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Assignment 2 – GDD Part 1

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My GDD

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build: Prototype Ver 0.0.01

Concept

My game is a 2 – 4 player coop dungeon crawler that is set in a dark, gritty fantasy world, heavily inspired by Game of Thrones, The Witcher, Dark Souls and Warhammer. The player takes on the role of an adventurer diving into procedurally generated dungeons filled with horrid monsters, devious puzzles and bloodthirsty bosses. With deep character customization, Risk for Reward loot system and a focus on teamwork, I wanted to offer players a game that’s endlessly replayable while also providing a thrilling challenge for an exciting coop experience.

Main Gameplay Details and Mechanics

* Characters and stats
  + Each player would have the ability to create a character. Each character starts with a total of 8 skills points that can be attributed to each of the 6 main skills.
    - Vitality: The players maximum health
    - Endurance: The players maximum stamina
    - Mind: The players maximum mana
    - Strength: Skill stat used for Str weapon availability and provides a percentage increase to weapons base damage
    - Dexterity: Skill stat used for Dex weapon availability and provides a percentage increase to weapons base damage
    - Intelligence: Skill stat used for Staves, Wands and Spell availability and provides a percentage increase to weapon and spell damage.

Archetypes

* After level 15 the player has the choice to choose their classes archetype.
  + Each class will have a total of two archetypes
  + Strength characters have Titan and Berserker
  + Dexterity characters have Ranger and Rouge
  + Mind characters have Sorcerer and Warlock
    - Each of these archetypes will come with their own skills and move set along with being able to specialize in a certain weapon type
    - Example - Titans would be able to Dual wield two-handed and one-handed weapons while the sorcerer would only be able to use a one-handed sword and a staff.
* After choosing an archetype the player gains access to a new special skill tree that really ups the power of their character (think of it like ascendency points from Path of Exile)

Game Progression

You’ll begin your journey equipped with only the essentials, basic weapons, armor, and supplies to help you survive the dangers ahead.

As you venture into the world, you’ll encounter traders that can be recruited, each with their own unique quests and rewards. For instance, the blacksmith, who crafts your weapons and armor, might task you with gathering rare materials in exchange for a powerful piece of gear, like a reinforced chest plate. Meanwhile, the herbalist, who deals in potions and alchemical ingredients, could send you deep into the dungeons to retrieve a mysterious, legendary plant. In return, she might share the secret recipe for a rare and potent elixir.

* While each of the quests provides you with a useful reward, you’ll also increase your relation status with each respective trader.
  + Each level of relation will provide the player with new sets of equipment to buy such as new armor, weapons, potions, items and such.
  + Each level will also unlock special perks such as decreased armor and weapon repair, faster crafting, small XP boosts, and dungeon tiles
  + (Future idea/plan would be to change the look of each traders post as you level them up to provide some level of visual progression)
  + Also with each level of the trader you’ll be able to buy fun cosmetics to place around your home base to customize it to your liking.

Dungeon Basics

* Dungeons are the main way you will make money, find loot and collect materials.
  + Dungeons will always be randomly generated on a randomized grid giving it a different size and shape each time but will always keep to a similar format for consistency
  + Dungeons will always carry hidden secrets such as puzzle rooms with loot, hidden passageways that make traversing the dungeon easier or challenges such as fighting two bosses at the same time or a room full of traps you have to navigate to reach the loot at the end.
  + The loot system functions under tier’s (like WoW or Diablo)
    - Tier’s of loot
      * Grey: Loose loot and starter gear
      * White: Common items and gear
      * Green: Uncommon items and gear
      * Blue: Rare items and gear
      * Purple: Unique Items and gear
      * Orange: Legendary Items and gear
      * Neon Red: Class weapons and armor for strength
      * Neon Blue: Class weapons and armor for Intel
      * Neon Green: Class weapons and armor for Dex
  + Each loot tier will have a certain level range that it can drop
    - For example, greys and whites will have a higher chance to drop at lower levels but lower chance at higher levels making for an even loot distribution

Networking

After researching the various multiplayer solutions outlined in this week’s module, I’ve decided to use Photon 2 as the multiplayer service for my Unity project. Photon stands out as the best choice for several reasons. First, it offers cross-platform support, enabling seamless deployment to platforms like PlayStation, Xbox, and even Unreal Engine. This flexibility ensures that my work can be ported across different systems without needing to start from scratch. Additionally, Photon’s cloud-hosted infrastructure eliminates the need for self-hosting, simplifying the process of connecting players and ensuring a smoother multiplayer experience overall.

Network Features

* Matchmaking: Players can create or join lobbies, invite friends, or use quick match to find games.
* Cross-Platform Play: Supported across PC, PlayStation, and Xbox, with cloud-hosted servers via Photon 2.
* Player Synchronization: Real-time movement and actions are synchronized.
* Shared Progression: Loot, levels, and quest progress are saved in the cloud, allowing players to continue their journey across sessions.
* Cooperative Mechanics: Players can revive fallen teammates, share loot, and work together to solve puzzles and defeat bosses.
* Social Features: Includes a friend system, leaderboards, and multiplayer-specific achievements.

Generative AI

The use of generative AI in this project will solely be used to expand on my ideas, explore new and different ideas or different ways of using mechanics, player engagement, coding help, world building help and a few other things. I’m not one to use generative art or models in a game because I think it detracts from the whole point of designing a game. The use of AI to voice characters in game isn’t something I’m not opposed to, but still on the fence about, because I feel like it takes the personality right out of the character.