm
    https://soundcloud.com/hikosaemon/bass-invaders-167bpm?in=tokyo-digital-crew/sets/game-and-video-music-master
  - Ty Naka - Blue Circus Remix
    https://soundcloud.com/tyler-nakamura-1/blue-circus-remix?in=tokyo-digital-crew/sets/game-and-video-music-master
  - Hikosaemon - Never Let It End - Mix(radio)
    https://soundcloud.com/hikosaemon/never-let-it-end-mixradio?in=tokyo-digital-crew/sets/game-and-video-music-master
- Terrain:
  - Sand and Grass  -  Free Asset from Unity
    https://assetstore.unity.com/packages/3d/vegetation/trees/palm-tree-123890?free=true&q=island%20grass&orderBy=1

  - Palm Trees - Free Asset from Unity
    https://assetstore.unity.com/packages/3d/vegetation/trees/palm-tree-123890
  - Lava - Free Asset from Unity
    https://assetstore.unity.com/packages/3d/environments/fantasy/free-low-poly-lava-plants-145043