

Start Page

# The DEADSHOT GDD

---

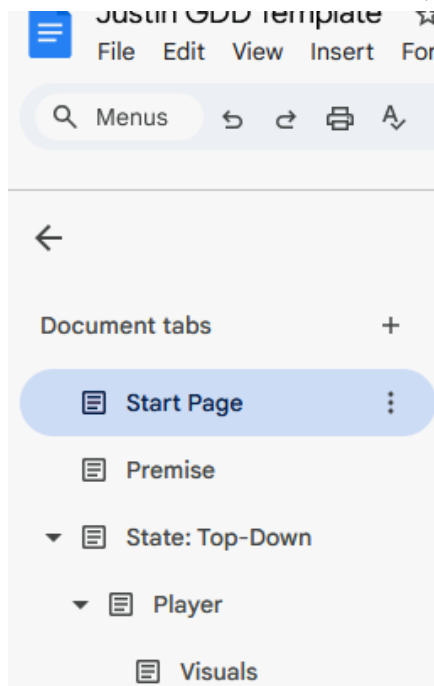
This page contains the design of the game **DEADSHOT**.

You'll likely want to **Bookmark** this page, as well as any other tools you'll be using at GADIG.

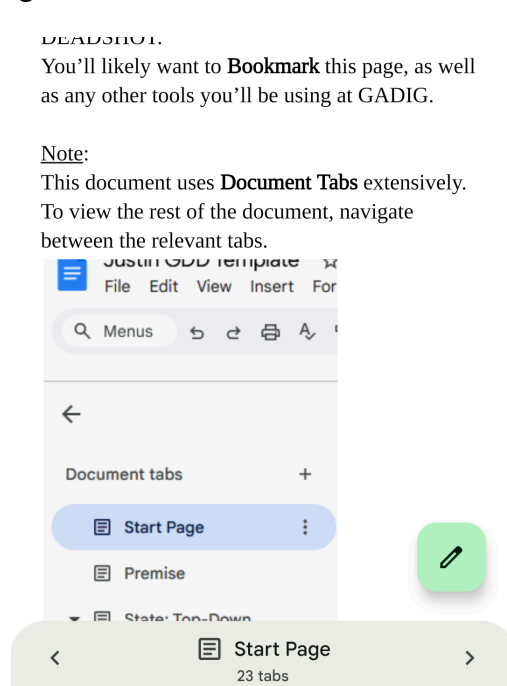
## Note:

This document uses **Document Tabs** extensively.

To view the rest of the document, navigate between the relevant tabs.



PC: found on left side of screen



Mobile: found on bottom of screen

## External Document Portal:

- [Style Guide](#)
- [Narrative OGSD](#)
- [Task List](#)
- [Discord](#)
- [Programming Repository](#)

# Game Premise

# Game Overview

**DEADSHOT** is a top-down 2.5D action shooter set in a desolate western town afflicted by a sinister curse. You are a cowboy set on clearing your name after corrupt officials framed you for a crime! Use your trusty sidearm to take down cursed wildlife and townsfolk... and don't let the curse take you down with it.

Bullet Hellish Weapons Meat Enemies Save your horse

## Inspirations

- Enter the Gungeon
  - for its bullet-hell combat
  - note: EtG has a huge amount of player guns. **DEADSHOT** has way fewer.
- Bloodborne
  - for the story and body-horror aesthetics
  - Like Bloodborne, **DEADSHOT** is intended to be somewhat difficult
- Cult of the Lamb
  - for its 2.5D art style
  - note the pop-up style

## Game States:

- Main Menu
- In-game
- Finishers
- Dialogue
- Pause
- Skill Tree

### What is a game state?

Think: which parts of the game have the same systems / ways to interact?

Examples:

- Going from one level to another doesn't change the state. The systems aren't any different; only the contents of the level.
- If you, for example, open a shop (not in this game), you interact with the shop in a completely different way; it's a different state.
- Or, maybe you buy things by walking up to items in the world, in which case it would be the same state.

