

# Road to 5k

## 1. Theme

The game is set in contemporary world where imaginary player is trying to gain the much-coveted rating of 5000 in a MOBA game. The player might have lost his job previously, or maybe he / she still has a job or mandatory classes in school. Game depicts the typical behaviour of some players in MOBA games.

## 2. Platform and technology

The game is designed to run on Windows and will be developed with Unity3D. Porting to other platforms is easy because of Unity3D's features and because the game mechanics rely on click/touch input only.

## 3. Game mechanics

The player of Road to 5k controls the actions and decisions of the imaginary player. The player can order the imaginary player to sleep, play or watch streams. Within the MOBA game the player can affect the player's performance by adjusting sliders and choosing dialogue options. Outside of MOBA, the player can assign skill points to improve the performance of the imaginary player. Player must also control the rage level by using couch (sleeping) or choosing dialogue options which may reduce rage.

## 4. User Interface

In the main view there are few clickable objects, like the computer and screen for playing a game of MOBA or couch for sleeping. When the player clicks the couch, a confirmation box appears next to the cursor. Clicking the screen or computer moves the camera close to the screen. The main view will also have a clickable object which represents skill tree. The skill tree interface will show a depiction of a skill tree, available points and a confirm button.

The computer screen has a menu with following options: play a game of MOBA, watch game streams and exit. Playing MOBA starts with a menu to pick a hero and button to confirm the choice. During the picking phase and the match some dialogs will appear describing an event and offering choices. During the match there are sliders that can be adjusted to make the imaginary player to concentrate on different areas of MOBA-gameplay. There is also a chat box which helps the player to follow the match and possibly use it for communication in a very simple way. The chat box is available from picking phase to the end of the match.

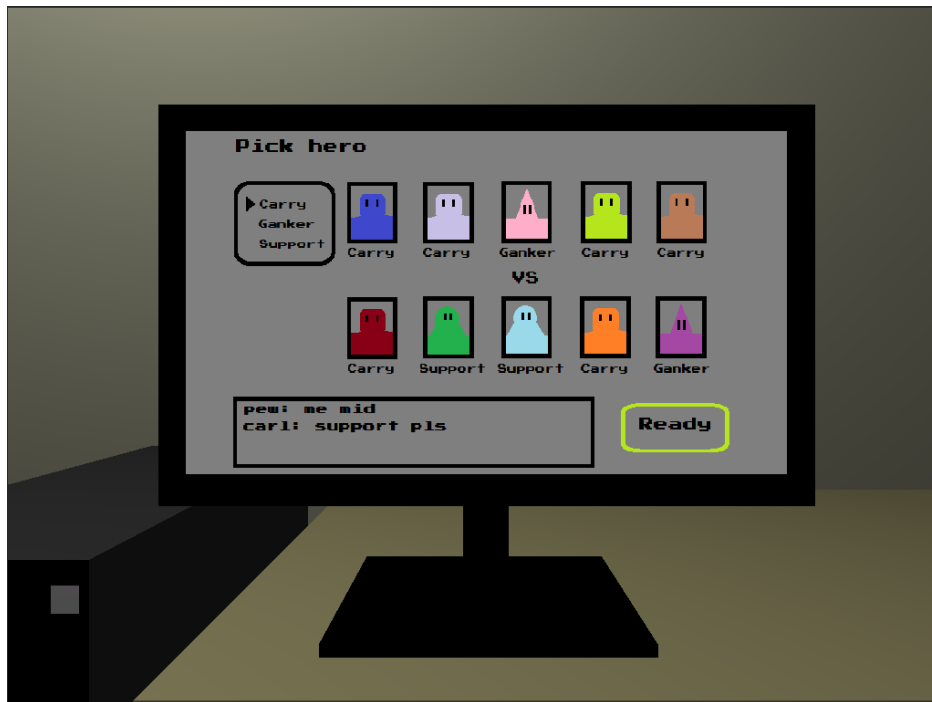
The Rage indicator is attached to the camera to keep it always visible. The game-specific rage indicator will appear next to the main indicator when playing a game. The upper right corner of the camera will probably offer options to start a new game and exit to desktop, since it is a standard place to search for such functions.

