INTRA_TAKNEEK KSHATRIYAS
GAME Name:Madness in the civil war
Design Document
Team Name : Binary Bandits

System used
Unity Engine, GitHub, PlasticSCM, Blender, Photoshop, and Illustrator.

Game Overview

Genre: Single Player/ Dungeon Crawler/ Medieval Age
Target Audience

- 7+ Aged People
- Male and Female
- Casual Players
- Daily Players

System Required
- OS - Windows PC
- Graphics Card - Integrated Intel Graphics

PLOT

The game takes place in an alternate history version of the United States during the Civil War. The player takes on the role of a soldier in the Union Army who is captured by a group of Confederate soldiers led by a mad scientist named Dr. Victorius.

Dr. Victorius has been experimenting with a dangerous new technology that allows him to control the minds of his subjects, turning them into mindless, obedient soldiers. He plans to use this technology to turn the tide of the war in favor of the Confederacy and bring about a quick victory.

The player must escape from Dr. Victorius' laboratory and use their wits and combat skills to fight their way through the Confederate ranks to find and stop Dr. Victorius before it's too late.

Along the way, the player will encounter various characters from both sides of the conflict who are caught up in Dr. Victorius' mad scheme. They will have to make difficult choices that affect the outcome of the story, such as deciding whether to free slaves or support the Confederacy's cause.

As the player progresses, they will learn more about Dr. Victorius' past and motivations, and discover that his true goal may be even more sinister than they originally thought.

The game will feature intense combat, puzzle-solving, and decision-making elements, as well as a rich and detailed story that explores the themes of war, science, and morality.

SETTING OF THE GAME
 The game will start with a main screen containing play button.
Starting of the game will by telling the overall story about Dr.Victorius and the protagonist John(Main character).The starting of the game will be from a coop in which the protagonist will be tied by iron chain , he only has normal revolver , the gaurds would be roaming to-fro infront of the cell.By some means John has to take the keys from gaurd's back pocket by tricking him and then unlock himself . Now the main goal would be to any how stop what the doctor is doing and ultimately kill Dr,Victorius.For which John would have to pass levels doing tasks specified in the levels.The game has underground jail(starting point),gigantic research laboratory , training camps , and multiple mystical rooms and underground building,an helicopter stand.The player would get various gadgets ,potions,skills,health drinks,armory,coins(which can be purchased).Once the player get caught or hit by soldier , he would have to begin from the starting point.

CHARACTERS
John(protaginst) , Dr.Victorius ,Confederate soldiers,workers,gaurds,slaves,etc.

GAME RULES

The main player will have a health of 5 points and can increase up to 8 hitpoints by finding health potions. He will deal damage of 1 hitpoint to every enemy and can increase to 2 hitpoints by finding strength potions.

The movements will be based on simple WASD keys, the jump will be triggered through SPACEBAR, and the crouch will be activated through the C/Ctrl button. There would be an interaction method with objects and environment through E keys. The attack will be triggered through Mouse LEFT click.

There will be two weapons(most probably). One will be a revolver(upgradable) that will deal 1 hitpoint damage, and the other is dependent on the level.

POTIONS

- Heal Potion : it would be kept at various places , the player would have to search for it.
- Health potion - It will be found in secret places and increases 1 health point.(would be in less number though than heal potion)

There would be multiple other traps which the player have to deal with , multiple times he would be required to solve some mind-tricking puzzles,to get known about the coming enemy or trap, he can also convince soldiers to join him by defeating them without killing.

ARMOURY

 Revolver(beretta M9) : given at starting point.

 p08 luger pistol

 glock 18

 M16A4

 M16A1

 M16A2

 AK-47

 AKM

 RPG-7

Shotgun

SVD Dragunoz

AW50 sniper rifle

MP5K

TEC-9

MP18.1

Sound

The game will have basic horror sounds and creaking doors, wood planks, and object interactions that will add horror. There will also be the sound of walking the player and the sound of breathing. The enemies will also make sounds while attacking and approaching. The sound of enemies will be like metallic interactions and walking, also sound after getting a hit.

UI/UX

The game will contain a start menu, pause menu, the game over screen, and the end screen. The start menu will contain options like the start game, the settings button, the credits display, and the exit to the desktop button. The settings button will have options to set VFX/SFX opinions and maybe some other things. The pause menu will be accessed during the game and contain options like the exit to the start menu, the settings, and the continue button. The exit screen will appear when the game ends, i.e., when the king is defeated. The game over screen will appear when the player dies. It will have options to start over and exit to the start menu button.

OUR TEAM

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