

Game Concept Document

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Operation StarFall (Working Title)

Concept Introduction

Operation StarFall (Working Title) can be classified as a couch-co-op 2D Metroidvania Game set in the style of popular 80's saturday morning cartoons. The game will be launched as a Game as a Service in which the open world, content and narrative will be expanded upon through the course of the game's lifecycle.

Up to 4 players take on a role within the game's world. Starting with creating a custom character where the player will be able to choose up to 3 templates (to be expanded on in the future) and customize their character around recognizable 80's style archetypes. (G.I. Joe, Thundercats, He-Man etc.) This will allow players to have a personal connection to the game and drive them to expand upon it.

Exploring the world will be categorized into two different main objectives. A main (albeit) branching co-op focussed Main Story Narrative, which is also playable single-player. And more challenge-based missions and encounters that drive the expansion of your character and add to world-building.

The players will venture out together into the world in order to advance the main plot, advance their characters, gather skills, loot and custom gear.

Theme

The game's theme will be heavily based on 80's saturday morning cartoons. clothing, armor and weapons drive their inspiration on a selected list of 80 cartoons.

Effects will be flashy and abundant. Characters will feel like "distinct cartoon characters". Combat will feel "flashy, quick paced and over the top", though within parameters of what was then shown on tv.

Musical themes will feature both 80's rock/metal in combination with synthwave-like tracks that could be found in most cartoons.

Though some 80 cartoons in retrospect might now feel a bit awkward (like for instance a lot of he-man scenes). The focus will lie on polishing it up so that the themes grew up with the kids that used to watch them. (for reference: Thundercats 1986 vs Thundercats 2011)

A comprehensive list of 80 cartoons that can be used for inspiration will be added in the concept document's sources.



Aesthetics

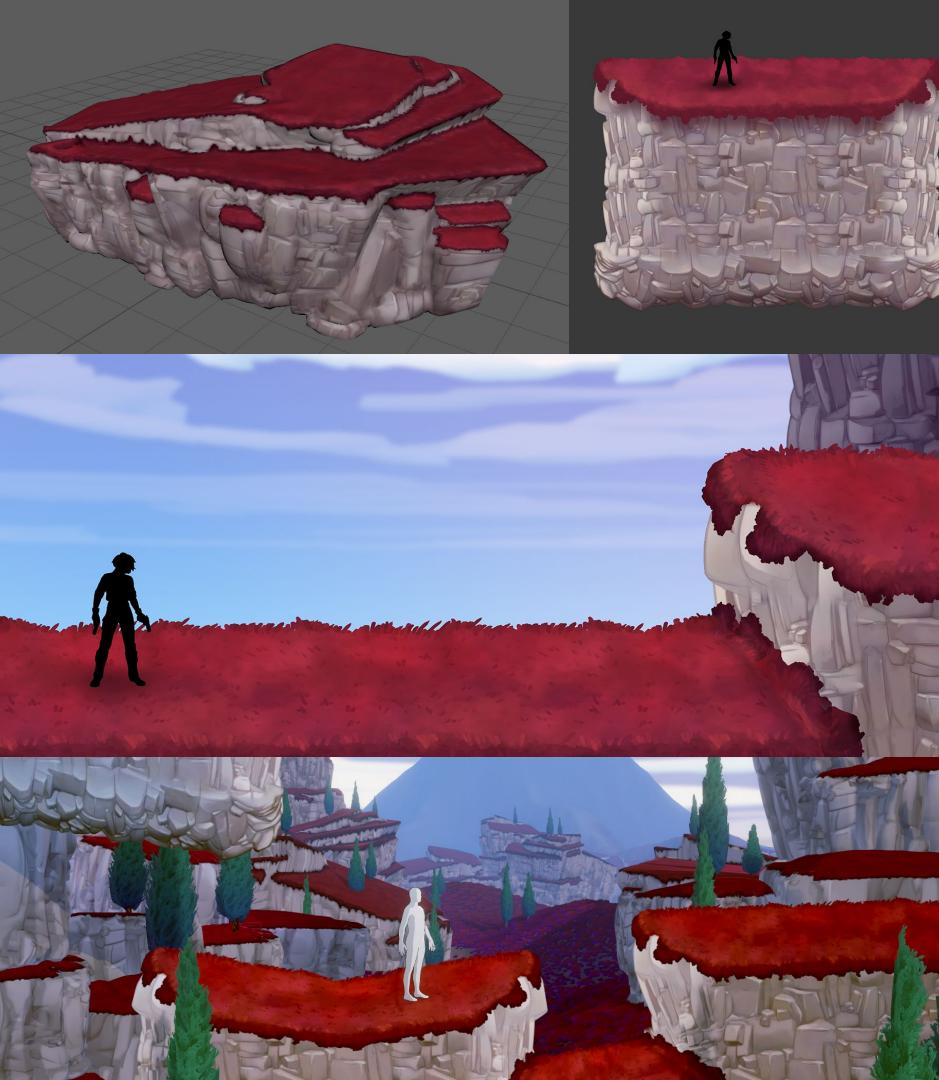
The main focus of the Aesthetics is to create a artistic style that mimics the cartoons best. in order to best do this a combination of 2D and 3D assets will be used.

Characters will all be displayed and animated using Real Time 3D models. They will be shaded by using cell shading techniques similarly used like the *Arcstemwork games*.

Backgrounds will be using a different palet between 2D sprites for platforms in combination with 2D foliage sprites as well as 3D elements and terrain that will need to look and feel like it's part of the actual 2D feel.

As such the main challenge in order to achieve the best visual result is to:

- Maintain consistency within characters, backgrounds and different themes using both 2D and 3D assets
- Make sure that 3D assets maintain a 2D aesthetic.
- Develop assets modularly so it can be reused in different ways and add to variation within the world.



Unique Selling Points

The unique selling point of this game is that it is in essence couch co-op party game, with a more profound layer than most party games have.