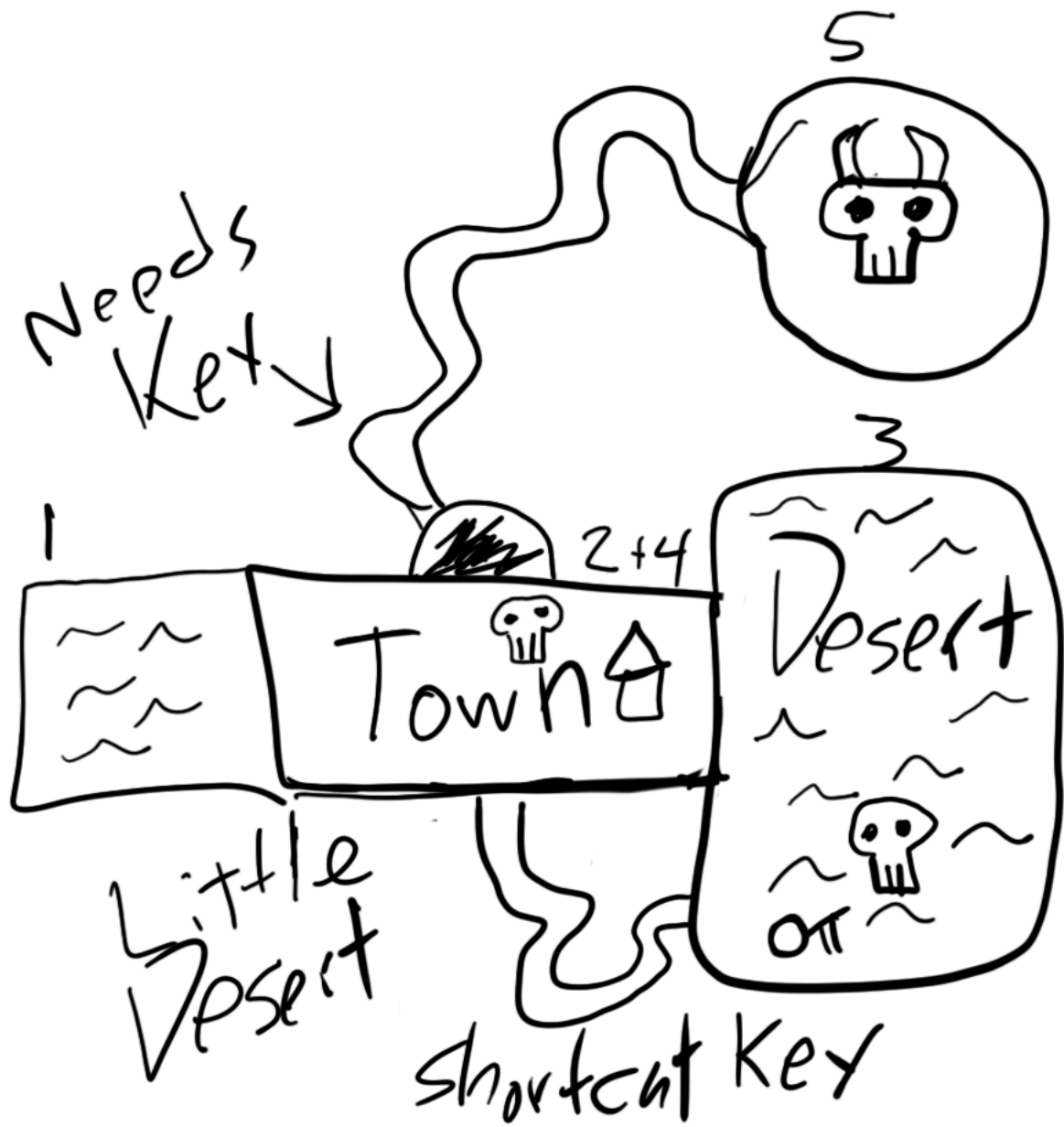
# Game Loop / Progression

## Gameplay Loop

1. Enter a new part of the world
2. Beat enemies (and boss, sometimes)
  - a. Enemies drop resources
3. Find Campfire (save point)
4. Use Resources at Campfire to upgrade

## Overall Game Progression

1. Start in Small Desert
  - a. short intro to combat with basic enemies
2. Move in front of the Sheriff's Office
  - a. Sheriff appears to teach about McGuffin
3. Go to the Big Desert to find the McGuffin
  - a. Introduce to second resource
  - b. Beat Boss 1
  - c. New Shortcut unlocked to get back to the town
4. Return to the town
  - a. (No manual back-tracking through the desert)
  - b. Town is now hostile
5. Go to the Sheriff's office
  - a. Learn about the truth (woah)
  - b. During the entrance the town has shifted into the boss arena
  - c. Sheriff Boss
6. Go to the Mines
  - a. Alternate gameplay segment?
  - b. Beat the final boss
  - c. Complete the final boss
  - d. Save Horsey! 🐎





# STATE - Main Menu

The start of the game!

Exact visual details will be decided later by UI teams.

**Features:**

- Play button
  - new game and continue from save
- Settings button (same as pause menu)
- Quit button

STATE - In-game

## In-Game State

The primary, “in-game” state.

Features the controllable player character.

Includes enemy combat, boss fights, and exploring the world.

Player

## The player character (you!!!)

# Interactions

### **Aim** (mouse)

- Reticle oriented in the direction of the player's cursor.
- Visuals may change depending on your weapon? (details not designed yet)
- The weapon you're holding is aimed towards the cursor

### **Fire Weapon** (left click)

- Fires the player's weapon.
- Details of the weapon are based on the skill tree upgrades.
- Weapon fire is directed towards the player's **AIM** reticle.
- This input is not associated with the player's whip.

### **Use Whip** (right click)

- Cracks the player's whip in a small melee shape toward where they are aiming

### **Dodge Roll** (space)

- **During the roll**, all inputs EXCEPT **MOVE** and **PAUSE** are temporarily disabled.
- **MOVE** has a restricted range of movement during the roll to allow for minor adjustments.
- **PAUSE** functions the same.

### **Interact** (e)

- Activates miscellaneous actions depending on the object the player is facing.
  - **INTERACT** while facing a Campfire
  - **INTERACT** while facing an NPC to speak with them.
  - **INTERACT** while facing lore documents to read them.
  - **INTERACT** while facing a barrel to roll it along the ground (EXAMPLE hazard).

### **Move** (WASD)

- Omnidirectional movement by WASD or Joystick.
- One consistent speed; this speed stat can be enhanced.

# Other Mechanics

## **Take Damage**

- happens when hit by an enemy or hazard
- player is immune for a short time afterwards

## **Weapon Upgrades**

- See the Skill Tree tab

# User Interface



The in-game HUD.

Specific details not designed yet.

Info included:

- Player Hearts
- Ammo
- Weapon Tree Branch?
- (During boss fights) boss health bar

# Combat

# Combat Overview

Action shooter bullet hell

## Combat Encounters

A combat encounter is a group of 2-8 enemies and may have hazards or ammo boxes. These encounters cannot be skipped - the camera locks as soon as the player enters an encounter, and unlocks once all enemies are defeated.

We are aiming for 15-25 encounters throughout the whole game.

## Enemies

There will be 6 different types of enemies (3 animal types, 3 townsfolk types).

Animals are melee-type enemies, while Townsfolk are projectile-type enemies, each will have its own behaviors differentiating them from other enemies

There are 3 types of projectiles.

Townsfolk can be paired with different projectiles to change how their attacks function (different enemies have different attack patterns).

Specific enemies haven't been designed yet.

Enemies will attack the player when the enemy is on-screen.

Attacks involve different bullet attack patterns.

### **Spawning:**

- Enemies are placed manually in the levels
- They do not respawn
- They are idle until they're on-screen
- They become hostile when visible

### **When killed:**

- Enemies drop Meat pickups
  - Player walks over to collect it
- Death effects should have some blood

**Bosses:**

- Three bosses throughout the game
  - First in the big desert (Red Herring Dynamite Monster)
  - Second in the Town (Sheriff)
  - Third in the Mine (Mass)

**Enemies:**

- Enemy 1
- Enemy 2
- Enemy 3
- Enemy 4
- Enemy 5
- Enemy 6

# Levels

Exploration will be difficult / intense, and feel hostile. Focused on UNDER 25 enemy encounters total throughout the whole game, including bosses.

See **Game Loop / Progression** for the levels in the order you'll explore them.

## Features of each level

### Enemies

- Levels have several encounters placed manually
- Enemies do not respawn; there is a finite total of enemies
- The player will never need to return to a previously visited area.
  - This does not include the town, which is visited twice.
- There will be campfires placed periodically for the player to save and manage their skill tree.
- 1 boss, a more intense and cinematic encounter with 1 unique enemy
  - this does not include the tutorial
- 

A combat encounter is a group of 2-8 enemies and may have hazards or ammo boxes. These encounters cannot be skipped - the camera locks as soon as the player enters an encounter, and unlocks once all enemies are defeated.

