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Game 115

Concept Doc: *Lawbringer*

Design Brief

Abstract

Lawbringer will be a western first-person 3D adventure game that follows the story of a citizen-turned-vigilante. The player will use their bounty skills to collect bounties, serve citizens (if they want), and dispense justice throughout the town. Also, there will be a narrative which discusses themes of morality, justice, and what those words truly mean to the player.

Design Statement

Lawbringer is an adventure game with FPS elements, meaning that while the game will have real time combat, that will not necessarily be the whole experience of the game itself. Being a western game, the game world will have a mix of towns and lots of plains and desert.

The game will have a choice system in place for certain events. You can choose to help citizens or not. Also, one large aspect of the game will be the choice to let wanted people/outlaws free, kill them, or take them to the town jail. These choices will contribute to the overall narrative of the game, and will lead the player down a character-driven story. Your choice will impact the character's narrative.

The narrative of the game follows the player character, John Goodman. John is a citizen-turned-vigilante who takes down bounties and dispenses the law himself. His journey in the game will be a personal, internal one that has him struggling with his ideas of justice means to him, and in a sense, the player as well. Choices in the game will reflect the player's thoughts on justice.

Target Audience

One of the target audiences for *Lawbringer* is obviously those who enjoy Westerns. Since the game takes place in the "Old West", this should appeal to them very much. Also, those who enjoy character narratives are a target as well, as the story is not one of a grand, epic scale, but rather, a smaller, intimate scale. The game may also attract those who like FPS games as well, as there are FPS elements in the game.

Gameplay

Lawbringer is a single-player adventure game. Along with that, it is an FPS as well, with real-time combat. The game will have a focus on exploration, character interaction, and dialogue as well.

Core Mechanics

One mechanic of the game is the choice mechanic. With this, you have the option to let free, turn in, or kill your bounty. Your choice has an affect on the character's arc throughout the story.

Look and Feel

One obvious point of inspiration is the Red Dead series by Rockstar. I also have taken some inspiration from films such as *The Good, the Bad, and the Ugly*. The map will be barren, with lots of sand and barely any vegetation for most of the game.

The game should make the player feel a sense of dread walking through the landscape. The barren ground should make the player feel as if they are about to walk great distances. The point of the game is to make the journey feel long, but not to where it feels like there is no progress.





(Above) Two screenshots of the map of New Austin in *Red Dead Redemption 2*.

(Below) A still of Clint Eastwood in *The Good, the Bad, and the Ugly*.