While co-op games are not an uncommon factor, they seem to thrive on certain platforms and certain specific situations. Popular couch co-op games are: *Overcooked*, *Luigi's Mansion*, *Cuphead*, *Jackbox*, *Portal 2*, *Rayman Legends*, *Resident Evil 5*. While these examples are all very popular, they either seem to thrive in one of multiple specific genres: **Quick Party games**, **Story driven single player games with added co-op features**. or **Linear Platform games that you can play with 2 or more friends**. Games like Resident Evil 5 rely so much on their co-op-ness, that the game can only be enjoyed IF played with friends, which was reason why the game was less well received.

What we are trying to achieve is to look at setting, depth and the added depth you get by engaging in a good solo game, but have this adventure take place with friends. What we want to achieve here is to make a game where the base setting is playing with friends with the possibility of playing solo (instead of the other way around).

The setting where players play, is casual and should in essence rely on quick and short play-burst in a friends/party setting, while leaving the option for players to engage in longer play sessions as well.

The way the game is played is that one player starts a (possibly existing) campaign, multiple players can then join in on that friend's campaign with their own characters they have been playing on their own. Rewards and progress is then transferred back to their own world where they can continue solo or with their friends as well.

Furthermore the party-game setting and casual flow does not impede on the structure of the openness of the world, nor on the complexity of its systems. Players in essence can engage in boss fights, enemy gauntlets, complex puzzles or just enjoy an engaging story over multiple thematic areas of the in-game world.

Also there aren't a lot of multiplayer metroidvania games out there.

Target Audience

Our target audience can be broken down in two main segments.

That of the older "***midcore-gamer***". In essence the 25 - 50 year old gamer that has been brought up with games and cartoons, but finds himself in a work, study, home situation where flexibility in play sessions is required in order to enjoy them fully, alone or with friends at home.

And that of the younger "***midcore-gamer***". 10 - 25. This group of players spends a lot of time playing games, engages in active game communities (such as Discord) and seeks a more thrilling game to be able to play when hanging out with friends online or at home.

Gamers our target audience have seemingly a lot of "gaming experience" and want to be challenged, but are looking for an arcade-like game that can provide them with challenging systems and play sessions that give them flexibility in playtimes and although feeling epic and challenging do not require steep learning curves.

This gamer might have a PC with a Steam Account, or Playstation/Xbox at home, but almost guaranteed has a Nintendo Switch next to it. The reason for it the stylized library of game IP's and the inherent compactness and flexibility of that game system. He/She still has a lot of drive to play games, but is looking for engaging games that can also satiate game drive in bitesize chunks.

Furthermore our target-audience is actively engaged socially (though perhaps online) and loves to spend their time in-game with friends, searching not just for competitive multiplayer games, but mainly for games they can play cooperatively.

