<Phoenix Protocol: Disturbance>

<Silver Studio>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- <FPS with abilities and exploration>

## Core Gameplay Mechanics Brief

- FPS shooting

- Shield system

- Dynamic enemy behavior

- Exploration

## Targeted platforms

- <PC>

## Monetization model (Brief/Document)

- <Free, no plans to monetize> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## Project Scope

- <Game Time Scale>

- Under $100 depending on assets used though most will be created for the game.

- Estimated to be under two years with a mediocre pace on development

- <Team Size>

- <Core Team>

- Derrick

- Develops and designs everything

- Part time

- <Licenses / Hardware / Other Costs>

- No licensing needed, engine is built starting up from FPS microgame

- Hardware is for the most part on a PC. Assets will be built in free programs such as blender.

- <Total Costs with breakdown>

- None, few assets may be bought. I don’t expect costs to exceed $100.

## Influences (Brief)

### - Destiny 2

- FPS game

- Is a sandbox FPS game with a wide variety of weapons and abilities. At its best the game is a fun experience where high level players will spend large amounts of time buildcrafting. There’s also many areas with optional interactables and lore which happens in the background.

### - Halo: Combat Evolved

- FPS game

- First game set the foundation for many mechanics in modern FPS games. The music by Marty O Donnel sets the mood for many occasions as well. The enemy behavior is also quite impressive for its time and I hope to replicate some qualities from them.

## The elevator Pitch

An FPS shooter which has a big focus on the shield economy. Shields not only protect your player, they can power your weapons. Other enemies have shields, but you can use certain powers against them to your advantage. Between and during fights you’ll have to determine how to end the fight quickly but also not to end up dying.

## Project Description (Brief):

The project will be built starting up from FPS microgame which handles many necessary systems expected in an FPS. As mentioned there is a big focus on shield mechanics which will require implementation and tuning to feel balanced. I’m hoping to design enemies to stand out and feel realistic similar to Halo: CE.

## Project Description (Detailed)

Many FPS systems will be implemented, such as: HUD, health bar, shield bar, weapons, etc. Like Halo 1, the player can hold up to 2 weapons at a time. There’s a focus on making the player think and to make choices before and during fights against enemies.

As expected of a shield, it blocks incoming damage and regenerates after a short amount of time. However it stands out by having regenerative thresholds and shield gating. In regards to regenerative thresholds, the shield will regenerate at a faster rate if the player hasn’t taken damage for an extended period of time. Shield gating is a case where the shield will soak all damage from a single attack no matter how powerful it is.

Unlike traditional FPS where a weapons ammo is typically scattered around a

map or drops from enemies, the player’s weapons are powered by their shield. Reloading a weapon will subtract points from a player’s shield, at which point it will shortly regenerate unless they are damaged. Powerful weapons will cost more to reload. I anticipate players will choose expensive weapons carefully as they risk having a low shield too often if they rely on it too much.

# What sets this project apart?

- Shield economy

- Focus on player decisions before and during fights

- Exploration

- Storytelling by atmosphere, music, and lore cards

## Core Gameplay Mechanics (Detailed)

### - <Shield System>

- Blocks incoming damage.

- Regenerates over time, shield gates mechanic. Has regenerative thresholds.

### - <Enemy Shields>

- “Officer” unit enemies have shields

- Offer this type of enemies protection. An enemy’s behavior can change without a shield, such as becoming more aggressive or fleeing.

### - <Weapon Inventory System>

- Player holds up to two weapons at a given time.

- Interact with weapons on the ground. Picking up a weapon will drop the currently equipped one similar to Halo.

### - <Shield Economy>

- Weapons cost points from a shield to reload.

- Relatively weak / normal weapons cost a few points from a shield to reload. Also may set the regenerative threshold to a high value, making regeneration happen shortly. On the other hand, powerful weapons are balanced by having a high shield cost and a low regenerative threshold value.

# 

# Story and Gameplay

## Story (Brief)

In 2086 humanity is sparse. The world is filled with hostile creatures called Reapers which prey exclusively on humans. Most regions are unexplored, humanity has only recently made advancements in technology.

## Story (Detailed)

Continuing from above, one such advancement is cloning of humans with an aura which functions as a shield. You are Zeke, a clone sent to explore Kentarch, a village which recently sent a SOS signal. The village is far from Atlas, traveling on foot is slow, and vehicles are expensive. However, a flight invention was made specifically for clones, a C-Cannon. Given off by the name, the C-Cannon launches a clone at fast speeds to destinations far away. Clones can withstand any damage taken from this flight method with their aura. Zeke arrives at a forest, where he fights against multiple reapers and discovers hints of what happened in Kentarch.

## Gameplay (Brief)

The player starts off in a forest with a single weapon. They can choose to explore journal fragments scattered around. Eventually they will come across Reapers which will attack on sight.

## Gameplay (Detailed)

The player has multiple ways to approach combat. Dashing has a cooldown, but offers invincibility for a short duration. Weapons can be used to kill the enemies, but reloading will cost part of their shield. Exploring the map will reward the player with new weapons and journal fragments if they are interested in the story.

# Assets Needed

## - 2D

- Textures

- Grass

- Rock

- Soil

- Heightmap data (If applicable)

- None

## - 3D

- Characters List

- Zeke

- Traveler (author of journal fragments)

- Huey (Zeke’s brother)

- Jess (Zeke’s Sister)

- Riza (Zeke’s superior, messages him to investigate kentarch at the start)

- Environmental Art Lists

- Forest background

- Rising smoke

- Cloudy background

## - Sound

- Sound List (Ambient)

- Outside

- Rustling leaves

- Sound List (Player)

- Character Movement Sound List

- Grass steps

- Soil steps

- Character Hit / Collision Sound list

- Shield hit sound

- Health hit sound

- Character on Injured / Death sound list

- Heavy breathing on low health

- Ringing and a fadeout for death screen

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Built off of existing scripts in FPS microgame

- NPC Scripts

- Minimal, use text boxes to expose information to player

## - Animation

- Environment Animations

- Trees / bushes moving with wind

- Smoke from a distance

- Character Animations

- Player

- Weapon animations

- etc.

- NPC

- None needed for now, player only comes across enemies as the other entities

# Schedule

### - <Player combat mechanics>

- 6 weeks

- Shield system

- Weapon inventory

- Dashing

**- <Visual design>**

- 6 weeks

- Find proper consistent visual style

- Learn how to replicate style in blender

- Learning creation of models and rigging in blender

### - <Enemy combat>

- 8 weeks

- Rank designs

- Dynamic enemy behavior

- Enemy shields

- Models

- Animations

- Death animations

### - <Level Creation>

- 8 weeks

- Beginning forest area

- Kentarch

- Reaper boss encounter