

Ron Swanson

GDD Version 1.0
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1.1 High Concept

Ron Swansong is a Unity 3D Survival game where the player takes on the role of a retiring Ron Swanson who is looking to build a log cabin and settle in the woods, far from civilization.

1.2 Executive Summary

Ron Swansong is a Unity 3D Survival game where the player takes on the role of a retiring Ron Swanson who is looking to build a log cabin and settle in the woods, far from civilization. Each playthrough is unique in this randomly-generated world. Players will gather materials such as wood, stone and leather in order to progress through the game's tech tree, unlocking stronger abilities and upgrades along the way. Throughout the game, Ron must monitor his health and hunger levels, hunting enemies to survive and thrive in his new chosen home. Gathering all of the required materials and completing Ron's tech tree will allow him to construct the log cabin of his dreams and win the game.

1.3 Key Features (or Pillars)

- Ron must gather resources from combat and exploration to stay alive.
- Randomly generated low-poly world for a unique playthrough every time.
- Simple Melee & Ranged Combat with two different weapons.
- Five different biomes to explore, each with its own flora and fauna.
- Four different tech trees to upgrade Ron's survivability.

1.4 Genre

Ron Swanson is a Survival game set in an open-world environment where the player starts with minimal equipment and must explore, exterminate and exploit their surroundings in order to endure and survive.

1.5 Setting

The game is set in the woods outside of Pawnee, Indiana. Though this is the base setting and should inform the default look and feel of the game, the game will also pass through several different biomes such as Forest, Grassland, Plains, Jungle, and Mountain.

1.6 Target Audience

Desktop PC gamers who are familiar with 3rd-person Action RPGs such as Hades, Diablo, or Bastion.

1.7 Platform

PC. (Mac compilation is also possible.)

1.8 Engine

Unity 2021.3.18f1.

2.0 Gameplay Overview

In Ron Swanson, the player begins as a humble carpenter in the woods with an axe. Players will wander the landscape, encounter creatures to defeat, and harvest natural resources. Players will have to proceed through a tech tree in order to advance and eventually win the game; progression occurs by collecting the correct number of resources via combat and exploration. As play continues, players will eventually unlock the ability to hold healing items and carry ranged weapons with limited ammo; these inventories are replenished automatically over time. Players have a Health and a Food stat; Food slowly depletes throughout the game and must also be replenished via the above resources/healing items. When Food is at zero, Health will slowly deplete until Food is non-zero again. When the player's Health falls below zero whether by injury via enemy or by the game's natural depletion mechanic, the game ends and the player must start again.

2.1 Player Controlled Character Abilities and Overview

Ron Swanson is a barrel-chested, middle-aged man. He has standard 3rd person action RPG movement including the ability to strafe; his forward-facing direction is controlled independently of his movement. Forward movement is faster than reverse. Ron has a simple jump in addition to his ground movement.

2.1.1 Playable Character Ability 1: Melee Attack

Ron swings his weapon and does damage to the enemy directly in front of him. Ron may only swing his weapon every half second or so. There are no charges or ammo for melee attacks.

2.1.1a Playable Character Ability 1a: Harvest Resource

Ron's melee attack also affects environmental objects, with each object taking a certain number of hits before it is removed and replaced with the appropriate resource for Ron to collect.

2.1.2 Playable Character Ability 2: Ranged Attack

Ron throws a projectile (rock, axe, etc.) and does damage to the first enemy hit by a raycast in Ron's forward-facing direction. Ron may only shoot his weapon every second. Ranged attacks require ammo and will cease to fire if Ron is out.

2.2 Controls

KB/Mouse:

WASD: Walk/Strafe

Spacebar: Jump

H: Use Healing item

T: Show/Hide Tech Tree

Mouse: Look

LMB: Melee/Harvest

RMB: Ranged Attack

Esc: Pause/Main Menu

Gamepad:

LS: Walk/Strafe

RS: Look

Square: Melee/Harvest

Triangle: Use Healing Item

Circle: Ranged Attack

X: Jump

Select: Show/Hide Tech Tree

Start: Pause/Main Menu

Controls Overview Mockup

GAME CONTROL GUIDELINE

KB/MOUSE



GAMEPAD



Tingwei Liu

2.3 Gameplay Mechanics

Describe the other gameplay mechanics in your level such as enemies, and environmental obstacles.

