Mediocre Reality: Project Unknown

A rollerblade themed, online multiplayer, team deathmatch, arena-based first person shooter. With a focus on the fluidity of movement that the rollerblades present, and the relationship that the shooting and rollerblade elements present from a strategic perspective.

Inspirational games include:

The gameplay is a team deathmatch scenario. Ammo on guns is replenished from grinding on rails located throughout the map, so the Player needs to be resourceful and choose when it is the right time to recharge their weapons. The rails also serve as a method of quick transport around the map. The map will change at certain points within the game, these are referred to as “stages”. This will change up gameplay …

Pillars:

FPS:

An arena based First Person Shooter, with a gamemode focused around a team deathmatch scenario, if time allows we would expand this to allow for other game modes.

Ammo relies on the Player utilising the rail system to gain “charge” for their weapons.

Rollerblades:

By grinding along rails located throughout the map, rollerblading serves as the primary method for fast transportation around the map, as well as functioning to regain ammo or “charge” for weapons.

Whilst active, the player leaves a trail that will help identify them from their surroundings and give away their location. This element means the player needs to think about the risk/reward factor of using the rails and the most ideal time to use them.

* **Faster way to get from A to B**
* **Regains weapon ammo/charge**
* **Leaves trail whilst active - Risk/reward factor**

Gameplay Loop:

Core Gameplay Loop flowchart/s here

Combat:

Weapon System:

Each Player will get to pick between one of the three basic weapons: Shotgun, Automatic Rifle and a Sniper Rifle. A Pistol will also be provided as a secondary basic weapon. Players will get to choose a basic weapon every time they respawn and the very start of a game.

If additional weapons are implemented: Players can swap out a weapon of their choice for one of these additional weapons, these can be found around the map and will drop on death, so they will circulate around the Players and map.

* **Player holds 2 weapons at any given time**
* **Player spawns with 1 pistol and 1 of the 3 basic weapons**
* **During start and respawn: Player can choose between the 3 basic weapons to spawn with**
* **Players can choose to switch out for any gun they find on the field - Only applicable if additional weapons get implemented**

Shield System:

Part of the Player’s health is made up of a shield that actively recharges whilst out of combat.

Base health: **100**

Base shield: **150**

Respawn shield: **TBD**

On respawn, the Player has an additional shield, allowing strategic positioning and protection on death, as well as a mitigation for camping respawn points. Once this shield is depleted, it is gone until the Player’s next respawn.

This is shown via an overlay of a different colour on top of the base shield. Glowing components and special powerup sounds coming from the shield section whilst the additional shield is activated would help provide player feedback and give them an understanding of what's happening.

Replenish Health:

On a Player’s death, they will drop a healthpack. This acts as an incentive for combat.

Find health packs within the map? - Ady talked about balancing for players who don't know the game or map and balance for people who know where all the items are including health drops aka. Alternative method OR randomly spawned pickups

World:

Setting and Themes:

A competition backed by sponsors and an elite crowd of spectators, set in a dystopian future. An abandoned site, being transformed into an arena for two teams to brawl it out. This is conveyed through the dark, rusty, slightly outdated technology that the level consists of, contrasting with elements such as neon graffiti, hologram posters and roller-blade arena tech planted throughout the map.

The competition is a dystopian work scheme that pits teams against each-other inside of abandoned work-buildings. The prize, a full renovation and guaranteed jobs for the winning players in a future where job openings are a thing of the past.

Dynamic Level System:

The dynamic level system refers to how the level will evolve throughout the gameplay. This will be done through stages, at set points in the game the geometry and rails of the level will change.

UI:

Controls:

Movement: **WASD**

Jump: **Spacebar**

Shoot: **Left click**

Focus aim: **Right click (hold)**

Cycle weapons: **Scroll, 1-2 on keyboard**

Scoreboard: **Tab**

Global chat: **Y**

Team chat: **T**

Grenade: **NTH - G**

Ping: **NTH - Middle mouse**

HUD:

1. Customizable placement/elements.
2. Use precise numbers with the health and charge amount to help accessibility.
3. Use a different colour for the shield to highlight it against the health.
4. Possibly have a charge meter around the crosshair to help Players keep track of charge amount.
5. Possibly have visor elements to theme the HUD as a visor hud.
6. Transparent overlay of the emote animations - if this gets added.
7. Tiny bit of chromatic aberration to help look like a visor HUD.

<https://accessiblegamedesign.com/guidelines/HUD.html>

Main gameplay:

* Health: Character information
* Shield: Character information
* Charge meter: Weapon information
* Weapon selection + Weapon Icons: Weapon Information
* Time remaining: Objective
* Total team kills: Objective
* Kill feed: Colours associated with the teams
* Crosshair: For each weapon
* Minimap: Not decided on

Special items:

* Symbols: Health, Charge and Shield. Guns + Death symbol.

Bibliography: