Pun Pun shooter



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# Overview

## Theme / Setting / Genre

- Top Down 2D Shooter

## Targeted platforms

- Android

## Project Description (Brief):

Pun Pun shooter is a 2D top down shooter game setting in the world or robots.

## UI Mechanics

### - <Running>

-< Details >

when the player holds the run button, he will be moving at a faster speed at the expenses of stamina(mana).

- Increase the speed variable while decreasing the stamina value.

### - <Sound feedback>

- < Details >

when the user does an action, (e.g. button clicking), there will be audio feedback

- <How it works>

Plays an audio when certain user input is detected.

### - <Options menu>

- <Details>

Give the user and option to adjust volume of sounds and muting.

- <How it works>

Save and call changes from a script to retain changes made.

### - <Swiping Gesture>

- <Details>

Swipe to switch between weapons in the weapons selection page.

- <How it works>

Check the difference between mouse down and up to get swipe direction and update accordingly.

### - <Button Press >

- <Details>

Pressing button will have different feedback according to its purpose.

- <How it works>

Script linked to respective buttons are called upon onClick() function call.

### - <Health / Mana>

- <Details>

Health decreases/increases when hit/took health power ups.

Stamina (Mana) decreases when run is on and increases when not running.

- <How it works>

Decrement health variable value open hit, increases upon collision with power up.

Stamina (Mana) decreases when player is running (holding down run icon and moving the joystick), increases when run is not used.

### - <Joystick >

- <Details>

Move the player on scene to directions according to the joystick.

- <How it works>

Joystick script linked the joystick translates the player gameObject according to the joystick direction.

### - <Achievements >

- <Details>

Achievements is unlocked to give player an impression that their efforts in playing is recognised.

- <How it works>

When the player hits a milestone/requirement, the particular achievement Boolean will be set to true, rendering a coloured image in the achievements page.

### - <Shooting >

- <Details>

Fires a bullet from player upon “fire” button press. If bullet hits an enemy, both bullet and enemy dies.

- <How it works>

Bullet script calls the bullet to be rendered and translate, enemy script checks for collision and destroy both game objects.

# Story and Gameplay

## Story (Brief)

Robot Wars 2.0

## Story (Detailed)

In a parallel universe where robots think and behave like humans. Army robots got so obsessed with weapons and wanting to be the world conqueror that they seek to destroy very non armed robots in that universe. One defect robot (YOU) will be the one to stop this madness and bring peace to the robot world.

## Gameplay (Brief)

shoot robots, stay alive, get high score.

## Gameplay (Detailed)

Kill as many army robots as possible within a time limit as they swarm on you and survive being annihilated.

You start with a health of 10 and for every hit you take, your health will decrease. There will be times when enemy drop repair tools (health pack) to restore your health.

Whenever you try to run you will get overheated (stamina decreases) until you reached overheating (0 stamina), whereby you have to wait for a full recovery before you can run again. (100 stamina)

You know you could never kill every single army robot out there because there will just be more coming out of the factory, but every single one you kill makes you feel like a Rambo. The sense of heroicness is what drives you to fight against all these army robots until you eventually wears off and dies, (times run out or out of health) only to be rebuilt as a defect again in the factory.

# Assets Needed

## - 2D

- Textures

- main menu background

-splash background

-buttons

-social media icons

-achievement icons

-Buttons images

## - Sound

- Sound List (feedback)

-Victory sound

-Lose sound

-button click sound

-swipe sound

-swipe boundary sound

- Sound List (Player)

- Character Movement/Shoot Sound List

-running sound

-walking sound

-shooting sound

- Character Hit / Collision Sound list

- character get hit sound

- character take power ups sound

- Character on Injured / Death sound list

-enemy die sound

-enemy get hit sound

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- GlobalVariable Script

Store/get the variables used globally.

-SoundManager Script

Manages the sound.

-LevelController Script

Transits between scenes.

-DestroysoundClip script

Destroy gameobject when done. (prevent mem. Leak)

-AdjustVolume script

Adjusts the volume according to the slider.

-musicSlider script

Sets the background music volume to the value from the slider.

-SFXSlider script

Sets the sound effect volume to the value from the slider.

-WeaponSelection Script

Assign the weapons according to the user choice.

-Floatplayer2DController Script

Used to move the player character.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- player gets hit

- player heals/collects powerup

- player movement

- Enemy

- enemy dies / explodes

-enemy gets hit

**-Task List**

|  |  |  |
| --- | --- | --- |
|  | Vincent | Kelvin |
| 1 | Options page | Animations |
| 2 | Level controller script | Splash screen |
| 3 | Swipe input Script | Main menu |
| 4 | Adjust Volume script | Lose page |
| 5 | Destroy Sound clip script | Win page |
| 6 | Global variable script | Player movement |
| 7 | Sound Manager Script | Running |
| 8 | Sfx slider script | Health |
| 9 | Music slider script | Stamina |
| 10 | Weapon selection script | Score |
| 11 | Weapons selection page | joystick |
| 12 | Twitter Page | Achievements |
| 13 | Facebook Page | Tutorial page |