**Game Design Document (GDD)**

**Game Title:**

Randomized Ranger

**High Concept:**

2D top down Pixelated Shooter game Where you shoot the enemy and Dodge your own bullets that you fire. The bullets you fire are different and unique each time you fire and they all ricochets so they pose a risk to both the enemy and your character.  
  
the main point of the game is where the bullet lands either it’s your enemy. Another bullet. Their projectiles or even yourself. The effects remain the same but the target may vary

**Genre:**

Top Down/ Shooter

**Platform:**

PC

**Target Audience:**

Bullet Hell enjoyers

**Core Gameplay:**

* **Goal:** Complete levels, Survive, defeat bosses, and collect More bullets
* **Actions:**
  + Shoot, Reroll, dash.
  + Shoot the enemy, the projectiles or yourself with different bullet types
  + Kill zem all
  + Heal/Buff by shooting yourself through clever ricochets

**Rules:**

1. Touching enemies bullets or attacks reduces health.
2. Shoot enemies to defeat them.use ricochets or trick to increase your damage
3. Dodge your own bullets
4. Shoot yourself with certain bullets to heal (can also heal enemies or projectiles depending what you hit)
5. Defeat the boss in time to complete a level.and get a new bullet
6. Equip and load up to 6 different bullets in your chamber at a time (the shooting sequence are randomized)

**Story:**

you were going to take down an infamous outlaw named Texas red alive or maybe dead. So you bring your trusty big iron on your hip. But something is off when you came to the place. Your revolver was glitched by some unknown thing. Will you be able to complete the job?

**Level Design:**

* **Level 1-10:** a tavern
* **Level 11-20:** cellars
* **Level 21-30:** cellars but darker

**Art Style:**

Pixel

**Sound Design:**

* Stereotypical wild west banjo solo
* Bullet shooting, impact, ricochets, bullet specialites and alert of enemy attacks

**Controls:**

* **Keyboard:** wasd to move, Space to dash, Click to shoot, R to Reroll current bullet  
  (in game)
* **Keyboard:** Hold and drag bullet type from the left side (bag) to one of the chamber  
  or just click the bullet and click bullet to swap (clash royale deck/Pvz)  
  (bullet selection)

**Progression:**

* Kill zem all
* you will get 1 new bullet per level
* for level 1 you only have the basic bullet so it’s not random
* level 6 will unlock bullet selection (like Pvz)

**Team Roles:**

* Designer: Creates the game idea.
* Programmer: Builds the game.
* Artist: Draws the characters and levels.
* Sound Designer: Makes music and sound effects.

**Timeline:**

* Month 1-6: Build the basic game.
* Month 6-11: Add levels and polish.
* Month 10: Build Steam Page
* Month 12: Test and release.