Design Document for:
Furries VS Nudist

The Ultimate Combat Game

"Time to furr things up!"™

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Candidate number 10, 8

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Game Overview

Philosophical point #1

This game is trying to do change the players view on the world by coming up with something new and different. Fundamentally we are trying to challenge the players mindset with something that has never been done before.

We wanted to create an unusual and challenging game, that gives the player a unique experience. The game itself takes place on two quite different areas. The game starts at a Nudist beach, the place where everything started. The second level takes place in a city. The player will be able to control a human character dressed in an animal costume, also known as a Furry. And they will also be able to switch between different kind of Furry costumes, that acts as powerups in the game. The focus of the game will be to dress up the Nudists and beat the Nudist Boss. The goal is to dress them up, but without getting undressed yourself. You would also want to avoid dressing up civilians, who are not nudists.

Feature Set

General Features

Shooting

Surviving

Avoiding things

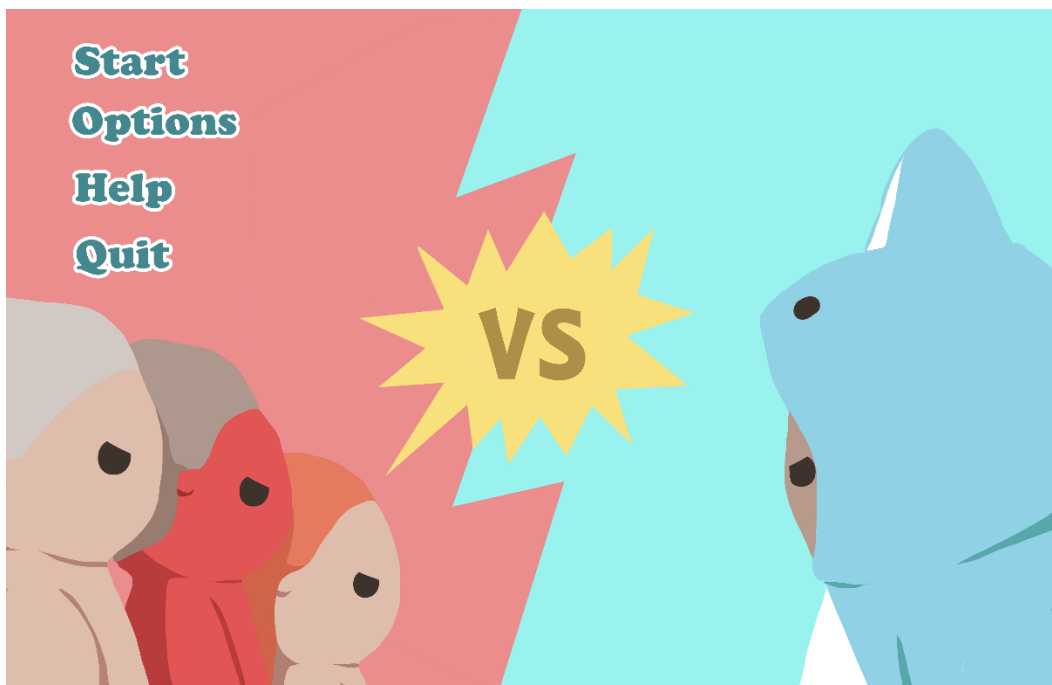Linear game format

3D graphics

32-bit color

Main Menu

Pickups

Editor

Unreal Engine 4.18

Gameplay Goals:

You are a furry and the overall goal to achieve in this game is to "dress up" all the nudists. You must win this ongoing war between the furrys and the nudists. Later in the game, you will learn exactly why this conflict ever happened in the first place.

The players short term goal is to defeat all the enemies, collect powerups, advance through the level and at last defeat the nudist Boss at the very end.

User skills:

The player will be expected to learn how to:

- Point and click-shooting
- Use WASD to move
- Jump by using the spacebar
- Use different powerups, to overcome obstacles
- React to danger
- Avoid attacks

Game Mechanics:

• The player will be controlling a character in a shooting game with platformer aspects in 3D, rendered with perspective projection.

• The character moves with WASD, where W is following the point of the camera. He can also run by holding the Shift key. Aiming the weapon is done by pointing the mouse at targets.

• The Combat System relies on damaging enemies in a few ways. The player will have the option to either shoot costumes at enemies from a distance, or use a melee attack, both methods are useful depending on the situation. The player will also have limited ammunition, with opportunity to pick up more during levels. The attacks listed will be mostly the same throughout the game.

• The projectiles in the game are floating objects, unaffected by gravity and they fly with high speed. It will disappear if it hits anything other than an enemy or other NPC's.

Items and Powerups:

Sewing kit – Fixes your costume. Heals the player a certain amount.

Star – Everyone's favorite astronomical object. Gives great power!

Rabbit costume – You're too slow! Increases both the player's jump height and movement speed.

Progression and challenge:

Difficulty will advance by making the enemies more frequent as the game progresses. To mitigate difficulty, the user will have to play better, learn the levels and use items and powerups in a smart way.