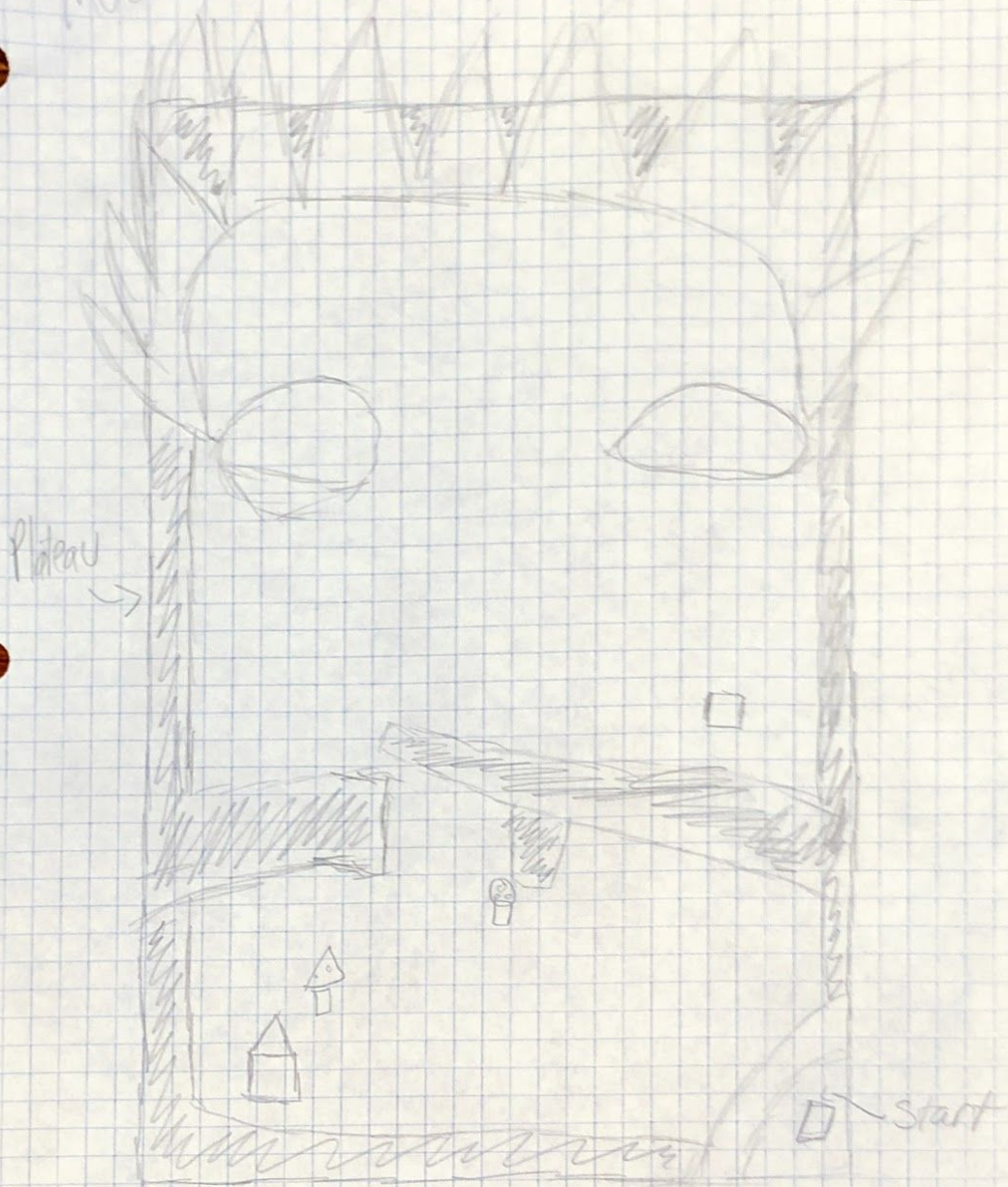
Maps and Game Flows

The spawn area of the map is mostly closed off. There is a path that leads out, but that will be accessed later, not immediately after spawn. The environment is green and lavish, with birds chirping and pleasing music in the background.

However, once the player leaves the canyon, it is a desert. Far in the distance, a looming mountain stares down at the player. The player will eventually go there, but not yet. The player's endpoint is seen but not accessed. It foreshadows future events.

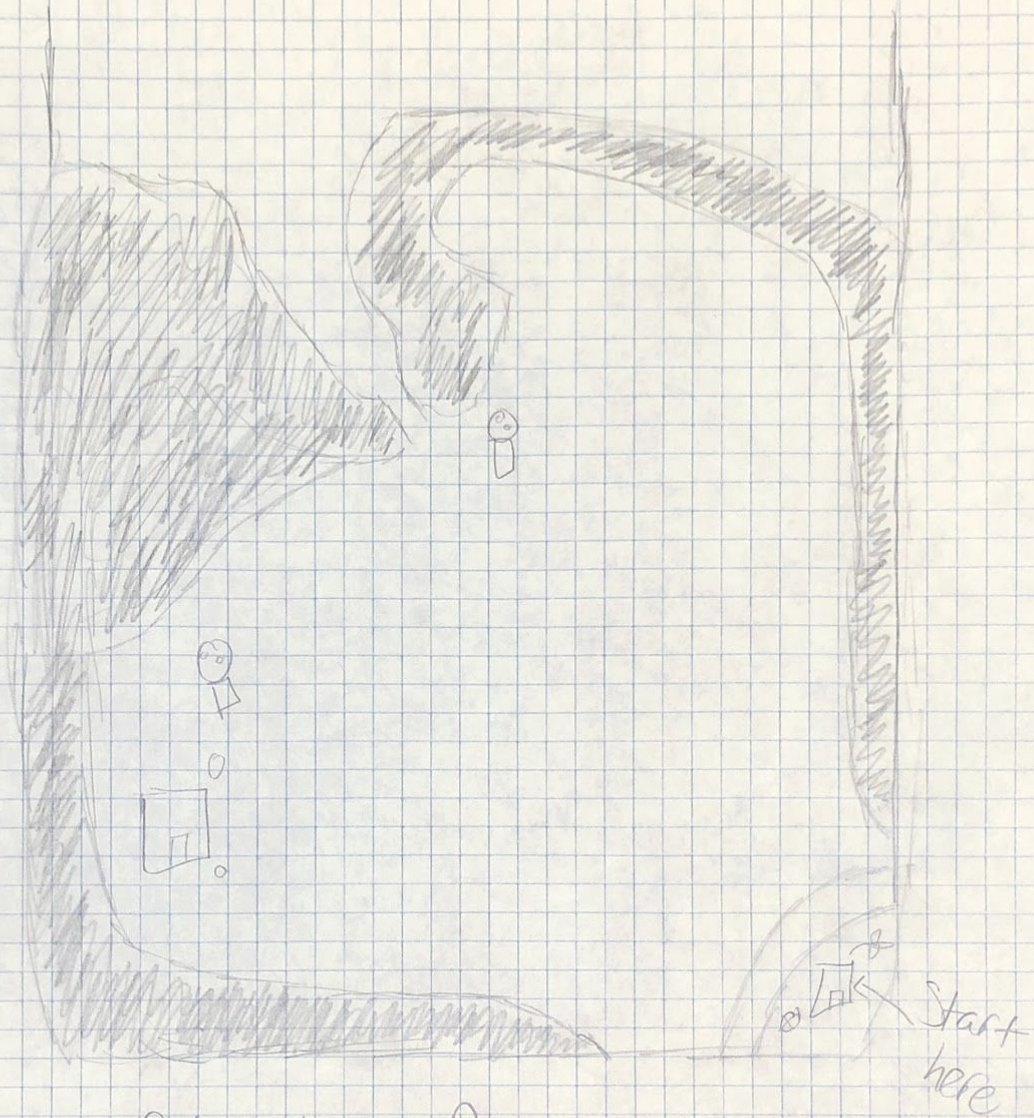
Mountains

GENERAL MAP



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Spawn Area



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GAME Flow

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