We are aiming for 15-25 encounters throughout the whole game

Encounter example/guide:

- Little Desert: 1
- Town Normal: 3
- Big Desert: 5
- Town Corrupted: 2
- Mines: 6

### **Bosses**

- Big bad guys
- Drops the **Boss Hearts** resource when killed, which increases your max HP

### **Ammo Boxes**

- Refills the players ammo by picking up the ammo boxes.
- Ammo boxes can be collected by walking over them as the player.

### **Campfires**

- Player can interact with them
- Saves the game

- Allows player to quit game
- Refills the player's health
- Refills max ammo
- Each campfire can only be used once; afterwards they are extinguished
- Meat upgrades can happen here even if they are extinguished

### Interactables

- new ways for the player to deal with enemies
- ex: cactus, rolling TNT barrel, etc.
- minimum of 3
- interactables are compounding, such as 1 in the town, 2 in the desert, 3 in the mines
- discussed the potential of temporary cover

### Lore Snippets

- Documents littered around the levels which the player can read.
  - May be placed on the floor or on top of objects (most commonly a crate, for example).
  - Player can **Interact** while facing the snippet to read its contents.
- Categorized as either **Diaries** or **Reports**.
  - **Diaries** are anecdotal and detail what it's like to live in the setting of Deadshot.
  - **Reports** are factual and intended to help the player. They may detail tips for fighting enemies, reveal explicit information about the lore surrounding "the mass", etc.
  - This distinction is not presented to the player, but is instead for the dev team's organization.

Lvl - Small Desert



# Small Desert

**Entered From:**

- Game start

**Goes To:**

- Town

**Features:**

- not fully designed yet
- an intro or tutorial for the player; teaches them how to play and what to expect from enemies
- 1-2 encounters

Lvl - Town

# Town

## Entered From:

- Small Desert

## Goes To:

- Big Desert

## Features:

- not fully designed yet
- the town, disheveled and infected by the Mass
- has corrupted enemies in the street
- 2-3 encounters

# Town (cleared)

Second state which the town changes to after enemies are defeated

## Features:

- not fully designed yet
- the town, **reuses the same assets and level**, but without the enemies
- has NPCs the player can talk to for exposition and to clear your name
- interaction with the sheriff
  - tries to hide discontent with you saving the town under pretext of prior banishment
  - alludes to his connection with the Mass

Lvl - Big Desert

# Big Desert

## **Entered From:**

- Town

## **Goes To:**

- Shortcut

## **Features:**

- not fully designed yet
- large, open area
- 5-6 encounters
- The first boss
  - Boss screen accompanied by a “boss haze effect”
- To prevent back-tracking, the boss is halfway through the desert and should block off the route behind

Lvl - Town (Return)

# Town (Return)

## Entered From:

- Big Desert

## Goes To:

- Mines

## Features:

- not fully designed yet
- **copied from the normal town**, but more evil
  - this is shown through a repeat of the boss haze effect
  - still using the same assets and level
- the townsfolk are evil enemies now
- 2-3 encounters
- fight the Sheriff boss

## Lvl - Mines



# Mines

## **Entered From:**

- Town (corrupt)

## **Goes To:**

- you win :)

## **Features:**

- not fully designed yet
- more hazard-focused than enemy-focused
- 5-6 encounters
- fight the final boss
  - big open room
  - boss haze

# STATE - Skill Tree

# Skill Tree State

This is the state where the player purchases upgrades using Meat. This tab is divided into sections: a section describing the Meat mechanic, a section for the Skill Tree UI, and a section detailing specific upgrades.

## Sections:

[Meat](#)

[Skill Tree UI](#)

[Upgrades](#)

## Meat

**Meat** is a resource dropped by enemies when killed. It can be collected by walking over a defeated enemy.

Since enemy count is finite, there is only so much meat the player can collect.

It's used in for upgrades in the Skill Tree (see: Skill Tree UI + Upgrades)

As a pickup, it slightly moves towards the player like XP.

Touching it increases the number of meat collected.

