# Game Design Document

**AMAZING FIGHTING SHEEP FROM OUTER SPACE**

# Sommaire

# I.    Project

## 1.    Game name

*Amazing Fighting Sheep From Outer Space.*
*AFSFOT* for short.

## 2.    Technical characteristics

➢ Engine : Unity 3D, URP.
➢ Platform : PC.
➢ Orientation : landscape.
➢ Languages : French and English.

## 3.    Programming Language

C#.

## 4.    Team

Jean ELY - Architecture /Développement
Robin AUGROS - Développement / Tech Art

## 5.    Target audience

Mini-games players between 6 and 45 years old. Social players, enjoying having fun with friends.

## 6.    Music

Minimal techno music playlist, playing without any interruption between levels.

# II.  Specification

## 1.  Concept

*AFSFOT* is a race game where the player controls a sheep and has to get to the extraction point before his adversary. It is designed to be fun, quick, multiplayer and challenging.

## 2.  Story

Two sheep in a space station have to get back to an extraction point, but there is room for only one sheep. The two sheep have to be quick and without mercy to be the only one to survive.

## 3.  Game objectives

The game is structured into three different levels following each other each time a sheep arrives at the extraction point. Players have only one chance to get to the extraction point. If one of them gets to it, he scores, and the other one is killed.

The game quickly gets to the next level, with the same objectives but in another map. When a player has 3 victories, he is declared as the winner, and the game ends.

Each map has to be completed in 1 minute or less. If not, the game continues to the next level with an equality between players.

## 4.  Gameplay

One player controls one sheep, and can move, jump, shoot and stick to the surfaces of the level. Many objects fall from the sky, and can randomly block the path of a player, so he has to be quick and adapt to any situation.

## 5.  Visuals

AFSFOT is set in a futuristic universe, with science-fiction inspirations.
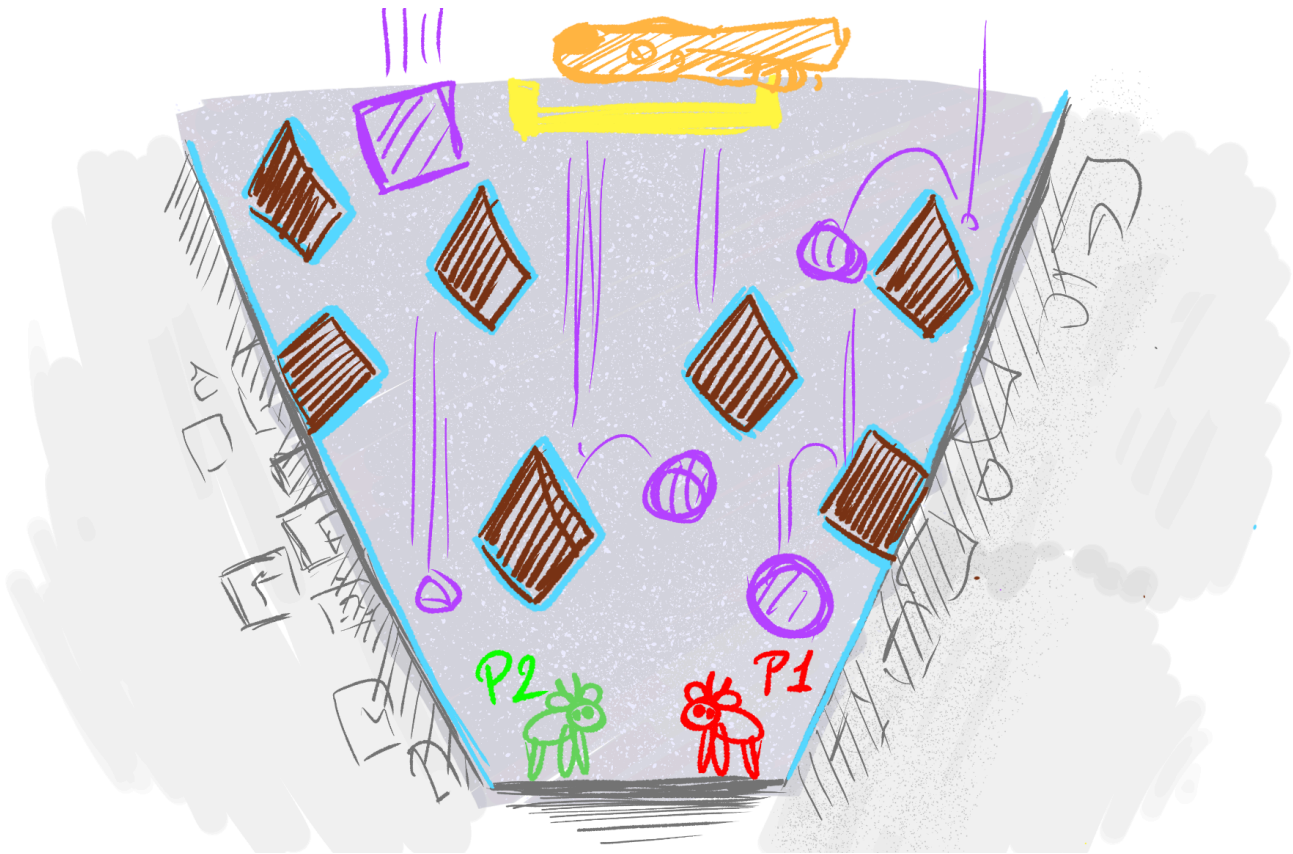
# III.   Potential technical issues

➢ Player maniability and controls
➢ Sticking to surfaces
➢ Player character animation feedback

# IV.   More potential ideas

## 1.   Malus

For a more advanced gameplay, the player can shoot malus he can collect on the map to block the other player for a little amount of time.

Potential malus that could be collected :
➢ Ralentissement
➢ Glissement

> ➢ Retour Arrière
> ➢ Inversion de place
> ➢ Freeze l'autre

## 2.    NPC enemies

And for an even more advanced gameplay, some NPC appear from time to time to shoot malus on the players.