

Spark Assault 2.0 GDD Outline

1. [Overview](#)
2. [Controls](#)
3. [Navigation](#)
 - a. Version .1
 - i. Polygonal
 - ii. FPS controls (no combat)
 - b. Version .4
 - i. Voxel
 - c. Special (grappling hook?)
4. [Procedural island generation system](#)
 - a. Version .2
 - i. Actual island generator
 - ii. Player spawn location
 - b. Version .3
 - i. Objectives area placement (determine areas to ensure placement of structures)
 - ii. Parameters for generator: hills, etc.
 - c. Version .4
 - i. Routes (ensure players can go to objectives, e.g.: roads, bridges; backup plan: pre-determined jump pads)
5. [Procedural environmental object population system](#)
 - a. Version .3
6. [Flight system](#)
 - a. Version .2
 - i. Flight model
 1. Autopilot between islands (using waystone mechanics)
 - b. Version .?
 - i. Desired flightmodel
 - ii. How to engage
 - iii. How to disengage
7. [Weapon system](#)
 - a. Version .3
 - i. Create/save/link weapon data
 - ii. Initial machine gun (primary fire)
 - b. List of stats
 - c. Projectile types
8. Stats (list) - *see specific links below*
 - a. Version .3
 - i. Health, etc.
 - b. [Player specific](#)

- c. Enemy specific
 - i. [Base stats](#)
 - ii. [Behavior parameters](#)
- 9. [HUD](#)
 - a. Version .3
 - i. Design required HUD elements
- 10. [NPCs](#)
 - a. Version .3
 - i. Grunts, Flyers, Tanks (models)
 - b. What enemies we'll have for release
 - c. Attaching behaviors
 - d. Attaching weapons
 - e. Example enemy (how it behaves, battle scenario)
- 11. [Objective Editor](#)
- 12. [Mission Editor](#)
- 13. Items
 - a. Pickups <https://docs.google.com/document/d/13Vxvnsj9ITcr37u0PbEjizUHVZRYJXpoAgjfx4gP8O8/edit> - health, energy
 - b. Treasures?
- 14. [Gameplay Objects spawning system](#)
 - a. Determine categories (doodads, items, npc, enemies, spawners)
- 15. [NPC spawning system](#)
 - a. Version .3
 - i. Mining ship carry-over spawning mechanics
 - b. Rules
 - c. Buckets
 - d. Camps (clusters)
- 16. [NPC AI/behaviors](#)
 - a. Version .3
 - i. Movement/Steering (pathfinding research)
 - ii. Behavior
 - b. Determine list of behaviors: wander, attack, defend, retreat
- 17. [Voxel Population System](#)
 - a. Version .4
 - i. Load voxels in
 - ii. Populating island
 - iii. Placement rules
 - b. Buckets
 - c. Camps (clusters)
- 18. [Gameplay Objects](#)
 - a. Spawners
 - b. Turrets
 - c. Light source

