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Project Description

This game design document describes the details of a browser based 2D Top Down Shooter with no movement and simple mechanics.
The name will be Overwhelm.

Minimum Viable Project

1.   The player sprite, stationary and rotating to follow the mouse.
2.   Enemies that move towards the player.
3.   The ability to shoot enemies.
4.   Loss state when touched by enemy.

Version History

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
1.0	*Zachary*	*04/28/2019*	*Zachary*	*04/28/2019*	*Initial version*

1. **Characters**
2. **Story**
2.1.   **Theme**
3. **Story Progression**

1.   Characters

This game has just the player character and the attacking enemies. The current plan is only for a basic archer versus hordes of skeletons, but could potentially feature character selection with different sets like a space marine and aliens, or a wizard and some monsters. Basically, the player character must use projectiles and the enemies just run forward.

2.   Story

The archer, separated from his group in the night, finds himself all alone in the middle of the dark graveyard with skeletons coming from all directions. The horde keeps growing and growing but his arrow pick up speed with every shot. With help on the way, his only goal is to survive. (Each character added would ideally have a similar short description.)

2.1. Theme

This game doesn't really possess any heavy story themes besides the fight for survival aspect. That said, it's a very common theme and becomes muddied in situations where you seem to systematically slaughtering huge swaths of creatures when in their territory like this graveyard.

3.   Story Progression

If present, the game would start with character selection before showing a brief message explaining how your character got into their situation. The player is then thrown right into the

action and is given another brief message explaining how they were rescued if they survive long enough.

4. Gameplay

4.1. Goals

Overall (long term): Survive for 30 seconds
Gameplay (short term): Don't let the enemies reach you

4.2. User Skills

1. *Aim with mouse*
2. *Target choice*
3. *Memory*
4. *Rapid clicking*

4.3. Game Mechanics

The player sprite will be stationary in the middle of the playable screen while enemy sprites spawn around the player sprite at a certain distance away and move towards the player. The player can fire projectiles, aiming with the mouse. One hit would kill each enemy, and if an enemy touches the player they lose.

4.4. Items and power-ups

Every five enemies slain the players attack speed increases.

4.5. Progression and challenge

Every ten seconds the spawn rate of the enemies doubles.

4.6. Losing

The player loses when they are touched by an enemy.

5. Art style

This is a 2D top down game that uses some 16 bit art to create an older and indie feel.

6. Music and Sounds

The music should be 16 bit or at least have a retro feel to match the art, as well as being intense enough to match the feel of the fighting off the impending horde. Setting should also be taken into account, encouraging a darker and somber feel for the graveyard. A clock sound tick tocking plays when you get to the last 10 seconds.

7.   Technical description

The game will only be developed for windows.

Using the Cloud9 engine.

9.   Other ideas
Player Movement
Scrollable levels to a finish
Enemies drop power ups
Leaderboards for enemies killed