

# GAME DESIGN DOCUMENT



PRESENTS:

## GNOME EXTERMINATION COMPANY

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## Overview

### ➤ **Game Analysis**

In Gnome Extermination Company, the player is a gnome exterminator who is trapped in a research facility overtaken by gnomes. The goal is to survive until round 15 and escape. Players also have the option of continuing after round 15 into an endless mode. Using their handy AK-47, players can protect themselves against the hordes of toe-feasting gnomes. Players experience waves of enemies, bosses, capitalism, weapon upgrades, a health-granting gnome god, and more.

### ➤ **Mission Statement (The Elevator Pitch)**

Gnome Extermination Company is a first person shooter horde survival PC game. Shoot gnomes, upgrade your weapon, and pray to the gnome god in this thrilling shooter.

### ➤ **Genre**

- First Person Shooter Rogue-Like Horde Survival

### ➤ **Platforms**

- PC (Windows/Mac)

### ➤ **Target Audience**

- PC players
- Itch.io users
- Teenagers and young adults

### ➤ **What Sets This Game Apart**

- Silly concepts and humorous graphics
- Inspiration from many different genres and games
- First person roguelike with procedural level generation
- First person shooter with no automatic regeneration
- Flexible for different styles of play

## Story and Gameplay

### ➤ Story

You have been hired by the Gnome Extermination Company to clear out a research facility that has been taken over by gnomes. When you arrive at the facility, you become trapped inside. The gnomes are multiplying fast, and ate the three key cards you need to escape.

### ➤ Gameplay

- First person
- Single player
- PC, keyboard and mouse
- Gun upgrades, gnome health statue, rounds and enemy waves, three boss stages
- Flexible for different styles of play (completionists and speedrunners can escape and “win”, or players can continue to survive and beat high scores)

### ➤ Player Experience

You begin the game in the center of the facility with a gun. On the UI you can see your hp bar, the round number, your ammo, a minimap, and your GEC Buck balance. In the level there is a vending machine to buy gun upgrades, 5 doors the gnomes can crawl out of, and a locked red door. Round 1 starts, and you hear the gnomes yell out their battle cry. 2 more gnomes spawn per round (round 4 will have 8 gnomes, round 15 will have 30 gnomes, etc). You gain GEC Bucks from shooting and destroying gnomes, and you are able to spend them on upgrades. A boss spawns on round 5, 10, and 15. Round 5 boss drops a red keycard, round 10 boss drops a blue keycard, and round 15 boss drops a green keycard. On the other side of the red door is a golden gnome statue, a green door, and a blue door. If you give an offering to the gnome statue, you will be granted health and the blessed effect. When you end a round blessed, you gain health. The blessed effect goes away as soon as you take damage. Behind the blue door is a teleporter that will teleport you to the front of the ship at the cost of health. Behind the green door is a glowing red orb that allows you to escape.

### ➤ Gameplay Guidelines

- No explicit content (gore, language)

## ➤ Game Objectives and Rewards

### Rewards

- Getting money for shooting gnomes
- Upgrading your gun and making it more powerful with money
- Bosses drop keycards when killed, opening new parts of the level
- Gain health and blessed effect when you give an offering to the statue - When you end a round with the blessed effect, you gain more health, but you lose the blessed effect if you take damage. This rewards skilled playing.

### Obstacles

- Locked doors that need keycards
- Gathering money to buy things
- Limited ammo that you have to spend money to refill
- No auto regenerating health
- Bosses on round 5, 10, and 15

### Difficulty

- Number of gnomes spawning increase by 2 every round
- Gnomes' max health goes up every 2 rounds
- Prices in store begin doubling every 5 rounds after round 15

## ➤ Gameplay Mechanics

### Movement Abilities / Actions

- Area movement and looking around
- Shooting
- Upgrading - E in front of the shop to open store menu, left click on weapon upgrade to buy, E in store menu to leave the menu.
- Exploration - Collectable keycards dropped by bosses unlock doors to new parts of the level.
- Health - Health bar, E in front of statue to give immediate health and the blessed effect.
- Effects - Blessed effect heals 1 bar of health when ending a round with the effect, effect ends when player takes damage.

### Game Modes

#### Single Player

- Main Story - Round 1-15, +2 gnomes each wave, three bosses (one every 5 rounds), can

escape through the mysterious orb in the green room (optional).

- Endless - Round 15+, +2 gnomes each wave, prices double every 5 rounds.

### Scoring System

- GEC Bucks - Shoot enemies to gain currency, can be spent on weapon upgrades, refilling ammo, and gaining health.