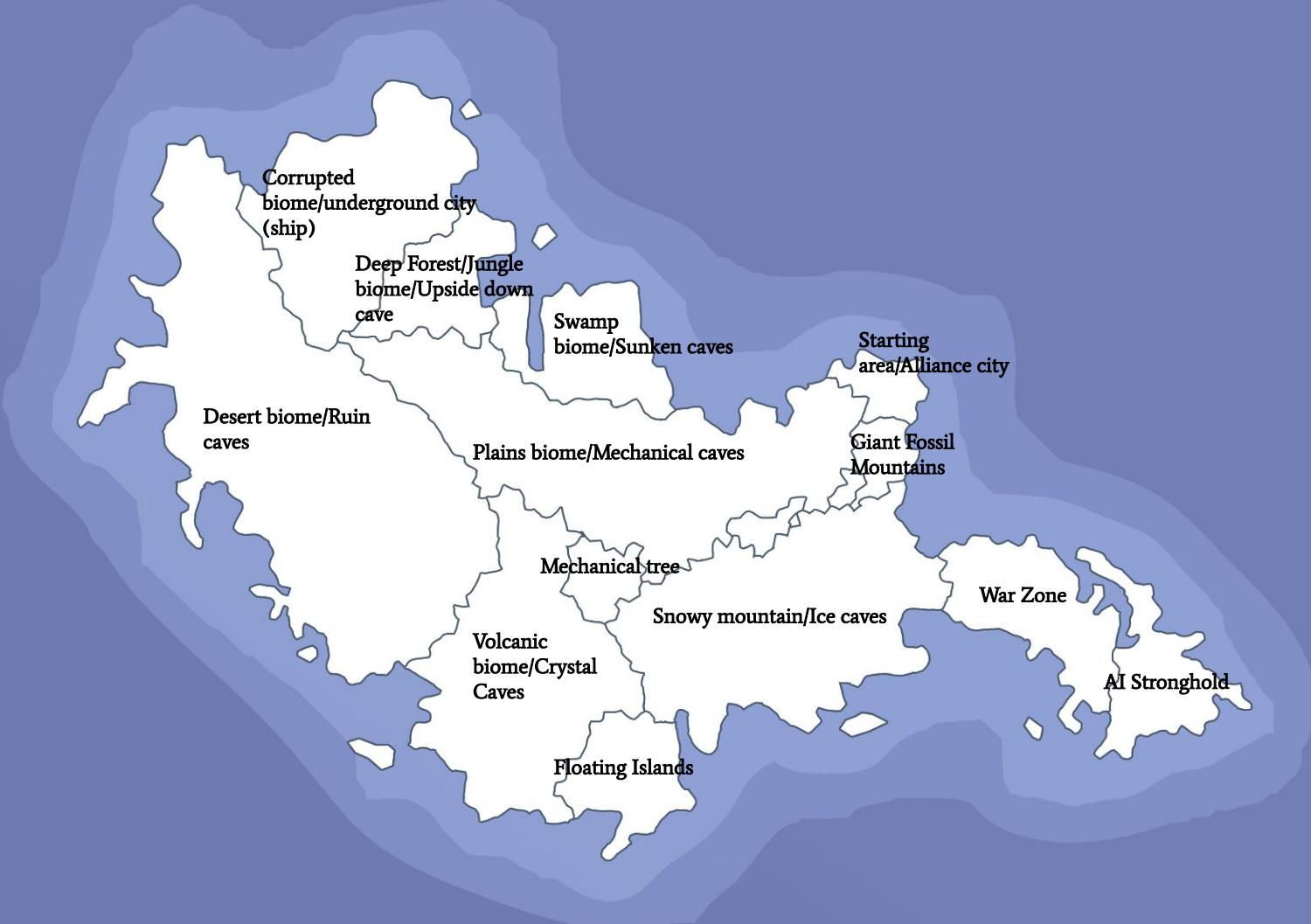
Target Platforms

Nintendo Switch

Steam (PC)

Playstation 5 (?)