## 5. Art style

Outside the game of MOBA, the art style is 3D, inside the game of MOBA the art is (pixelish) 2D graphics to underline the contrast between the real world and the game.



Main view with clickable objects such as computer screen.



View when playing the game of MOBA.

## 6. Audio

[To be determined.]

## **6.1 SFX**

Some rage sounds such as growling are played every time the player's rage goes up. Possibly mouse clicking sounds in certain events such as when attempting to run away in combat.

## **7. Resources**

### **7.1 XP**

Player gains experience by playing the game (based on success / options chosen during game). Experience can be used to increase attributes, which affect your character's ability to play the game.

### **7.2 Rage**

A negative resource. Rage may cause unwanted things to happen such as rage quits and inability to choose certain options. Rage is gained or lost with random and MOBA-match related events. The worse your ingame person experiences the game or "real" world, the more rage he gains. A portion of your rage gained inside a single game will carry over to your overall rage level, which at maximum can prevent player from playing MOBA for the rest of the day. Rage is always lost with sleeping and venting it to MOBA-game chat which will have a negative side effect for match outcome.

### **7.3 Rating**

Main indicator of progress. Your teammates may get better with better rating, but so do the enemies.

### **7.4 Time**

Time limits player choices during one day (doing stuff takes time). Overall game is also time limited to a maximum of one month (about 30 days), after which player decides to forever quit playing MOBA and game is lost if rating of 5k has not been reached.

## **8. Player attributes**

Player attributes are charisma, knowledge (of three different hero types), talent and luck. Charisma increases the overall teamwork, it works as a booster for other stats during a MOBA-game. Charisma also affects chat skills and gives the ability for example to persuade team members to change their hero types.

Knowledge boosts gameplay when playing with the related hero type. Works only inside a MOBA-game. Can be affected also outside the game with a random event, for example when a friend gives the imaginary player some gameplay tips (might have positive or negative effect).

Talent gives you either a boost to other skill gains or works as a cap for learning other skills (you need more talent to be able to skill other attributes). Used also when determining fight order (initiative).

Luck is used with all chance based stuff. Basically it increases your chances for good stuff and decreases your chances for bad stuff.

## **9. Playing a game (of MOBA)**

### **9.1 Tutorial**

Basic explanation what is a MOBA. (5 heroes, different roles, creeps running, towers, kill base)  
Choices are:

"farm": focus on gaining gold by killing creeps

"gank": focus on hindering enemy progress by killing them (high risk, high reward)

"push": focus on destroying towers/base

Based on these selections (and the combinations within a team), fights will be generated.

Fights are resolved as a JRPG-style battle (for example 1v3 because your while team is farming solo, but enemy is going for aggressive ganking). Fights go on for n rounds, or until someone dies.

Gold is awarded to participants of a fight (on a side which gained a kill), for farming without getting killed and for destroying towers (team-wide). Gold is lost by spending it for hero stat gains and by dying.

### **All phases:**

Any phase may contain events, which are handled with basic dialogue.

Adjust your time usage for each phase (with a slider). Each hero/role is better suited for one of these tasks. Specialized tasks may be unlocked for certain heroes (support: babysitting/warding) or with certain item purchases or events.