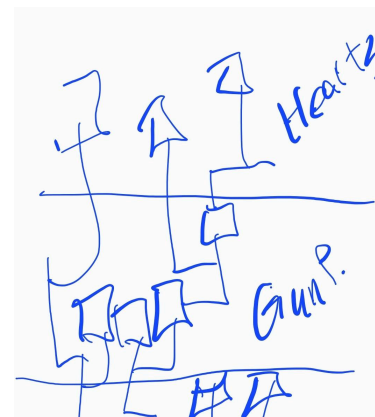
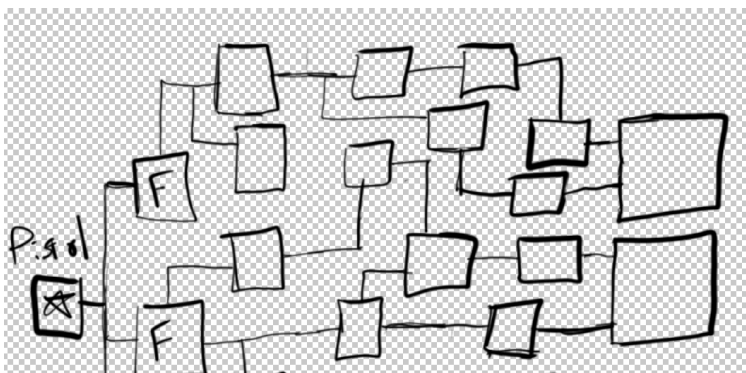
## Skill Tree UI

This section outlines the UI of the skill tree. For detail on the upgrades themselves, see the Upgrades section.

---

### SKILL TREE OVERVIEW

- Exact visual details haven't been decided yet.
- The Skill Tree is accessed through campfires
- Players can spend meat in order to upgrade their weapon and stats
- Each weapon in the skill tree has branching paths allowing for more player customization
  - 3 mutually exclusive Weapon forms each with differing stat alterations allowing for differing gameplay styles



# Upgrades

This section outlines the Upgrades of the skill tree.

---

## Weapon Upgrades and Forms

- Weapons are differentiated into “Forms”
- Each form should feel very different from each other to play
  - Exact forms are to be decided, but for example: shotgun form, pistol form
- Each form has a set of simple stat upgrades that can be unlocked afterwards.
- Each form has 7-8 upgrades within them with only around 5-6 able to be bought
  - Each upgrade is a choice between 2 so there will always be a decision when the player wants to upgrade

## Upgradeable Stats

- Fire rate
- Reload Speed
- Charge Time
  - Longer player immobile/vulnerability while charging and before firing
  - Holding button down
- Projectile spawners (capable of shooting one, two, or three bullets)
  - **Activate when weapon is shot**
  - Projectile speed
  - Projectile size
  - Projectile spread
- Lower Player speed while firing
- Recoil
  - May only be present following an action that requires charge
- Health
- Speed
- Damage
- Ammo Count
- Dodge Roll

# STATE - Dialogue

Dialogue occurs throughout the in-game, e.g. when talking to a town NPC or during a special cutscene event, like when talking to the sheriff.

This state is overlaid on top of the in-game state. Normal input is paused, but you still see the world while talking.

Writing is generally brief.

The player character doesn't talk.

## UI

- A box of dialogue on top of the character that's talking.
- Click to advance.
- Will be the same style of textbox for every character including the bosses.



# STATE - Finishers

At the end of every boss, there's a dramatic Finisher.  
Finishers are quick time events, but you **can't fail them**.

Specific details have not been designed yet.  
Whatever happens is overlaid on top of the in-game state.  
e.g. maybe some button prompts show up, and it plays a special animation?



# STATE - Cutsscenes

Major story events that are shown to the player in a manner similar to a slideshow. Description similar to fruit punch comic panels. Intended to be at least 2, with an intro and an epilogue. **Was also listed as more of a stretch goal.**

The Sheriff's Office sublevel has been changed to instead be a cutscene, making for an expected minimum of 3.

STATE - Pause

Opened when pressing the pause button (esc)

**Contains:**

- Resume game
- Meat Skill Tree
  - view-only state of the skill tree; cannot upgrade from this menu.
- Options Menu
  - for music/sfx volumes, resolution, idk
- Restart from Checkpoint
- Quit to Menu (will not save progress)
- Close Game (will not save progress)

# Narrative

See more information in [DEADSHOT OGSD](#)

## Story Summary

The player character was once a well-respected, quiet individual of the town. One day, the Sheriff came out with outrageous claims and evidence that incriminated the player character. He knew he was being framed, but the town fell for the Sheriff's tricks.