Xbox





Swamp



Sunken caves



Deep Forest

PLAYHAKEN
PLAYHAKEN.COM



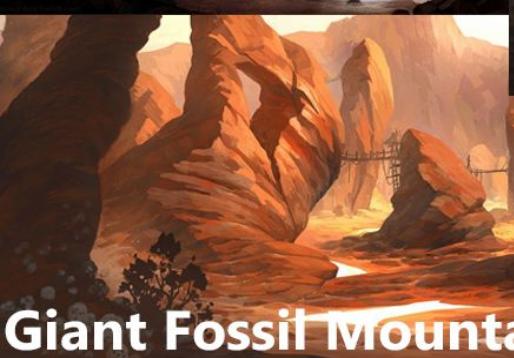
Jungle



Upside down forest



Floating Islands



Giant Fossil Mountains



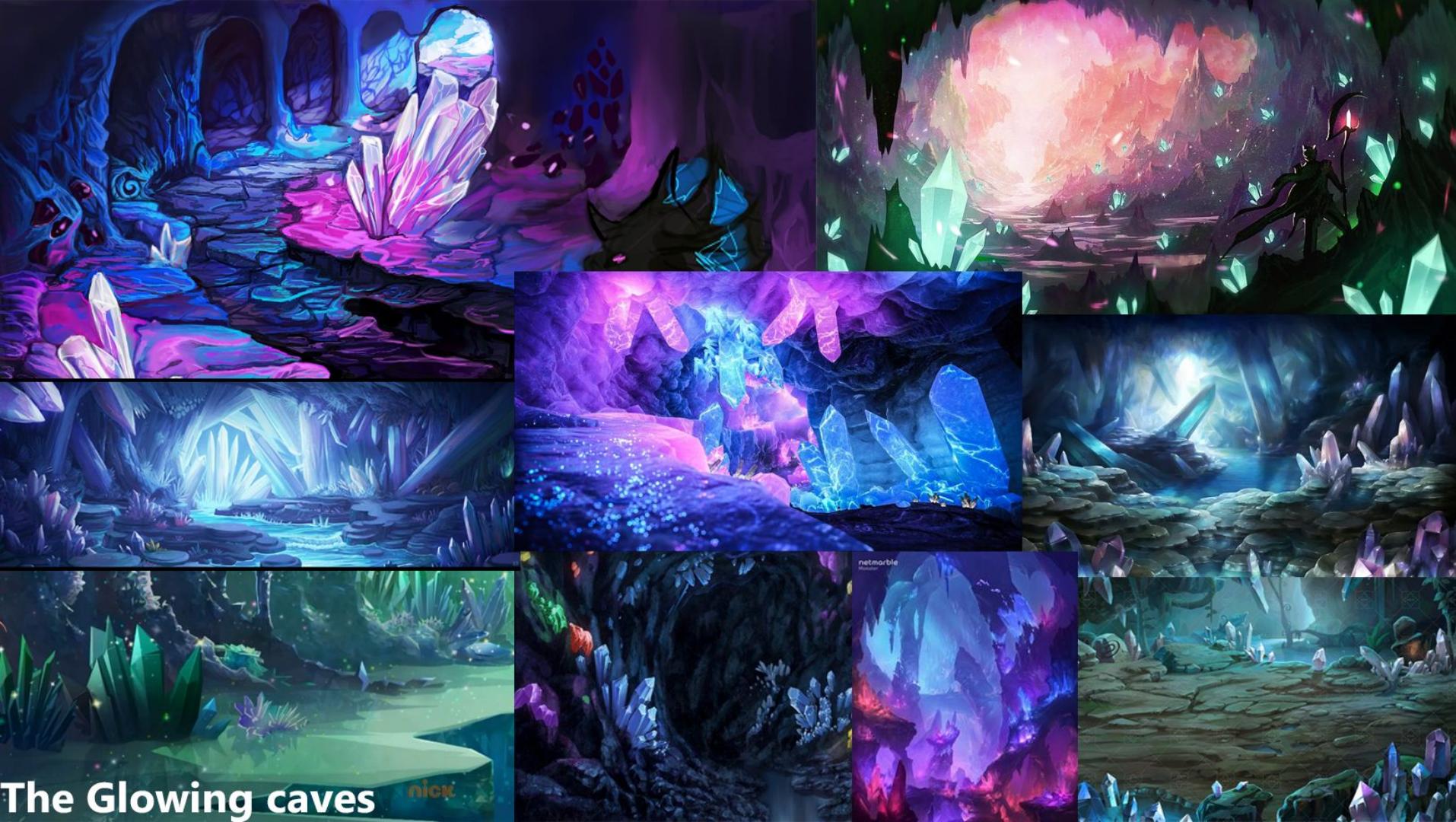
War-Zone



AI-Stronghold



Vulcanic

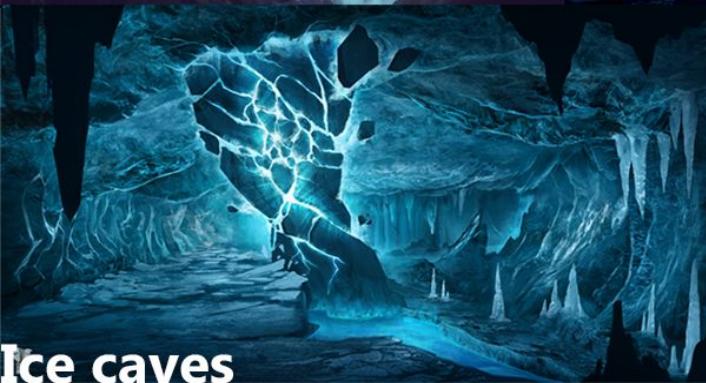


The Glowing caves

nick



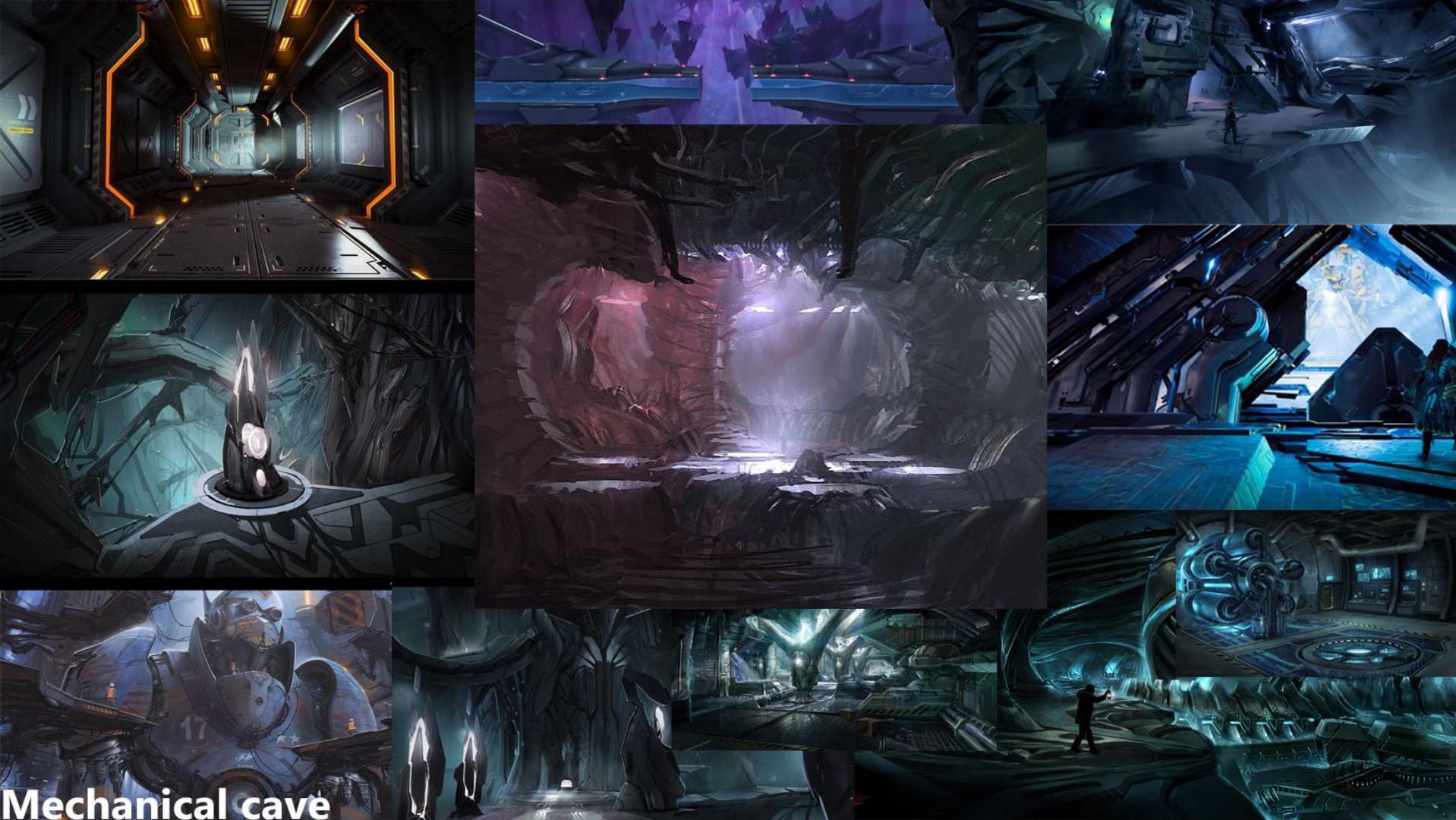
Snowy mountains



