Game Design Document

Practise Range

CIS003-2

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# Introduction:

 This game design document is for the game Practise Range which I will be creating for my second assignment. Practise Range is a first-person shooter, where the player has two minutes to shoot 16 targets placed around the level in order to get the best score they can in as short of time as possible.

# Gameplay:

 The player will start a short walk from the first targets, there will be three targets of varying distance so the player can get used to the paintball ammunition. From there they will need to follow the walkway to the other targets. Finally, the final target will be placed the furthest from the player. As the player replays the game their score will improve as will their time.

# Goals:

The first goal is to complete the course within the time frame. Then the player will be able to replay with the goal of getting a faster time and better score.

# Game Mechanics:

Paintball Gun:

 The paintball ammunition will be affected by gravity so that the bullet drops in height over a greater distance.

Scoring:

 Each target will be able to have two different values of points; one is for if the target is hit in the centre and another for a hit on the outer part of the target.

Targets:

 The targets will be a variety of different distances from the player. Some of the targets will also move either forward and backwards or side to side.

# Losing Condition:

 There is only the one losing condition for this game and that is if the player runs out of time before hitting all the targets.

# Music and sounds:

 There will be a background music track playing during the game. There will also be two sound effects for the targets getting hit; one for the inner hit and one for the outer hit. There will also be a sound effect for the gun when the player shoots.

# Platform:

 For first release this will be a PC game only but with the intention to also bring to all home consoles and mobile.