**Navis Concept Document**

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## **High Concept**

A 3D first and third-person platformer set during a naval battle in space. The player must navigate an enemy ship and defeat the enemy pirates.

## **Features**

* The game utilizes a mix of first and third-person in its levels; the latter throughout the majority of the game and the former during the combat heavy levels to emphasize the environments they take place in.
* It is playable with a keyboard and mouse; the keyboard is used for movement and activating certain abilities while the mouse allows the player to shoot at enemies.
* The player is able to shoot projectiles at enemies to defeat them.
* Using a time bomb pickup the player can slow down the speed of the world allowing for easier interaction with certain platforms and enemies.
* Enemy pirates are able to impede the player’s progress by attacking with projectiles that damage the player.
* Certain enemies follow the player within range while others move on set paths.
* Cannons allow the player to access the three levels from the hub. While the player is able to return to the hub through the pause menu.
* The first level provides tutorials for the game’s initial mechanics; allowing the player to test their skills on storage crates.
* At the end of the first level the player unlocks a similar room that serves as the hub. The player can return there at any time to test new abilities or change levels.
* Taking too much damage will cause the player to lose; this will reset the current level.
* The levels progress through the parts of the ship including the hold, deck, sails and hull.

## **Player Motivation**

From the start the player’s situation is communicated through the setting; they begin in a cell and are shown that the ship they’re held captive in is under attack. The commotion creates a chance for the player to escape and explore their surroundings, but due to the linear level design they are only allowed to advance towards the goal. Once the hub level is unlocked the player is given the opportunity to return to the ship and defeat the remaining enemies.

## **Genre**

A mainly third-person action platformer with puzzle mechanics illustrated through a 3D sci-fantasy aesthetic.

## **Target Customer**

Using a similar aesthetic and gameplay to properties like Treasure Planet or Ratchet and Clank, Navis appeals to fans of space fantasies, pirates and platformers. Its target demographic would therefore be like that of their predecessors: younger audiences who enjoy adventures in fantastic environments with easily understood settings.

## **Competition**

The robot pirates in space theme has been done before and executed well. Because of this, Navis needs to introduce unique mechanics that set it apart from previous iterations. By using a mouse over a controller the player will have more control over their aim when shooting, but this also means they can miss their shots. This differs from the directional aim that console games like Ratchet and Clank tend to use to compensate for the lack of a mouse.

## **Unique Mechanics**

Navis utilizes several different mechanics across its levels. Time bomb pickups allow the player to slow the world for easier interaction with the platforms and enemies in more complex situations. The changing camera angle serves to jar the player by giving them a different point of view and closer relationship with the main character.

**Unique Art Style**

Navis makes use of its setting, science fantasy, by giving the game a light-hearted and almost cartoon-esque atmosphere and style. The art style will help immerse players into the environment and gameplay. The absurdist style of the games setting will also allow players to more appropriately take in the and enjoy the gameplay elements.

## **Design Goals**

**Fun**: First and foremost the game should be fun to play. Shooting enemies should feel good and losing shouldn’t feel like the player was robbed due to a glaring issue with the game’s mechanics.

**Immersive**: Considering the fantasy setting the mechanics, aesthetics and story need to sell the idea of the game’s theme. The ships and robot enemies should reflect the pirate theme while the player’s abilities and background clearly convey the location as being in space.

**Populated**: The levels should have enough enemies and obstacles in them to make them seem somewhat challenging to traverse. Not oppressively so, but more like a platformer and less a walking simulator. The player should be forced to actively engage with the level design in a meaningful way.

**Challenging**: There should be an element of difficulty that forces the player to utilize their abilities to beat the game. In the case of the time bomb it should be necessary in order to progress on certain occasions. But required uses should be made clear to the player through the game.

## **Characters**

The player character is pitted against their captors from the outset, defining their relationship as integral to the characters’ motivation and game progression.

**Player**: They awaken as a captive on an enemy ship and manage to escape when it comes under attack. Though their motivations and reason for capture are unknown they seem skilled enough to pose a threat to their enemies. .

**Pirates**: The enemy pirates on the first ship; they serve as the first obstacle to the player. Although no dialogue is exchanged, the set up with the player and their aggression towards them clearly defines their relationship.