Game Design Concept

Demo in Drive: 🖻 Video Game Design

❖ **Working Title**
- ➢ Chrome: Reason for the name: The name is based of the metal known as Chrome as most of the main cast are named similarly to rare gemstones or metals.Also the main character is given the codename "Chrome" instead of his official name.

❖ **Concept Statement**
- ➢ A Galaxy sized Adventure is about to start as a young boy from Earth found himself teleported in the middle of a Galaxy-sized War between Planetary Nations outside the Solar System. Sam found himself teleported by a shadowy figure to a land similar to that of Earth's, exclaiming to have seen potential and offering to give him a fraction of his full power to fight off a Galactic Emperor coming to claim The Universe all to himself.

❖ **Genre(s)**
- ➢ Puzzle, Role Playing Game.

❖ **Target Audience**
- ➢ E for Everyone.

❖ **Unique Selling Point**
- ➢ One of the core features of the game is to fill up a meter by dealing/taking damage from enemies. Once the bar is full, you can sacrifice a percentage of HP to enter Rage Boost, where you deal more damage and the attacks change drastically.The bar depletes over time, but you can find

items or upgrades to either increase the duration of the Rage Boost Mode or decrease the percentage of Health lost. This introduces a Risk Reward System to this game, where you can sacrifice life for attack boost or save up the meter to perform a special attack instead.

➢ Another feature of the Game is the ability to use Elemental Powers to exploit enemy weaknesses and resistances. But giving a limit to how many hits can be dealt before reaching a recharge time. Basically, if you exceed the limit of hits, a penalty is forced on the player, locking them out from using the elemental powers for a specific period of time. Another Risk Reward System.

❖ **Player Experience and Game POV**
  ➢ The player is an integral part of stopping the Galactic Empire's plan of World Domination. The Adventure explores different habitable Planets throughout the Galaxy where the Player gets to meet and experience other new species of extraterrestrials under the rule of the Tyrannical Galactic Emperor, known as The Overlord.This fantasy gives the advantage of using futuristic/magical technology not possible for regular human beings.The main focus of the Game is the diverse combat and storyline to keep the players engaged.

❖ **Visual and Audio Style**
  ➢ The Visual style of this game would be a retro 2D Art Style with 3D movement, similar to that of The Legend of Zelda. The Audio style of this game will reflect the different settings and cultures of the diverse world.

❖ **Game World Fiction**

➢ The player character is Sam, a young boy transported from Earth into a different planet habitable by an organization of Humans, The Galactic Federation. That planet houses the HQ of that Organization.This World's fiction can be used to create diverse groups of enemies, each with their own strengths, weaknesses, and abilities.

❖ **Monitization**

➢ The game is a one time purchase.

❖ **Platform(s),Technology, and Scope(brief)**

➢ The game can be played on All Console platforms and PC. A team of approximately 20 is needed, for art, Sound design and Video Game Developers.The Game should take 15-20 hours to play, 25–30 hours for full completion.

❖ **Core Loops**

➢ The core gameplay loop is designed around the combat system. Some Enemies are docile and won't engage in combat, while others are aggressive and will engage in combat. The Player could decide to attack all enemies for bonus exp, item drops, or just to test out a new attack or skill, the more risk the player takes and the more enemies they defeat, the higher a chance of item drops but more risky since damage taken cannot be restored unless through the use of an item. If the player decides to stop combat or a combat timer runs out (displayed by the use of a bar), the player will get fully healed over time and the cycle can restart once the player is comfortable to engage in combat again.

❖ **Objectives and Progression**

➢ The player should start out with a core set of skills and by the time the game ends, he should have a variety of different skills and tools and items capable of doing

whatever the player decides is the most optimal strategy. Over the Course of the story, multiple characters will ask the player to complete a small quest and the player will be rewarded with either exp, rare items, in-game currency, etc. to help boost the player's strengths a little more. The main appeal behind locking certain abilities in the early game, is the ability to go back and unlock newer areas to explore and traverse through like metroidvania games.

❖ **Game Systems**
  ➢ The game is an RPG where players collect Experience points to level up the more they progress. Each Level needs 1,000 total points to level up, but the more you level up the less experience enemies give out. So the player will start to plateau against weaker enemies each time they level up, setting a dynamic level cap for each area.The game is a top-down puzzle and combat focused game.

❖ **Interactivity**
  ➢ This game can be played using either a regular keyboard or a controller.The player should either be engaged in exploration and unlocking of hidden items or secrets, exploring dungeons, engaged in combat, or progressing through the story.

PART 2: Game World and Mechanics

❖ **Locations:**

The forest and the surrounding areas around the main hub of the game, Core HQ.The game starts out as the player being a part of Core HQ, a Planetoid in the center of the entire Solar System. You'll be provided tasks and Objectives to complete in Multiple different Planets.

One of these Planets is Nashagiri, a Planet with Vibrant Red Trees and a Desert Wasteland. Through the Crimson Forest lies a small kingdom controlled by the Galactic Empire and in the desert wasteland a small tribe of dark elves are located. Here the player gains access to the first power up in the game, the Omega stone, which increases the attack power for a limited time.This is also where the player learns you can only use the stone once if you are ever in a battle state and you need to exit battle state if you want to reuse the item.