### **9.2 Phase 1: pick screen**

Choose your hero

### **9.3 Phase 2: lane phase**

Phase for gathering gold in relative safety

### **9.4 Phase 3: mid game**

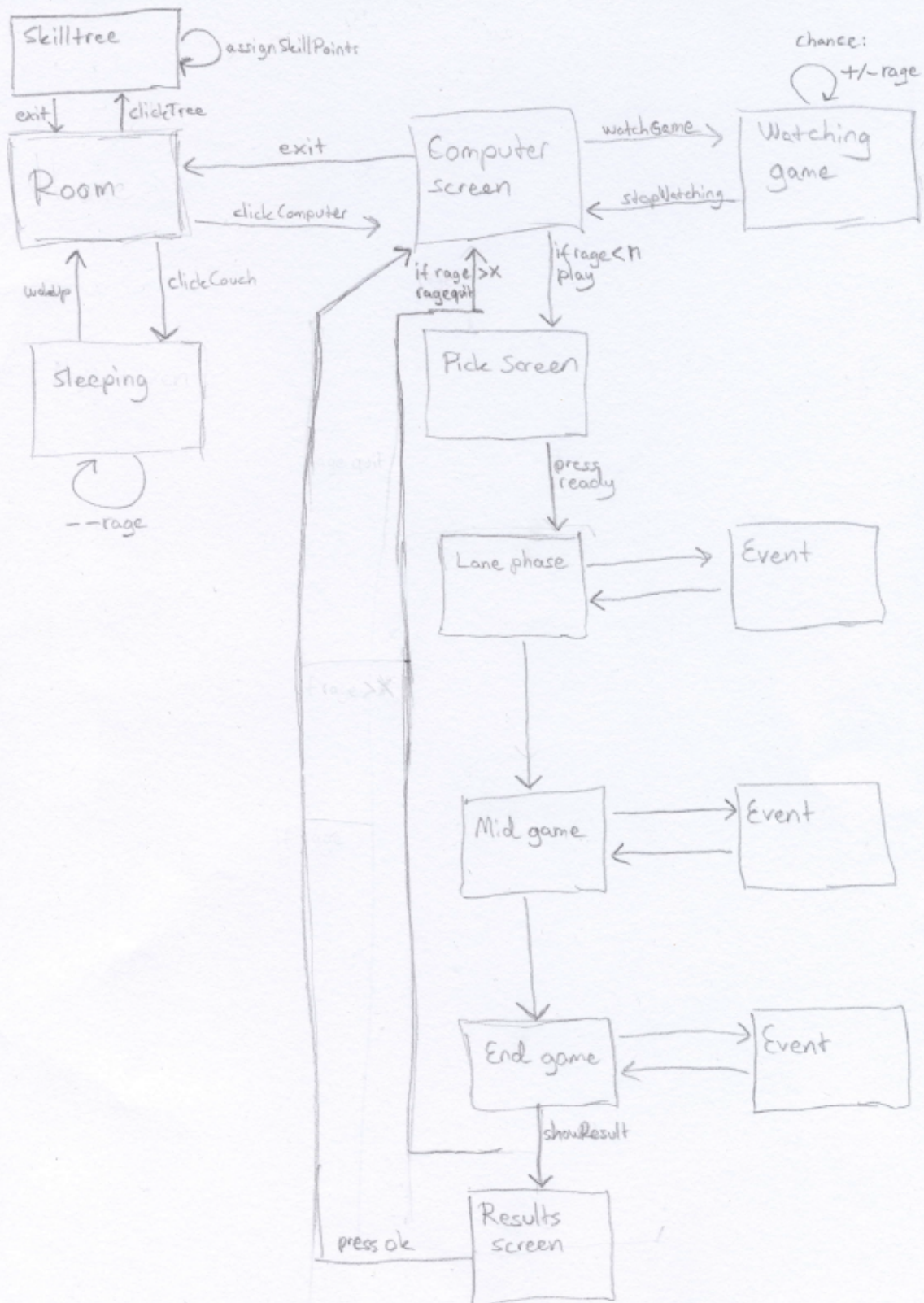
Time to put that money to use

### **9.5 Phase 4: late game**

The time when carries explode and win the game.

### **9.6 Results screen**

Results: kills/deaths, win/loss, xp/skill gains, rage+-



Flow of the game. For example rage quit is possible at any phase if the rage level is high enough.