**SAMPLE**

**GAME DESIGN DOCUMENT**

Contents

[Game Overview 4](#_TOC_250029)

[High Concept 4](#_TOC_250028)

[Unique Selling Points 4](#_TOC_250027)

[Platform Minimum Requirements 5](#_TOC_250026)

[Competence Titles 5](#_TOC_250025)

[Synopsis 6](#_TOC_250024)

[Game Objectives 6](#_TOC_250023)

[Game Rules 6](#_TOC_250022)

[Game Structure 6](#_TOC_250021)

[Gameplay 7](#_TOC_250020)

Game Controls 7

[Game Camera 8](#_TOC_250019)

[HUD 8](#_TOC_250018)

[Player 9](#_TOC_250017)

[Player Characters 9](#_TOC_250016)

[Player Metrics 9](#_TOC_250015)

[Player States 9](#_TOC_250014)

[Player Weapons 9](#_TOC_250013)

[Character Line-up 10](#_TOC_250012)

[NPC Enemies 10](#_TOC_250011)

Enemy: Clown 10

Enemy: ZomBear 10

Enemy: ZomBunny 10

Enemy: ZomDuck 10

Enemy: Hellephant 10

[Enemy States 11](#_TOC_250010)

[Enemy Spawning 11](#_TOC_250009)

[NPC Allies 11](#_TOC_250008)

[Sheep 11](#_TOC_250007)

[Ally Spawning 11](#_TOC_250006)

[Art 12](#_TOC_250005)

[Setting 12](#_TOC_250004)

[Level Design 12](#_TOC_250003)

[Audio 13](#_TOC_250002)

[MVP (Minimum Viable Product) 14](#_TOC_250001)

[Wishlist 14](#_TOC_250000)

# Game Overview

Title: Plane The Game

Platform: PC Standalone

Genre: 2D Arcade Shooter

Rating: (10+) ESRB

Target: Casual gamer (aging from 10 - 30)

Release date: April, 2021

Publisher: Lee Xie Loong

Plane The Game is an arcade shooter game that is like the old school 1942 Plane Game. It is a vertical shooting game, and the player is playing as a pilot controlling an aircraft to shoot down enemy planes, and to avoid the enemies from shooting you. You are to complete the levels as the player and kill the final boss. As you can have a local play of up to 2, you and your other player can work together to kill the enemies and win the game.

# High Concept

Plane The Game is a local multiplayer 2D arcade shooter game where players are supposed to take down enemies and kill the final boss in order to win.

# Unique Selling Points

1. Stunning particle effects
2. Local play
3. Arcade-type style

# Platform Minimum Requirements

PC STANDALONE

OS: Windows 10

Graphics card: NVDIA 1050

# Competing Titles

1942 by Capcom

# Synopsis

You play the role as a pilot taking down enemy planes and pushing your way through to make it to the final boss.

# Game Objectives

The objective of the game is to survive for as long as possible, while working together to destroy the final boss after a certain number of levels.

# Game Rules

The game level is a closed environment with many walls in it. The pathways are filled with dots, and you get points for collecting each dot. 4 ghosts will chase you, and if you eat 1 of the 4 cherries in the game level, they will get stunned for about 30 seconds. You can eat them to get extra points while the ghost will respawn and restart the chase for you. You win when you have collected all the dots. You lose a life when you get caught by the ghost and when you lose all 3 lives, then you will lose the game.

# Game Structure

Chart, diagram

Description automatically generated

# Gameplay

Game Controls (PC), 1ST PLAYER

Diagram

Description automatically generated

Game Controls (PC), 2ND PLAYER

A picture containing diagram

Description automatically generated

# Player

## Player Character

…

## Player Metrics

Speed: 6

Number of lives: 3

Attack Damage: N/A

Time to attack: Depending on weapon

## Player States

Idle: The idle state is stand still.

Move: The movement state is a top-down 2D movement.

Damaged: The player will have iframes for 3 seconds after losing health, and continuously blink until the iframes are over.

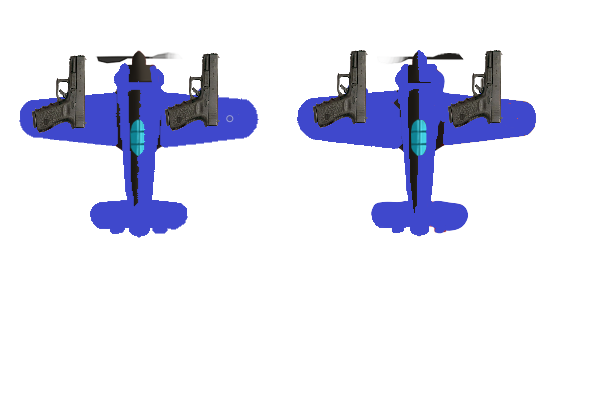
Power Up: Player will look different depending on the power-ups the player has collected.

Death: The death animation will make the player’s aircraft explode and die.

## Player Weapons

Bullet: Basic shooting that shoots out in front of the aircraft.

# Character Line-up



# NPC Enemies (names not decided)

The enemy aircrafts will spawn from anywhere from the screen.

F-16

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SPEED | MAX HEALTH | SCORE VALUE | ATTACK DAMAGE | TIME TO ATTACK |
| 3 .5 | 50 | 10 | 5 | 2 secs |

Orange Plane

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SPEED | MAX HEALTH | SCORE VALUE | ATTACK DAMAGE | TIME TO ATTACK |
| 3 .5 | 100 | 10 | 10 | 0 .5 |

Pink Plane

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SPEED | MAX HEALTH | SCORE VALUE | ATTACK DAMAGE | TIME TO ATTACK |
| 3 .5 | 100 | 10 | 10 | 0 .5 |

Green Plane

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SPEED | MAX HEALTH | SCORE VALUE | ATTACK DAMAGE | TIME TO ATTACK |
| 3 .5 | 120 | 20 | 20 | 1 |

## Enemy States

All Ghosts possess the same behavior and states, as described below:

Idle: …

Move: …

Death: …

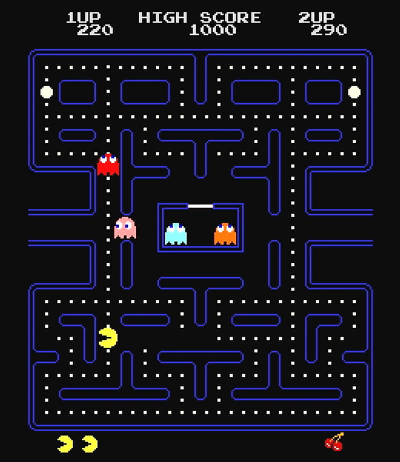
## Enemy Spawning

Enemies will spawn anywhere in the screen.

# Art

## Setting

The game takes place in a room with walls.



# Level Design

The level consists of walls with dots and cherries…

# Audio

|  |  |  |
| --- | --- | --- |
| NAME | CATEGORY | DESCRIPTION |
| music\_rev1\_loop\_01 | Background music | Plays during the game |
| Collect dots | FX | Collect dots |
| Collect cherries | FX | Collect cherries |
| Death | FX | Death |

# MVP (Minimum Viable Product)

* One Player character only
* Built for the PC platform

# Wishlist

ADD MORE SKINS

In a future DLC, add more skins for the Player to apply on the game background.