

Concept Design Document

Title: Lord of The Meows

Introduction:

The game will be a top-down view 3D game, with the main genres being Action, Adventure and Puzzle. It will have intractable objects and areas for the player to explore and clever comedy dialog as well as cutscenes.

Platform: Desktop

My previous experiences working with Web left me dissatisfied as the performance for myself was less than satisfactory. While Mobile platform will be too restricting I feel for the game I want to make.

Game Synopsis:

The player will be send on a grand quest by the ruling king. On his journey, the player battles various enemies and solves many puzzles. Player will be able to pickup power-ups and weapon upgrades along the way from enemies or chests. Winning the game involves defeating the final boss at the end. The features of the game that are fun shall be comically written dialogs for objects and NCP's, additionally the environments in the game (as well as NPC's) will be related to cats, allowing for humours cat jokes and puns placed around for the player to explore. Finally, there will be an element of randomness in some parts of the game for the replay value.

2D/3D : 3D

Since I have another modules which covers some aspects of 3D asset creation, and I myself have experience with 3D modelling with blender. I chose to make this game 3D.

Common Aspects: Action-RPG, Adventure and Puzzle

- Real-time hack and slash combat
- Solving puzzles - Moving blocks, walking through a maze, etc.
- Interacting with NPC's/Objects
- Collecting items from chests
- Story-driven game play
- Evolution over time
- Inventory
- Multiple levels
- Persistence in levels
- Experience and levels for Player
- Third-Person perspective
- HUD - Players health, items, etc
- Word Map
- Power-ups

Key Features:

- Funny dialog - involving jokes and puns
- Cat world - The world will be filled with cat NPC's
- Unique environments
- Cutscenes
- Compelling story and narrative
- Checkpoint system
- Multiple choice dialog - yes/no

Goals:

- The players ultimate goal is to defeat the final boss of the game.
- Other goals for the player may include gaining more levels or more powerful items.
- Killing as many enemies as possible.
- Solving puzzles along the way, which will reward the player with special items/power-ups.
- Reaching a checkpoint before losing all health.

Rules:

- Player cannot walk through walls, objects or NPC's
- When Player loses all his life the game ends and the player re-spawns at the nearest checkpoint.
- Player can walk only on allowed surfaces - ground, grass, etc.
- Player can only push certain blocks/objects (related to puzzles).
- Player can only have one power-up at a time, picking up another power-up would override the previous.
- Some power-up have time limits (those that are stronger), others don't (weaker ones like increase attack by x 1.1).
- Enemies re-spawn over time or when player re-spawns.

Penalties:

- Player will lose a health when hit by enemies.
- Player will lose his power-ups when he dies.

- When player dies, he re-spawns further back in the level (at a checkpoint), thus losing some progress.

Choices:

- Player may choose some solve puzzles (but in doing so will lose the opportunity to gain items/power-ups)
- The player can choose to interact with an object.
- The player can choose to kill an enemy or run away (but in doing so will lose the opportunity to gain levels/items/power-ups).
- Player can choose to adjust the volume.
- Player can choose to save at checkpoints.