<Your Game Name Here>

ECO FRAG WARRIORS

Revision: 0.0.1

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- Arcade

## Core Gameplay Mechanics Brief

- Follow mouse cursor for movement

- Keys for special abilities such as speed up

## Targeted platforms

- PC

## Monetization model (Brief/Document)

- Very free

## Project Scope

- <Game Time Scale>

- Cost: $0

- Time: Too many man hours

- <Team Size>

- Programmers

- Gabriel Pereira (101045740)

- Terry Zhao (101010263)

- Jacobe Pearson (

- <Licenses / Hardware / Other Costs>

- $0

- <Total Costs with breakdown>

- $0

## Influences (Brief)

### - Fish & Trip

- Mobile game.

- Similar mechanics to our game idea. Cute.

### - Agar.io

- HTML game.

- Similar mechanics as well. Not so cute.

### - Slither.io

- HTML game.

- Similar mechanics as well. Slightly cute.

### - <Influence #4>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch

## Project Description (Brief):

The game is a casual single player which will consist of the main player moving and collecting resources to grow, eventually running into other organisms (controlled by the AI) who are trying to destroy the player’s organism. Once two organisms touch one another the bigger organism will absorb the smaller one and grow that much bigger. The goal is for the player to grow their organism as large as possible and survive as long as possible.

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

Just keep swimming, swimming, swimming…

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.