DEVIL’S DUE

A picture containing text

Description generated with high confidence

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GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

[Overview](#_Toc508033295)

[Theme / Setting / Genre](#_Toc508033296)

[Core Gameplay Mechanics Brief](#_Toc508033297)

[Targeted platforms](#_Toc508033298)

[Monetization model (Brief/Document)](#_Toc508033299)

[Project Scope](#_Toc508033300)

[Influences](#_Toc508033301)

[- (Television) Devilman Crybaby](#_Toc508033302)

[- (Games) Hotline Miami](#_Toc508033303)

[- (Games) Painkiller](#_Toc508033304)

[- (Games) Diablo](#_Toc508033305)

[The elevator Pitch](#_Toc508033306)

[Project Description (Brief):](#_Toc508033307)

[What sets this project apart?](#_Toc508033308)

[Core Gameplay Mechanics (Detailed)](#_Toc508033309)

[- Demonic Possession](#_Toc508033310)

[- Shooter](#_Toc508033311)

[- Stealth](#_Toc508033312)

[Story and Gameplay](#_Toc508033313)

[Story (Brief)](#_Toc508033314)

[Story (Detailed)](#_Toc508033315)

[Gameplay (Brief)](#_Toc508033316)

[Gameplay (Detailed)](#_Toc508033317)

[Schedule](#_Toc508033318)

[- Documentation](#_Toc508033319)

[- Prototype](#_Toc508033320)

[- Complete Game](#_Toc508033321)

[- Market and Release](#_Toc508033322)

[- Marketed the Game](#_Toc508033323)

# Overview

## Theme / Setting / Genre

- Top down action-oriented shooter, set in contemporary times dealing with supernatural powers in an ordinary world.

## Core Gameplay Mechanics Brief

- Demonic Possession

- Stealth

- Gunplay

## Targeted platforms

- Windows PC

## Project Scope

- <Game Time Scale>

- 9 Months

- ~100$

- <Team Size >

- <Core Team>

- Andrei Cioanca

- Game Developer

- Claudiu Rediu

- Game Developer

- <Marketing Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- Etc.

(List as many marketing team members as you need to)

- <Licenses / Hardware / Other Costs>

- GameMaker Studio 1.4

- <Total Costs with breakdown

## Influences

### - (Television) Devilman Crybaby

- It influenced our choice of soundtrack because it uses biblical tones and sounds with modern electronic music

### - (Games) Hotline Miami

- Top down shooter and use of pixel art style

### - (Games) Painkiller

- Violent rampage and gunplay

### - (Games) Diablo

- The theme of angels and demons

## The elevator Pitch

A top down shooter full of guns, death and supernatural powers all mixed up in a violent fashion that gives you two choices: go stealth or guns blazing.

## Project Description (Brief):

This document represents AltRay Digital’s proposal for a 2D top-down shooter game that is playable on Windows PCs. Devil’s Due is meant to have an action-oriented gameplay coupled with elements of stealth.

The game fills a neglected niche in the game market. Most games like this either choosing to go full action or full stealth. Emphasis will be on fun and an intricate mix of mechanics. This document will be updated and changed when development is started. The development of the game is to take into consideration the proposed plan and release date.

# What sets this project apart?

- Demonic possession mechanic

- Overall setting

- Unique mix of stealth and action

## Core Gameplay Mechanics (Detailed)

### - Demonic Possession

- <Details>

The player can take possession of enemies thus gaining their health as a shield and their firepower as a weapon. They can use this mechanic to stay alive, gain access to certain areas and avoid detection. The player can “exit” the npc through the press of the same button.

- <How it works>

The player presses a button and shoots a projectile. If the projectile hits an enemy the player teleports and “becomes” the npc. The npc’s current health is added to the player’s as a shield. If the player possesses the enemy for too long it becomes enranged. When the enemy reaches maximum rage, it kills itself and damages the player, ending the possession. When the player decides to “exit” the enemy he shoots the same projectile, if it hits another enemy, he possesses it, if it hits the ground he “materializes” at that point. After the ability is used it goes on cooldown and uses a charge. A charge is regenerated by killings enemies. You have a total of five charges.

### - Shooter

- <Details>

The player possesses a limited amount of weaponry. He can shoot enemies and obstacles. He can also shoot while moving. There are different weapons in the game, which he can use by possessing certain enemies.

- <How it works>

The player starts the level with some initial weapons. He is the only one that can use them. To use different weapons, he needs to make use of the possession mechanic. He shoots by pressing left click.

### 

### - Stealth

- <Details>

The player always starts the level in stealth. Enemies can detect the player if he does too much noise or gets spotted. If the player is unstealthed he can get back in stealth by remaining undetected for a period or by possessing someone with no visibility to the alerted enemies.

- <How it works>

The player is always in stealth and is detected if he comes into contact with detection cones of the enemies or if he makes too much noise by shooting. He can also be detected by spotlights.

### 

# Story and Gameplay

## Story (Brief)

A recently killed hitman is given a choice, to serve for eternity in hell or do the bidding of a high ranked demon that has a blood feud with an archangel.

## Story (Detailed)

A professional hitman is killed while trying to complete his final contract in his career. After his death, he is approached by a demon called Matra’zim. He offers him two choices: serve his sentence in hell or become the demon’s personal assassin. Matra’zim desires to speed up the process of people being damned to hell, desire that Ultar, the archangel, condemns. He believes supernatural beings should not meddle in mortal affairs. The demon has a different view on how things should be done and enjoys spiting Ultar.

The hitman is caught in the middle of this rivalry and is forced to do the demon’s bidding.

## Gameplay (Brief)

The game presents an action-oriented gameplay. Everything revolves around the player’s ability to possess enemies. The player traverses the level making use of this mechanic and stealth to kill enemies, open doors and reach his final objective. There is a balance between stealth and action. Each has advantages and disadvantages.

## Gameplay (Detailed)

The game is divided into three stages. Each with three levels spanning different environments. The player starts the level in stealth and is given an objective to complete (reach a specific area in the level). He can choose to complete this objective using stealth, action or both. He needs to make use of the possession mechanic, his weapons and the environment. There are different routes to take towards the objective. Many of them are closed behind locked colored doors that the player gains access to by possessing enemies or killing them. The player has a large health pool and limited amount of possession charges. He can replenish both by either staying in his original form (not possessing anyone) or by killing enemies. Every stage has a hidden “divine intervention” meter. Every single enemy the player kills fills this meter, if it reaches 100% angels come down and start attacking the player, angels see through possessions so the player loses all means of stealth.

# Schedule

### - Documentation

- Game Design Document

- Marketing Plan

### - Prototype

- Playable Level

- Initial Character

- One Mob

- Basic UI and Mechanics

### - Complete Game

- Additional Levels

- Cinematics & Dialogue

- All NPCs and Systems

### - Market and Release

### - Marketed the Game

- Playable Release State