By finishing a level, the player will gain access to the next. This pattern continues until player faces the last level and its boss.

Lose Conditions:

These are the losing conditions: The player loses by running out of time and losing by taking too much damage, so that the health bar reaches 0.

When the player loses, there will be a death animation that shows the player that their character is dying. Then there will be an image showing the furry on the ground, with his costume either in small pieces or destroyed, signaling his failure in his mission.

The Game World

Nudist beach

Beach

Sand

Nudist

Volleyball

Ball games

People in bathing suits

People laying on the beach

Park

Threes

Gazebo

Benches

Balloon of distraction

Picnic

Frisbee

People waiting in lines at kiosks or stands.

Travel

The player will be walking, running, crawling or jumping to get around in this world

Objects

Sewing kit

Perfume

A star

Costumes

Weather

The weather will be warm and sunny and will be set in daytime

Rendering System 2D/3D Rendering

3D Rendering in Maya 2017 and Unreal Engine 4.19

Camera

The camera will be static, third person view and will be following the player

Game Engine

We are using The Unreal Engine 4.19

Game Engine Detail

The game engine will keep track of everything in the world like the player, the enemies, the power-ups and most important who's winning.

Game Character

Main Character

You are a Furry, a human character who likes to dress up to look like an animal. The difference is that you still got human feature, like walking on to legs and carry weapon and stuff like that. You will be able to change to different kinds of furrys, like a wolf, rabbit, cheetah or a fox. These different kinds of furrys will have different abilities. Like the rabbit will be able to jump higher and usual, the cheetah will move way faster, and the fox will be able to move around without being noticed.
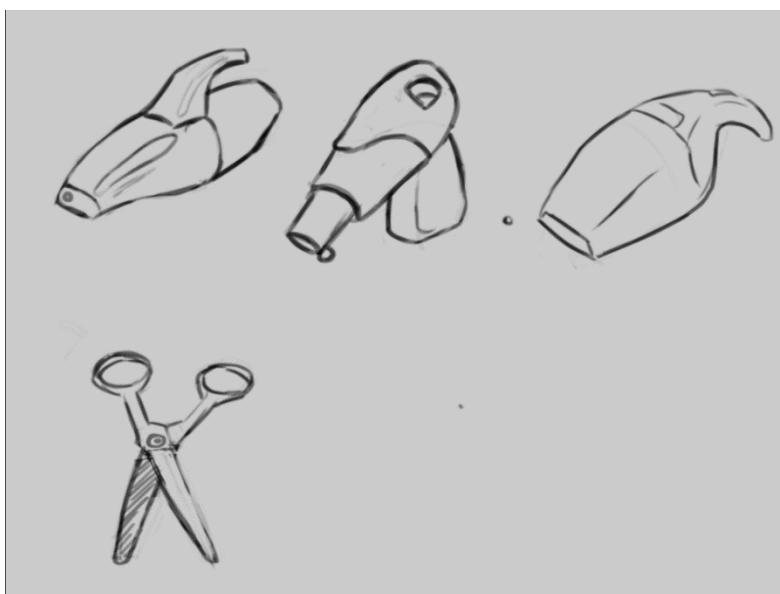
Enemies and Monsters

The enemies in the game are the nudists and you don't want to be one of them. You are not actually killing them, just their spirit, by forcing them to see your way of life. You are forcing them to dress up as one of your own, that is Furrys.

Scissor-Nudist – The melee variant of the nudists. He moves at the same speed as the player and will attempt to attack up close with scissors, tearing the player's costume. While the player also has a melee attack it is very risky, especially against this type of nudist, and is only a last resort. Ideally you will shoot at them from a distance.

Vacuum-Nudist – The Ranged variant of the nudists. He moves slightly slower than the player and stands back to inhale the player costume, dealing small but constant damage. They can be engaged how you prefer, but it is recommended to move around to keep their aim off you.

Boss-Nudist – Will be stronger that the other nudist and harder to beat. He will have more health and strength, so his attacks would do even more damage then other regular nudist. When you beat the Boss nudist, the game is over, and you will the officially have won the war.

Single-Player Game

Single Player Game Detail

You are a Furry Character attacking on Nudist and getting attacked back. The character will be able to run, walk, jump and crawl to move around. Walk around with W, A, S, D. Run by holding shift, and jump by pressing space. You will be able to shoot by using the left mouse click for melee and right mouse click for ranged.

Story

You are a Furry and you are at war with the Nudist. Your mission is going to be to infiltrate the Nudists territory. You are disagreeing on each other's ways of living and is keen to show each other your way of life. Who is getting dressed and who ends up losing it all?

Hours of Gameplay

Single-player game experience should last 20 - 30 min. Because of differences in the players experiences, the time it will take the game from the beginning till end, may differ.

Victory Conditions

To win the game, you must beat the boss, the Nudist Boss.

Extra Miscellaneous Stuff

Overview

Ideas we had but ended up not going for.

Junk we are working on…

Crazy idea #1

H&M Burnout

Crazy idea #2

Furry Hug Frenzy

Crazy idea #3

Alien Tongue Twister