The player was escorted to the town outskirts by carriage, and was not able to bring his belongings or his horse with him.

He now returns to the town to clear his name, not knowing that in his absence a curse, caused by a fleshy entity known as the Mass, had overtaken the region. He agrees to stop the curse as a means of clearing his name and recovering his horse, who is held captive in the Mass' lair.

## Setting

The story will be set in the 1800s-1900s at the peak of the Old/Wild West fashion and culture. There should be a lot of wooden and stone buildings to follow the time era.

Uniquely, the town will look disheveled from the curse rampaging through it with aspects of meat and flesh scattered around.



# Story Presentation

- Reading lore on pieces of scattered paper
  - ^ separate UI element
- Dialogue boxes
  - Interact with NPCs
  - Narration
- Visual Effects
  - "Boss miasma"

# Character Breakdown

There will be **10 MAX** amounts of characters and npcs.

- **Player Character**
- **Unreliable Narrator** a voice inside the player's head that is revealed to later be the Mass (Final Boss).
  - Opening narration.
  - Dialogue prompt after each tier of meat upgrade.
- **NPCs**
  - provide contextual information to the player upon their arrival in town.
  - provide hints as to what to do if the player is confused.
  - **Generic male & female NPC sprite** for reusability.
- **Horse**
  - Functions as motivation and a reward for the player.
- **Sheriff**
  - Behaves strangely around the player.
  - Blocks you from meeting the Mass (source/location of the curse); second boss fight.
- **The Mass** (the final boss and the source of the curse)
  - Will be fought sometimes after the corrupted town.
  - Also is the unreliable narrator.

# Beat Chart

## {Start of Game}

- 1. The player character arrives at the desert outskirts.**
  - a. He kills a cursed creature and picks up his first piece of Meat.
    - i. It seems to whisper to him...
- 2. He proceeds into the town, which is overrun by cursed creatures.**
- 3. After purging the town of all cursed creatures, healthy townsfolk flood back into the streets.**
  - a. They are thankful to the player character!
  - b. They remark about the player character's exile (this is for the player's understanding, as there will not be a prologue).
- 4. The player character speaks with the Sheriff.**
  - a. The Sheriff is strangely frustrated with the player character's heroic exploits.
  - b. After some thinking, the Sheriff points the player character towards the highly hostile Large Desert. They claim that a large monster is guarding the Mass' weakness.
    - i. At this point the player should be vaguely aware that the Sheriff is a suspicious character, building suspense for the journey through the Large Desert.
- 5. The player journeys through the Large Desert.**
  - a. They encounter a few Nomads and Lore Snippets.
  - b. They face various combat encounters.
- 6. The player encounters Boss 1 in the Large Desert.**
  - a. Boss miasma!
  - b. Once Boss 1 is defeated, the player discovers Lore Snippets revealing the whole thing to be a set-up to try and kill the player character.
    - i. The Sheriff is not specifically blamed for this, but should be the prime suspect in the player's head.
  - c. The player acquires the Mass' weakness.
- 7. The player character returns to the town;** there is boss miasma in the air.
- 8. The player character enters the Sheriff's office,** and encounters documents detailing several of their malicious schemes, including



their plan to help the Mass fulfill its motive, as well as old plans to frame the player character.

**9. The player faces the Sheriff at the entrance to the mines.**

- a. The Sheriff reveals some, but not all, motives.
- b. The player defeats the Sheriff.

**10. The player enters the mines.** Unreliable narration picks up at this point.

- a. The player encounters some final Lore Snippets, written by the Sheriff, that tie up most of the game's mysteries.

**11. The player encounters the Mass.**

- a. The Mass reveals itself as the unreliable narrator.
- b. The player defeats the Mass.

**12. The player escapes the mines as they collapse,** on the horseback of their trusty steed!

**{End of Game}**

## Functionality

- Unreliable narration is activated by event triggers such as consuming meat for the player skill tree.
- NPC dialogue is activated by event triggers and by pressing **Interact** while facing an NPC.
- Lore snippets are viewed by pressing **Interact** while facing the source of information.