Game Design Document (GDD): Guardian Weapon

1. Game Overview

Title: Guardian Weapon

Genre: Action / Defense

Game Jam: 16th PirateSoftware Game Jam

Theme: "You Are the Weapon"

Core Concept:

You play as a morphing weapon tasked with protecting your wielder as they journey to find a new home. The player must use strategy and reflexes to fend off enemies while ensuring the wielder’s safety.

2. Gameplay Mechanics

2.1 Player Controls

Movement: The weapon follows the mouse, maintaining a set radius around the wielder.

Morphing: Use the mouse wheel to switch between weapon forms:

Sword: Melee weapon for close combat.

Laser Gun: Ranged weapon for attacking enemies at a distance.

Attacking: Left-click to attack. Attack mechanics vary based on the current weapon form.

2.2 Objectives

Primary Goal: Protect the wielder until they safely reach their new home.

Secondary Goal: Defeat enemies efficiently and avoid letting them harm the wielder.

3. Game Elements

3.1 The Weapon

Sword: High-damage, close-range melee attacks. Effective against enemies that get too close to the wielder.

Laser Gun: Medium-damage, long-range attacks. Effective against enemies attacking from a distance.

3.2 The Wielder

A passive character walking along a predetermined path.

Vulnerable to attacks and must be protected at all costs.

3.3 Enemies

Sniper: Attacks the wielder from a distance. Fires slow but high-damage projectiles. Weak to Laser Gun.

Midget: Fast, melee-focused enemy that attempts to reach and attack the wielder directly. Weak to Sword.

4. Level Design

The wielder follows a set path through various environments.

Enemy spawn points are scattered along the path, becoming progressively more challenging as the level progresses.

5. Art and Aesthetics

Art Style: Minimalist pixel art, focusing on smooth animations and clear visual feedback.

Weapon Design: Distinct and visually striking forms for the Sword and Laser Gun.

Enemy Design:

Sniper: Slim and stealthy, equipped with a long rifle.

Midget: Small and fast, with exaggerated animations to emphasize speed.

6. Challenges and Balancing

Maintain a balanced difficulty curve that rewards skillful play.

Ensure that both weapon forms are useful in different situations.

Manage the pacing of enemy waves to avoid overwhelming the player early on.

7. Assets

https://darkpixel-kronovi.itch.io/4-directional-character-hooded-knight
https://dizeoakamatsu.itch.io/ui-buttons-20x16-px

https://cainos