## ➤ Level Design

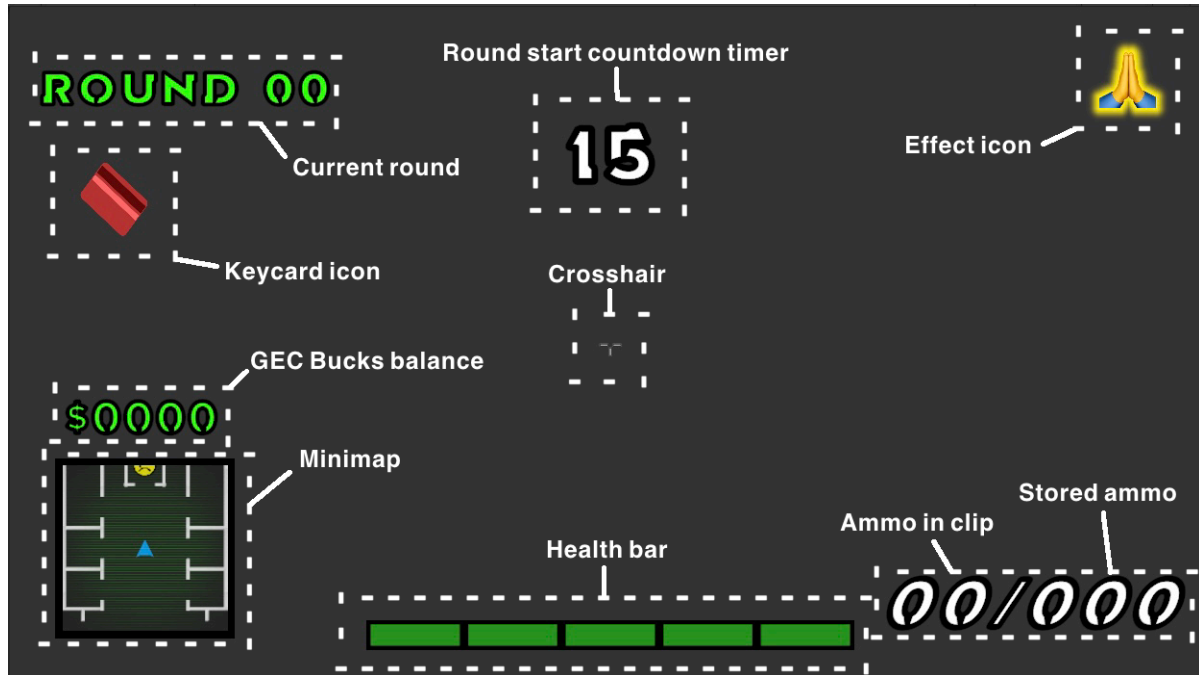
Levels	
<p>Facility</p>	<ul style="list-style-type: none"> <li>• Areas <ul style="list-style-type: none"> <li>○ Stage</li> <li>○ Labs</li> <li>○ Storage</li> </ul> </li> </ul> <ol style="list-style-type: none"> <li>1. Unlockable doors (3)</li> <li>2. Gnome spawn points (5)</li> <li>3. Upgrades shop</li> <li>4. Gnome statue</li> <li>5. Teleporter</li> <li>6. Escape</li> </ol>

## Control Scheme

Button Input	Action
<ul style="list-style-type: none"> <li>• W</li> <li>• A</li> <li>• S</li> <li>• D</li> <li>• Mouse</li> <li>• Shift</li> <li>• Left Click/Hold</li> <li>• R</li> <li>• E</li> </ul>	<ul style="list-style-type: none"> <li>• Move forward</li> <li>• Move left</li> <li>• Move backward</li> <li>• Move right</li> <li>• Look around</li> <li>• Sprint</li> <li>• Shoot</li> <li>• Reload</li> <li>• Interact</li> </ul>

## User Interface

### ➤ In-game



➤ Menu



|| PAUSED

RESUME

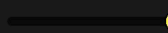
OPTIONS

MENU


|| OPTIONS

1920 x 1080 ▼

☹ FULLSCREEN

VOLUME  ☹

GRAPHICS ULTRA ▼

SENSITIVITY  0.00

BACK



## ➤ Shop

II  
P  
A  
U  
S  
E  
D

# OUTTA-AMMO



## AMMO

Refill ammo  \$50

## GUN UPGRADES

Upgrade	Cost	Upgrade levels
+1 clip* 	\$150	0
+5 damage 	\$200	0
+1 buck per hit 	\$300	0

AMMO: 00/00

GEC BUCKS: \$0000

\*1 clip = 30 ammo

II  
P  
A  
U  
S  
E  
D

# OUTTA-AMMO



## AMMO

 \$50

## GUN UPGRADES

	\$150	0
	\$200	0
	\$300	0

AMMO: 00/00

GEC BUCKS: \$0000

## Schedule &amp; Tasks

- <https://trello.com/b/2ApZSU2V/gnome-game>