Ice caves



Plains



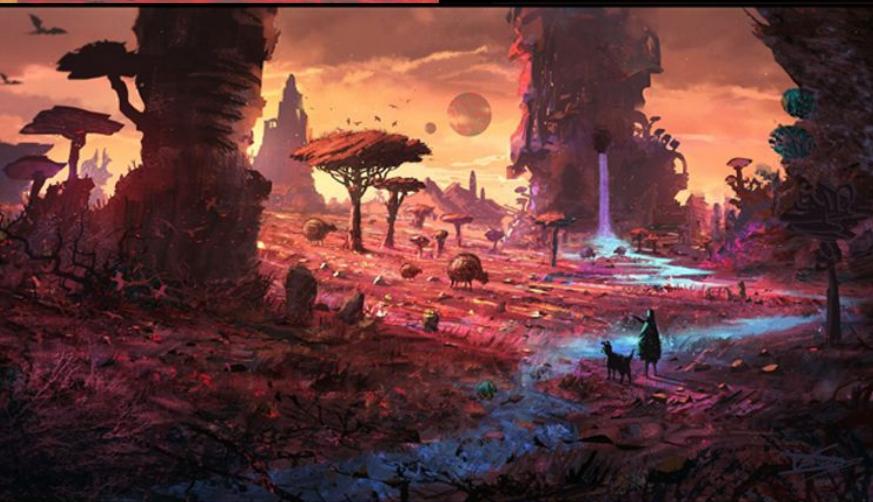
Mechanical cave



Desert
Een woestijn als dieren



Ruin cave



Corrupted



Underground city

Narrative Background

tbd

Play Sessions

Players start their play session from a home base called <tbd>. A Command Center with a ship launcher where players equip the gear and skills they wish to bring in this play session.

