

# Game Design Document (GDD)

Game Name: Gulp

Game Designers: Avery, Sam, Octavio, Adam, Justine, Jacob

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## **GAME TITLE**

*Game Design Document*

## **GENERAL GAMEPLAY**

### **Concept**

You play as a jellyfish-like creature who is trapped in a whale-like creature's stomach, your goal is to escape with the help of a swordfish-like character who is blind. The main character gregory and the swordfish clyde balance each other out in a lot of ways and both help each other symbiotically.

### **Logline**

Escape and fight enemies while making it to the end of the stomach, each stomach is 1 level with a final bonus boss level for the mouth. Various parasitic enemies will try to kill you and as Gregory you must guide Clyde around and direct him to attack.

### **Key Features**

The vibe is creepy but cute with cartoony characters and a slightly morbid situation.

### **Player Experience**

The player should feel like they are navigating a dark unseen map while defending from any enemies that try to hurt them

### **Mood**

Creepy cute, almost like tim burton or swallow the sea, you have a light to guide yourself in the darkness but overall it's not a horror game.

### **Audience**

Young teens and up

### **Core Mechanics**

Shoot clyde forward to attack, pull down gregory's jellyfish cap around you like a shield, use a light to guide yourself through the stomach, enemies will fly at you so reaction times are a must, mini bosses at the end of each level with a major boss at the mouth of the whale as he tries to eat you again. Light represents health and this will need to be recharged if you get hit.

## Elevator Pitch

Play as a jellyfish escaping a whale stomach with your swordfish friend

## TECHNICAL

### Platform

Pc

### Engine

The software is unity

### Saved Data

We don't exactly have save data because we're just in the early phases of coding

### Revenue Model

We can't exactly sell the game but if we could we would probably put it on steam for around 5 bucks

## ART

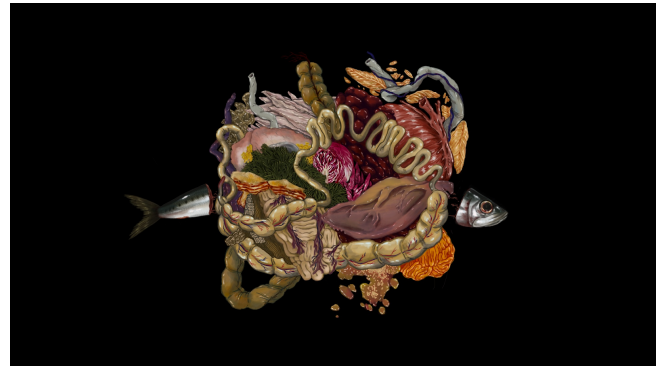
### Visual Aesthetic

Creepy cute like tim burton

### Aesthetic References

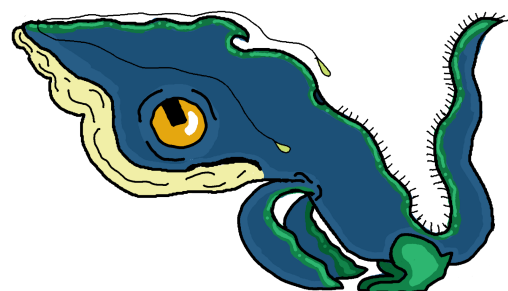
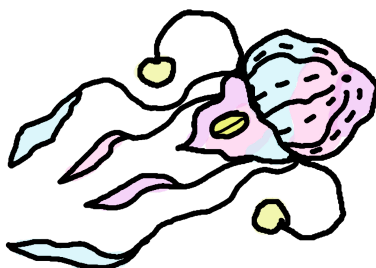


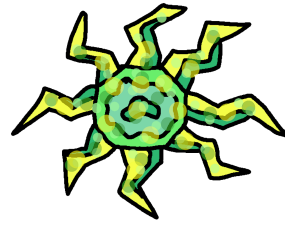
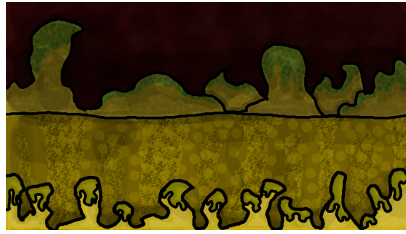
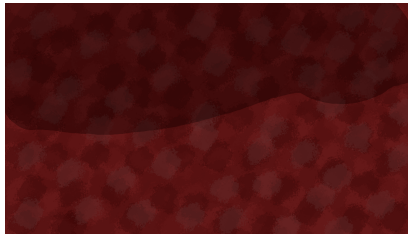
*Hollow Knight (Deepest specifically)*



*How Fish is Made*

### Concept Art





### Font Guide

Standard text will appear in Hobo Std font, chosen for its easy to read yet fluid letters fitting for an underwater scene.

Titles and names will appear in Lobster font, again a fluid font fitting an underwater scene, but unlike Hobo, Lobster is more extravagant but slightly less clear, making it fit better as a title font.

### Color Specifications

Reds and fleshy pinks for the stomach lining with more contrasting colors for enemies and characters like blue, green, and white

### User Interface (UI) Atlas

We don't have a UI yet but we want to have a settings menu

## SOUND

### Audio Aesthetic

Atmospheric underwater like music, entirely for background uses

### Audio References

Ocean noises, underwater music from different games, Blade Runner

### Music

Low, understated background music, reminiscent of Blade Runner, with distorted ocean noises to simulate the interior of a whale.

## NARRATIVE

### **Plot Overview**

Gregory gets caught in the whale stomach and almost gets digested, he meets clyde who agrees to help him escape and fight enemies, clyde is blind but courageous and gregory is able bodied but scared and unconfident, together they balance each other out and agree to help each other escape, through the stomachs they fight bad guys and eventually make it to the mouth where they have a boss battle with the teeth and tongue, after they escape they say goodbye to the whale and he leaves, we see gregory and clyde living happily together after the game during the credits, gregory has gained confidence and clyde now knows to be more cautious.

### **Player Characters**

Gregory: main character, cross with jellyfish and an angler fish

Clyde: secondary character, cross with a swordfish and a seahorse

### **Other Key Characters**

Jermaine: whale whos stomach your inside, basically a big whale with extra fish parts on him

## PRODUCTION

### **Team Roster**

Avery: management and music

Sam: story and director

Jacob: editor and tech guy

Justine: art and concepts

Octavio: assets and code

Adam: code and software

### **Development Timeline**

Started in January with concepts and ideas, expanded that into a game design before trying out some software and making art all the while, then moved onto coding and documentary as we scrambled to get things done in May.

### **Budget**

0 dollars, we did this for free and spent no money

## **Changelog**

Went from squid to jellyfish concept, changed mechanics of light and health, changed level design, jacob stepped down from coding to work on documentary, octavio stepped up to do sprites

## **Archived Features**

Health management connected to lights, Jermaine being evil, went from 5 stomachs to 3, Clyde saying words is gone and instead he talks in pictures,