Climb! Game Design Document (GDD)

Table of Contents

1.0   Game Name

The Games working title is to be Climb!

1.1 Date of last update

This document was updated on the 25th November 2022 and represents the final release v1.0

2.0   Game Overview

Climb! Is based on the concepts of similarly published titles with a twist and niche where the players are capable of adjusting the flow of the water (the core mechanic) which slays the party on contact. The audience for the game is those seeking a new take on established titles to play with their friends in a cooperative setting rather than a free for all.

2.1 Genre(s)

Climb! Takes on the role of a Shooter, with elements of Puzzle Solving, Platforming and Co-op.

2.2 Look and Feel

To be released predominately as a low poly stylized title giving the game its own art style and capable of running on a wide variety of systems. The game feels looser with physics allowing players to boost each other into the air, larger than usual jump abilities.

3. 0   Gameplay

3.1 Objectives
The objectives of the game are to reach the "top" of the level, always climbing upwards using a variety of paths and skills to beat the rising water.

3.2 Play Flow
The flow of play has the players party or solo player, enter the starting area and proceeding past the start. This will trigger the enemies, flow of water, traps and puzzles. The player reaches the top solo or with a party and can choose to repeat the process or change level.

Water Function Flow Diagram
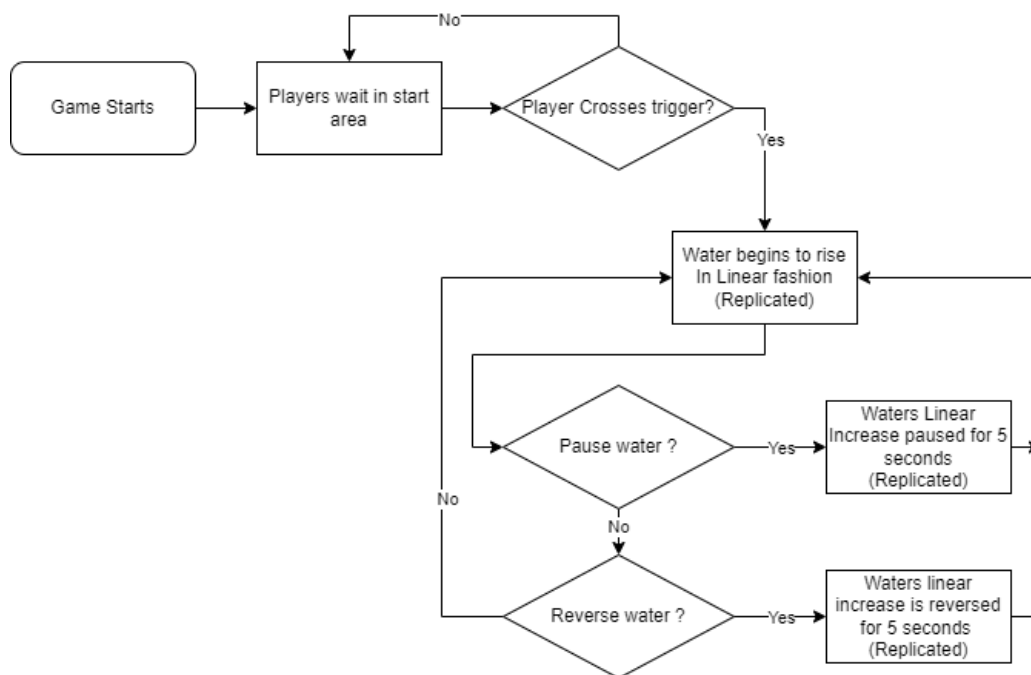
3.3 Mission/challenge Structure
Challenges are broken into combat, jumping or puzzle solving.

3.5 Puzzle Structure
Puzzles will be jump puzzles across moving platforms, shooting orbs in the correct order with the order requiring the player to repeat the process a few times. This is limited to 3 orbs as more will become difficult with other mechanics and players.

4.0   Mechanics

4.1 Rules
The one rule in the game is to get to the top, this means a party will need to avoid getting in the way of friends, knocking them off platforms and shooting them – which will "nudge" a friendly player for a very brief time. The repetition of the game means different party dynamics (with or without the same party) will give different experiences each time.

4.1 Economy
There are neither experience rewards nor currency rewards associated with the game, though this lends itself well to skins and other cosmetics available with an externally purchased currency.

4.5. Character movement in the game
Character movement is with the default Unreal Engine mannequin, with alterations for hit detection, gravity, physics and animation data.

4.6. Objects
Interactions are handled by shooting the trigger, with the gun being automatic this requires the trigger itself being in a state for at least 5 seconds before changing back to avoid the flipping of both states.

4.8. Combat
Combat is handled by an attached weapon to the players arm with relevant animations. The fire rate can be controlled and for the purpose of this title will be focused on line tracing as the accuracy for individual bullet/projectile use is out of scope with the project.

5. 0   Story and Narrative
The title bears no significant story other than the feeling of being chased by the ever rising water.

This of course can be expanded on and revisited if required

6. 0   Game World

6.1. General look and feel of world
Set in a tropical island with palm trees, sandy areas, rocks and cliffs overall lit with a sunset sunshine.

The players start at the "meeting" point before heading onwards. Here they will find a sign post, which will detail the general rules of the game aswell as shooting orbs to control the flow of the water. Following this they are lightly introduced into timing puzzles such as swinging pendulums and the first of the orbs to pause the rising of the ocean. The level presents a jump puzzle, followed by a jump puzzle with a water control orb and a set a bridges. Here there are water reversal orbs, options paths to more reversal orbs or an alternate route to the plateau (making players choose victory for themselves or potentially helping their team).

6.2. Areas
Based in one area, there are rocky climbs, sandy shores and elevations surrounded with dense vegetation on both sides, with breaks in this to observe the progress and level of the ocean.

7. 0   Interface

7.1 HUD

The player HUD is kept intentionally slim showing only the targeting reticule as no health or other stats are required.

7.2 Menus

The menu systems in the game are designed to be contrasted against the game giving the player the knowledge that the menu has been pressed – with titles and the option to quit and return. The menus differ from the Games main menu, allowing hosting of a game, with this changing while in play.

Main Menu Flow Diagram

7.3 Camera model

Originally created as a third person title, allowing the player to free view over the sides to view the progress of the water, enemies and friends who may be further up or below.

7.4 Control System

A,W,S,D typically movement with Space for jump and Left Mouse for shoot (which can be held).

Escape key will also function as the main menu button, with left click being to confirm selections

8.0   Audio, music, sound effects

Audio from the Unreal Market place, commercial free use repositories or created independently.

9. 0   Closing comments

This document may be revisited and amended based on changes and improvements in the game