When everyone is ready a transport ship launches the players to a pre-selected part of the in-game world. Depending on the host-player's progression status the players can then proceed to either follow the player's waypoints to the Main Story's path or possible side-quests or missions that have been accepted by players.

World & Traversing

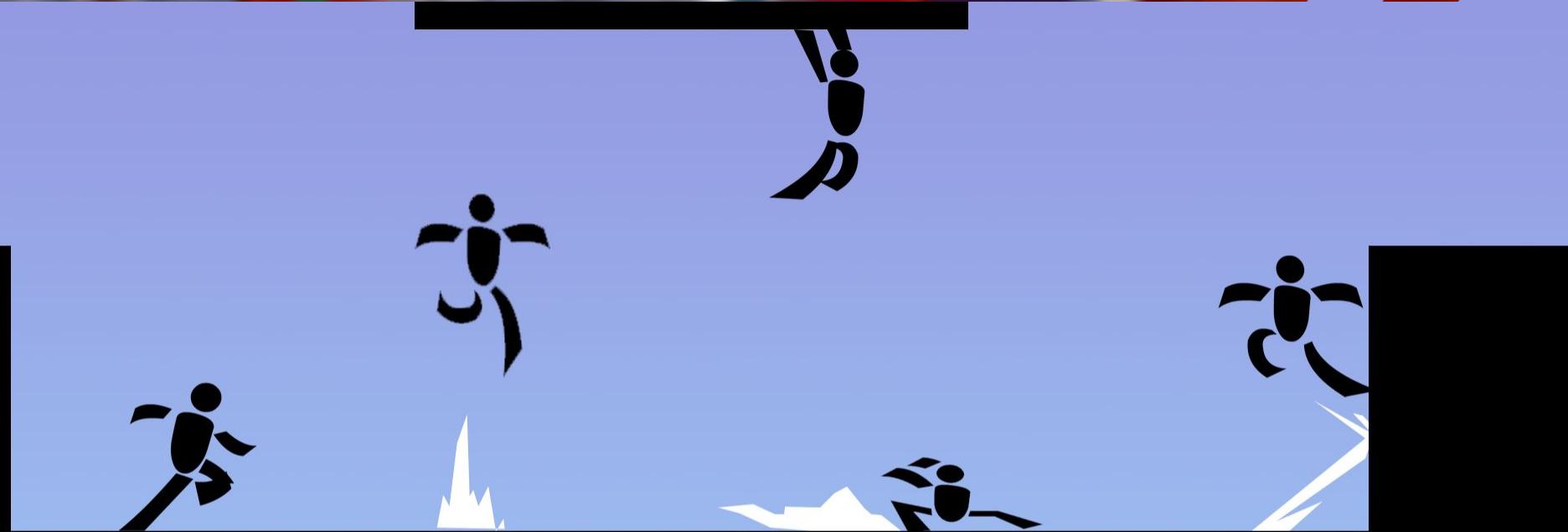
Players can traverse the world mostly by running, jumping, hanging and climbing the main platforms. Sets of acquired skills, cooperative play or story unlocks will help them traverse or unlock segments of the world otherwise untraversable.

The World will be divided into multiple levels. Levels can be small, medium or large-sized. and are categorized into **Combat** (combat and enemy-focussed), **Special Event** (Boss encounters or custom content) **Story** (where story cutscenes and rests take place) **Puzzle 1P** (puzzle focussed - 1 player) **Puzzle MP** (puzzle focussed - co-op play) and **Adventure** (accumulative)

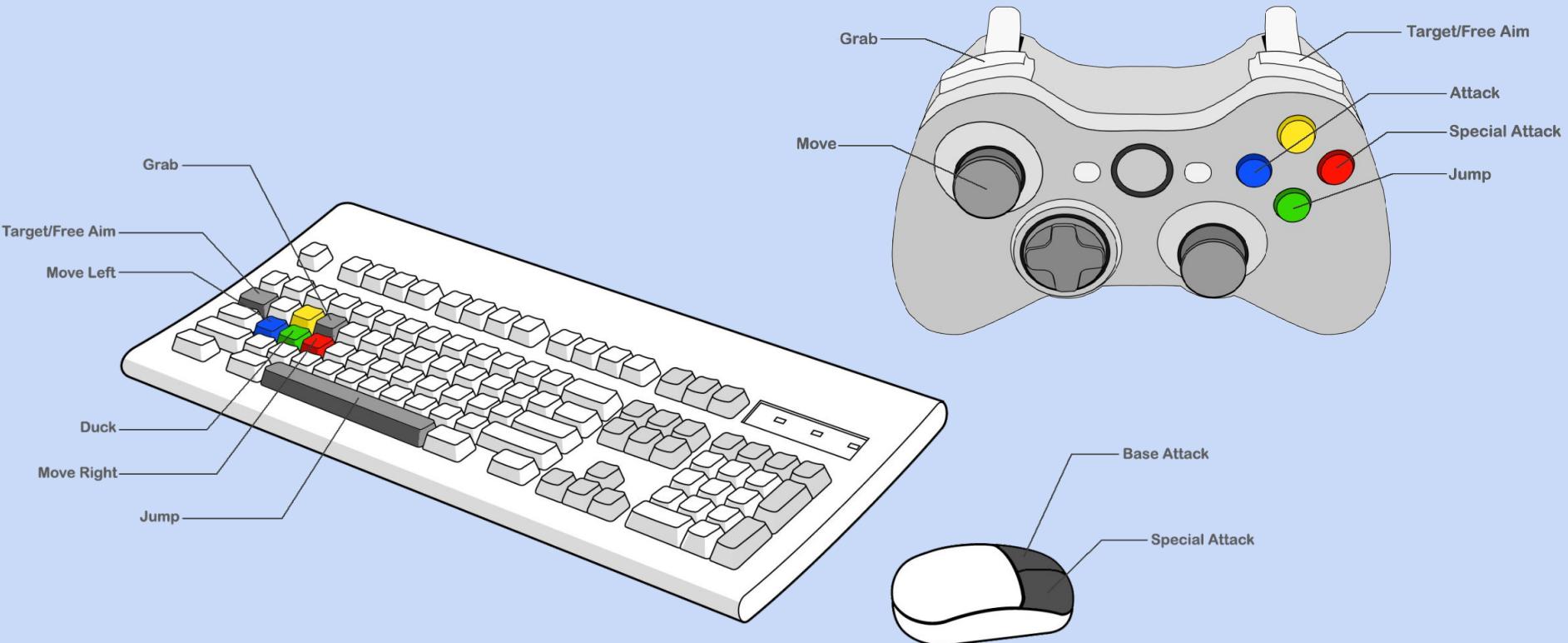
Because of the nature of the open world, levels will almost always have an (sometimes multiple) entry and exit. This means levels must be designed in such a way that they can be backtracked.

