Spacecraft Bridge

Game Design Document

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# Game Overview

# High Concept

# Unique Selling Points & Brand

# Game Objectives

# Game Structure & Narrative

# Gameplay

# Player

# NPC Enemies

# NPC Allies

# Level Design

Game types/environments:

* Survival
* Attack/Defense
* Rescue
* Escort

# Capability/Feasibility

Totally good. I’m good for most of this myself, and I am learning networking to handle that aspect of the game’s development too. Asset design will likely be one of the last steps in the process. The mechanics will all be flushed out first.

# Development Stack & Tools

Version Control: GitHub

Game Engine: Unity

3D Asset Design: Blender

Texture Design: Inkscape, GIMP

Languages: C#

# MVP (Minimum Viable Product)

The MVP must include the following features:

* Three roles: Helm, Tactical, and Science
* Free for all combat mode, where players must defeat spawned enemies to win
* Three different playable ships, each with different weapon types

# References

Artemis: Spacecraft Bridge Simulator. (n.d.).

# Appendix A:

# Appendix B: