

CUBE SURVIVAL



Game Design Document

'Catchy Game Tagline' – Hoang Tran

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Game Development Team Members

PRODUCER

Hoang Tran

PRODUCTION MANAGER

Hoang Tran

PRODUCTION COORDINATOR

Hoang Tran

GAME DESIGNERS

Hoang Tran

SYSTEMS/IT COORDINATOR

Hoang Tran

PROGRAMMERS

Hoang Tran

TECHNICAL ARTISTS

Hoang Tran

UX TESTERS

Hoang Tran

1 Game Overview

Title: Cube Survival

Platform: PC Standalone + iOS & Android, VR, Xbox, Switch,

Genre: Casual, survival

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)
Serious games

Release date: April 2021

Publisher: Hoang Tran

Description: In the game, you are the cube, and your enemies are the spikes and the gravity force. You need to land yourself on the blue platform and avoid the collision with spike platforms or fall into the abyss. Also, be aware of the spike platform on the top which will reach you gradually as the time passes by.

2 High Concept / Genre

Cube Survival makes you become a cube who needs to land on the proper platforms to survive. On top of your head is a group of spikes which will kill you immediately when you touch them. As the platforms move up, your job is to control yourself to land on the blue platforms below your position. There will be spike platforms which you need to avoid landing on and, the vulnerable platforms which you need leave as soon as it breaks off. The game will restart when you are killed or fall into the abyss.

3 Unique Selling Points

4 Platform Minimum Requirements

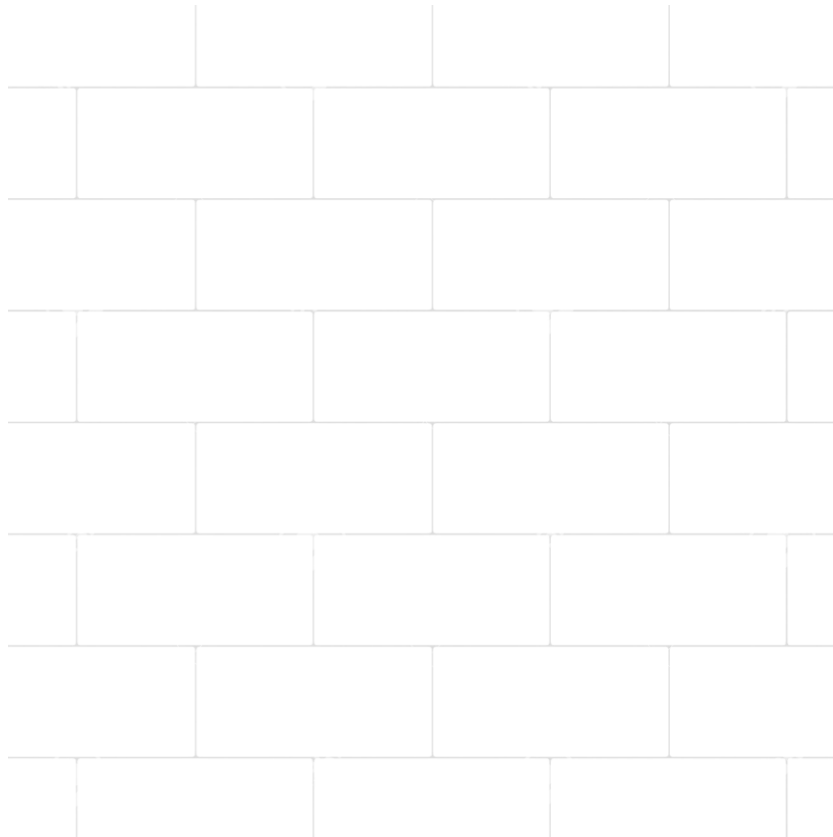
5 Competitors / Similar Titles

6 Synopsis

You are in a twisted situation when you are put in a space where above you is a group of deadly spikes and below you is an abyss. The only way you can survive is landing on the proper platforms.

7 Game Objectives

The objective of the game is to survive as long as possible to score the highest possible points.



8 Game Rules

9 Game Structure

10 Game Play

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15 Procedurally Generated Content

15.1 Environment

15.2 Levels

15.3 Artificial Intelligence NPC

15.4 Visual Arts

15.5 Audio

15.6 Minimum Viable Product (MPV)

16 Wish List

17 Bibliography

Background's source:

“Brick Wall Background.” *Storyblocks*, www.storyblocks.com/images/stock/brick-wall-background-spwglshqdzj6go22ry.

Asset's source:

Tuts, Awesome. “Learn How To Make Games.” *Awesome Tuts*, www.awesometuts.com/homepage.