Levels are not bound to horizontal traverse only, but can also be vertically traversed, although the matter of traversal must be aesthetically be made compatible.

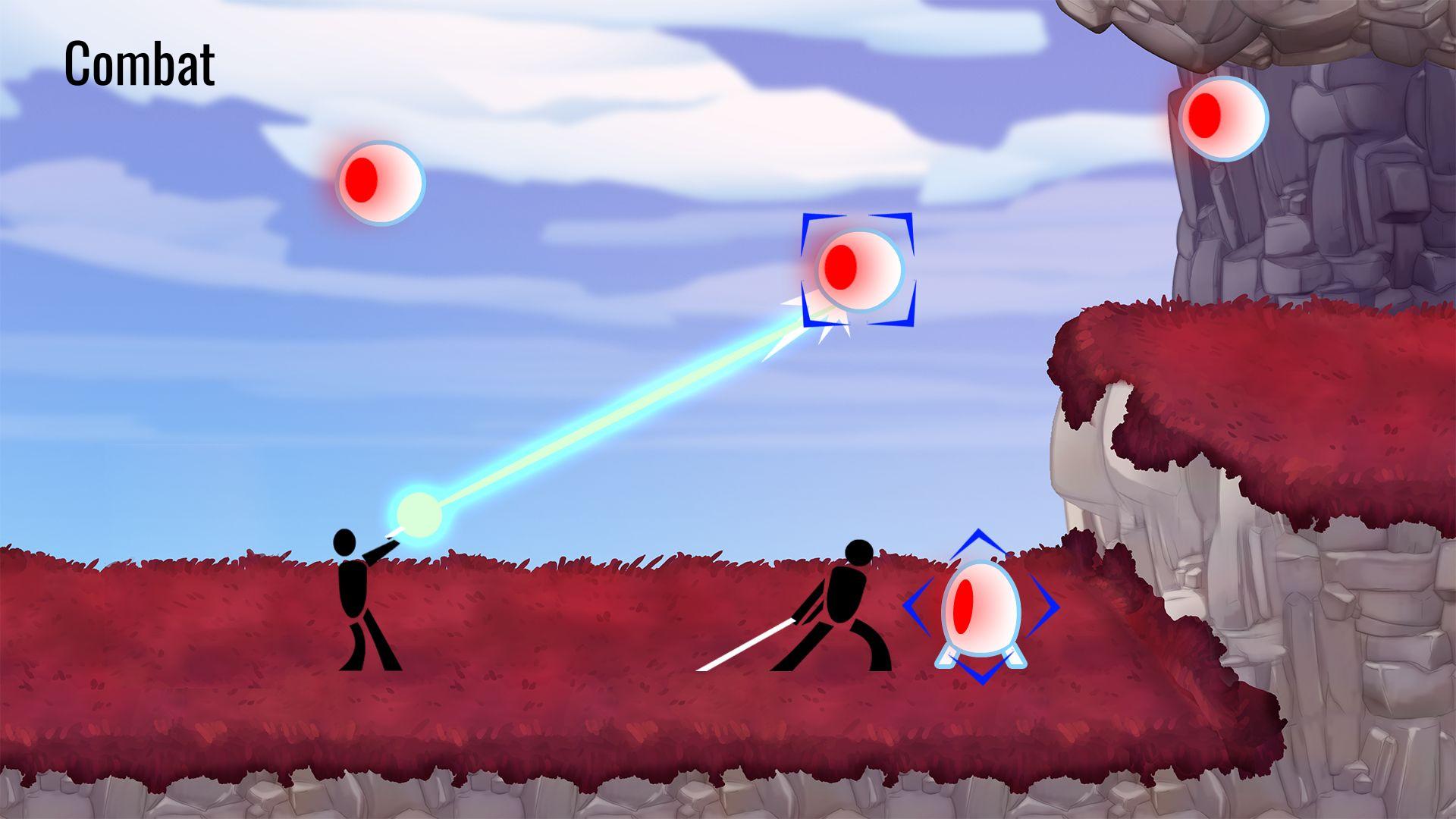
Core Gameplay



Inputs



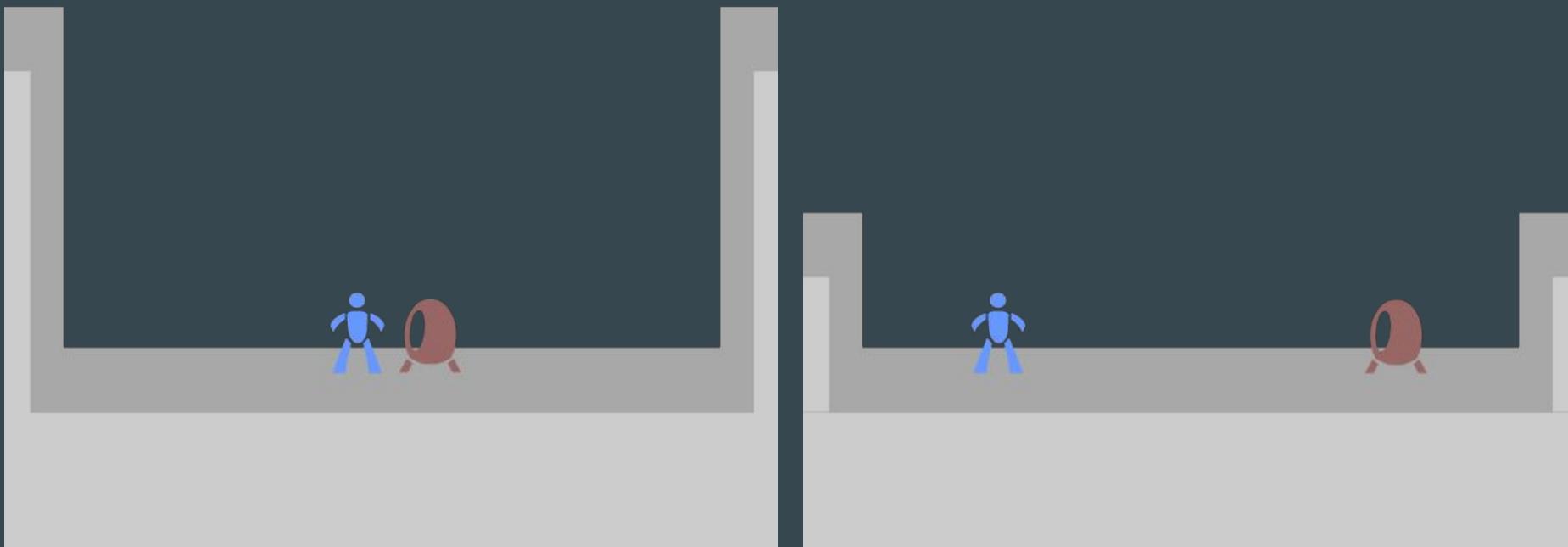
Combat



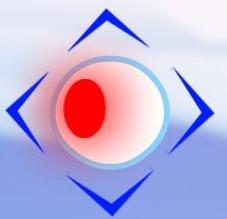
Momentum enhanced damage

More momentum = More damage dealt

Higher Combo = More damage dealt



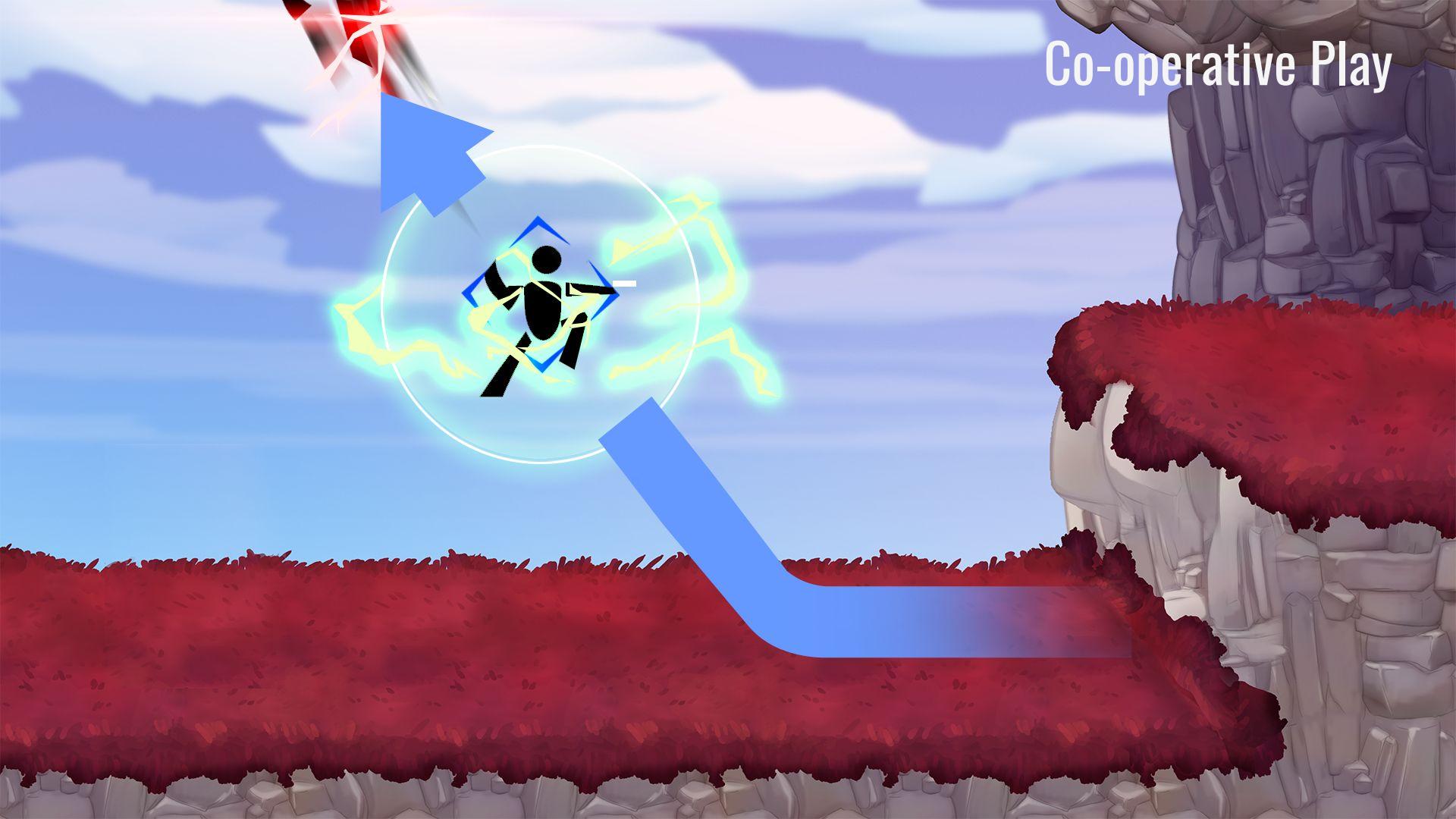
Momentum



Momentum



Co-operative Play

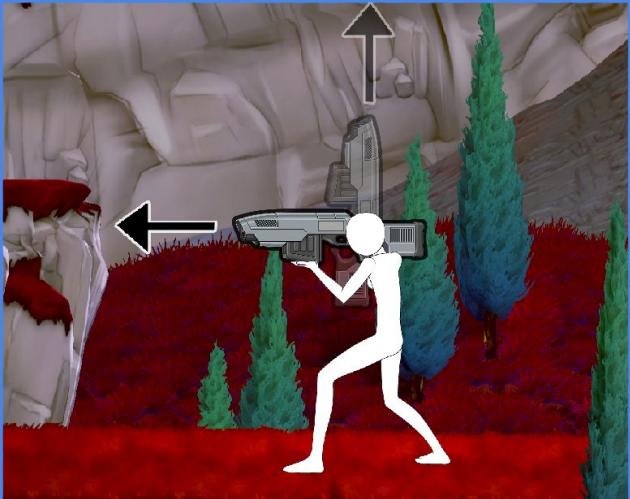


Aiming

-no aim is standard forward

-tapping aim locks on to the closest target

-Holding aim for a second gives you free aim. you will also stop moving so your normal movement controls turn into precise aiming controls.



No Aim



Hold Aim



(samus returns 3DS gifs as refs)

selecting mechanic

De selecting mechanic werkt door De target selectable te maken en daarna is er een mogelijkheid om de player naar de targets te trekken.