2.3.1 Mechanic 1: Wolf Enemy

Enemy 1 is a wolf that will prowl around its area until Ron comes into range. Once Ron is in range, the wolf will audibly/visibly prep for an attack before charging in a straight line towards Ron's position at the time of attack. The wolf will then return to its starting position before beginning the attack again if Ron is still in range; if Ron is no longer in range, the wolf will return to patrolling. Enemy can be reskinned to match the biome.

2.3.2 Mechanic 2: Harvestable Resources

Resources such as Trees, Boulders and Crops can be found in the wild. Each Resource can be Harvested by Ron using his Melee Attack; some Resources may take more swings than others to Harvest. Upon the successful number of hits, the Resource Object disappears and is replaced with a Collectible Resource that Ron may pick up simply by making contact with it.

3.0 HUD User Interface

HUD Element 1: Health & Food Meters

Standard colorized bar within a larger bracket background, where bar's fullness denotes Current Health/Food as a percentage of Maximum Health/Food. Ron's Health/Food meters are always visible; as Ron's Food slowly drains as the game goes on, the bar will appear to be steadily un-filling (as will Health, when Food is Zero). Should be the largest, most prominent UI feature.

HUD Element 2: Inventory

Three (3) Square boxes with large icons indicating Current Weapon, Ranged Ammo Count, and Health Item Count. A clock-face count-down will appear in the background of the Ammo and Health boxes to visually show time left until a new Charge is added to Inventory.

HUD Element 3: Tech Tree Goal

Rectangular frame showing the Name, Reward, and Resource Progress of the Tech Tree upgrade closest to being unlocked.

HUD Elements Mockup



Ke Jin

4.0 UI Overview

Detailed overview of the various screens and their progression into and out of the gameplay level. Describe each of the screens needed and any UI elements such as buttons, etc.

Title Screen

- Simple screen with center-aligned buttons and avatar of player character above.
- New Game, Resume (only shown upon New Game), Options (*necessary?*), Credits, and Exit buttons.
- Options and Credits pop up new windows that cover the Title Screen.

Tutorial Screen

How to Play screen will explain the basic goals of the game, as well as the mechanics (using the Control mockup above). Possibility to include labeled/arrowed screenshots depending on how the in-game Tutorial Level works in practice.

Victory / Level End Screen

Upon completion of the final Tech Tree item, the game will pause and a window will pop up congratulating the character. The window will contain stats such as: Length of Playthrough, Resources Collected, Enemies Killed, Damage Healed, etc. At the bottom will be a button to Return to Main Menu. This same stats screen will be used for Game Over (with the congratulating text replaced).

5.0 Level Layout

Player will begin in the middle of the wilderness in a randomly generated environ each time. First screen will always be a Forest biome containing a small, unfinished log cabin model. World is generated in Chunks that each contain Tiles; each Tile contains biome info such as Elevation, Rainfall, and Temperature. Tiles will be generated, positioned and skinned according to these attributes. As a result, the Level will have a blocky, Minecraft sort of low-poly/voxelized feel to it. As the player enters a new Chunk, the world will continue to be built/unloaded around them appropriately. Obstacles, enemies and resources will be loaded/unloaded as part of this process.



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When a new game begins, an overlay will pop up asking if the player wishes to begin tutorial mode. In tutorial mode, the game will walk the player through the HUD elements, then harvesting resources for the first time, followed by a simple enemy. From there, the player will be encouraged to explore the world!

Changelog

0.1, 23/02/14: initial draft

0.2, 23/02/17: split Health bar into Health and Food. Added guaranteed Forest/cabin start to Level Layout. Assigned HUD and Controller mockups.

1.0, 23/02/19: Added Control, HUD, and Level Layout graphics with attributions.
Submitted document.

Mary Feedback



yesterday at 15:40

Great pitch! This will be feasible if we limit the number of status bars onscreen, as well as limit upgrades and rely more on collection as a mechanic, automate the process as much as possible. Limit enemies to just 1 or 2 (variants of the same enemy) and maybe focus more on environmental obstacles as it will be less animation and AI scripting / resource intensive to implement.