De target wordt geselecteerd door het het gebruik van een raycast en een distance berekening

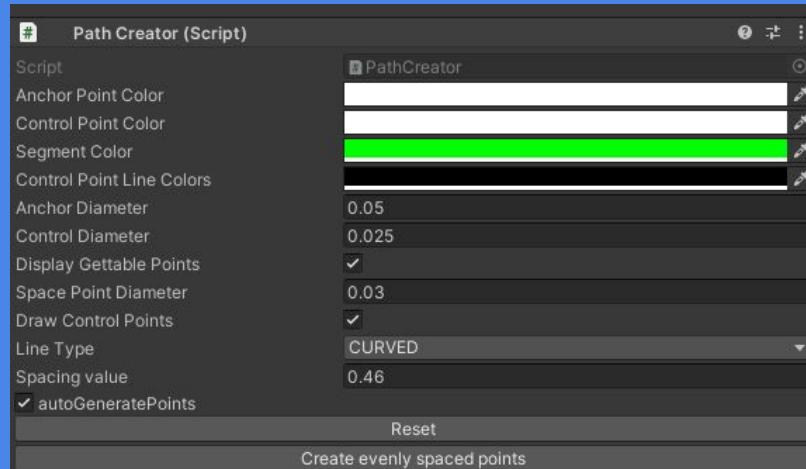
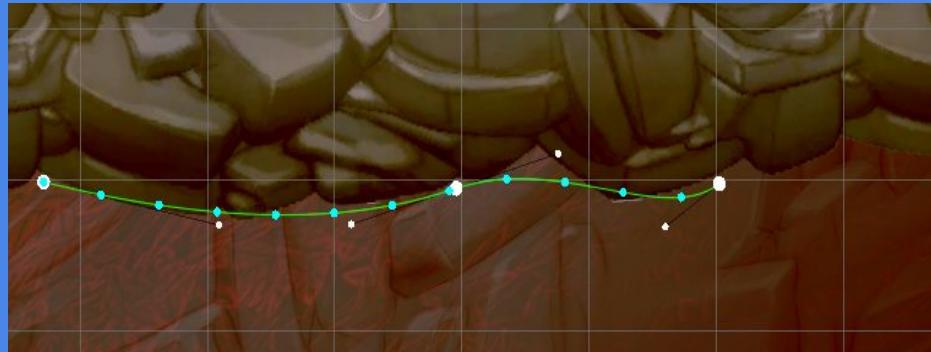


```
if (Physics.Raycast(origin:transform.position, direction: (Vector3)dir, out hit, maxDistance)) ;  
{  
    if (hit.collider == null) return true;  
    Debug.Log(hit.collider.gameObject.name);  
    if (hit.collider.gameObject != selectable.transform.gameObject)  
    {  
        return false;  
    }  
}
```

path creator tool

De path creator tool helpt ons door een array van punten te plaatsen in de editor. Daarmee kunnen andere mechanics samen laten werken zoals climbing om de player over een ledge te laten klimmen

Het werkt door een 2d vector van een anchor points en daartussen worden de punten geplaatst. De punten kunnen worden gezet tussen een distance die in de editor kan genoemd worden tussen de 0.01 en 999 en hij mag niet lager zijn dan 0



Puzzles

tbd

Boss Fights

tbd

Loot & Rewards

tbd

World Diagram

Classes

tbd

Enemies & Combat

tbd

Puzzles

tbd