There is also the Planet of Ares, a planet that is experiencing freezing temperatures on a daily basis.You can traverse through the chilling Icy Forest, the Frozen Cavern and the Kingdom of Ares on the other side of the Cavern.The Kingdom of Ares is entirely run by Ice Wizards and it is where the player can gain access to the Alpha stone, which increases the magic power of the player for a limited time at the cost of attack power. It is also where the player learns that you can only control one stone at a time.

The planet of Coral is a major location in the game where the player gets captured by space pirates. The main areas of this place is

the Pirate ship the player gets captured in and The Port of Goldbeard. The lore of this planet is that it's entirely covered by water and it's always in a thunderstorm so the people living on that planet created Island Ports that serve as areas of exploration. This is also where the player receives the Theta Stone which increases Speed and Crit Rate. of the player.

- ❖ **Objects:**
  1)High Frequency Blade: The main weapon the player gets and uses in combat.
  2)Chips: Chips are accessory items that power up the player.They can be used to upgrade the Blade's power, change its elemental type, give extra defense, increase HP, or give Bonuses to the player such as HP regeneration or Increasing Critical Hit rate.
  3) Armor: Armor are equipable items that give bonuses to the player similar to chips with the main focus of raising defense to be able to take more hits in combat.
  4) Chests: Come in 3 different varieties, Bronze chests with the smallest reward, Silver chests, which contain better reward, and Gold Chests which contain very good rewards. There are also common chests which don't require keys to open them/
  5) Chest Keys: Hidden across the planets and collecting one allows you to backtrack and collect rewards of previously locked chests.

  Materials: Instead of only spending in-game currency to afford chips and Armor to enhance the gameplay experience, you are required to collect different materials in order to afford the items from shops and vendors such as:
  Drop Chances are 25% of the time when slaying an enemy.

25% to achieve a drop and the drop chances are listed below.

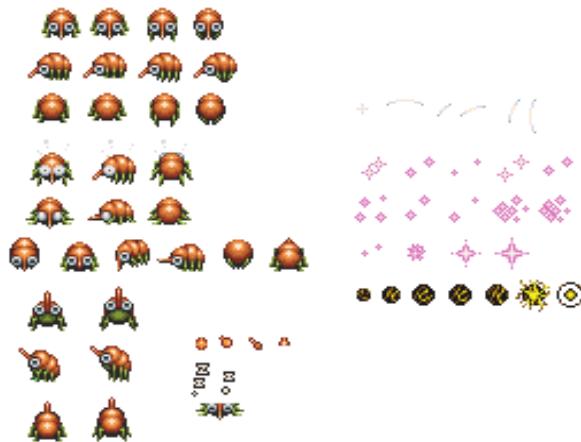   6)Sharp Tooth:a material dropped when slaying Mukinis with a drop rate of 45%.

     7)Hard Claw: :a material dropped when slaying Mukinis with a drop rate of 45%

     8) Spear Tip:a material dropped when slaying Mukinis with a drop rate of 10%

9) Hard Shell: a material dropped when slaying Locuds with a drop rate of 90%.

10)Crusted Mandibils:a material dropped when slaying Locuds with a drop rate of 10%.

11) Soft Hide:a material dropped when slaying Batterings with a drop rate of 50%.

12)Vampiric Fangs::a material dropped when slaying Batterings with a drop rate of 50%

Other such materials can be found in the game as well.

13)Special stones: The Omega, Alpha, and Theta stones are limited power items that can be used in a battle state to shift the tide of battle to the player's favor.

Of the Various Materials that can be collected, The environment can be destroyed and special resources can be collected from them used as crafting materials, trade items, or to be used as healing items.

14)Aresian crystals:A crystal that can be collected in the Caverns of Planet Ares.used as trade and crafting materials

15) Cactus Juice: A resource that can be collected in Planet Ashagiri's Wasteland Biome.Used as Healing item crafting.

16) Tropical Sponge: A resource that can be collected in Planet Coral's Port Shores.Used as trade item.

17) Frozen Oak: Wood from Planet Ares.Used as materials

Some Materials can be collected from participating in special Dungeons and of these items there are.

18)Cryo-Core Fragment: Collected from Cryo Golems. Used as trade item and crafting material.

19)Flame-Core Fragment: Collected from Flame Golems. Used as trade item and crafting material.

20)Thunder-Core Fragment: Collected from thunderGolems. Used as trade item and crafting material.

21)Some Interactable Devices include the Companion AI built into the character's battle suit E.V.A. — "Enhanced Virtual Assistant".

She serves as the main guide and keeps track of materials collected, enemies slain as well as chips and armor equipped,Map, and item storage. She basically acts as the Pause Menu of the Game. Can be accessed only when not in a battle state. There is another pause menu but that one is for changing options and settings such as keybinds, volume, and screen resolution.

Quests are a necessity in an rpg game such as this. Most quests are optional and contain specific items to complete.

22)Obsidian Armor: An Ancient armor worn by an ancient Warrior. Has the highest defense stat increase in the game.Special armor received in the completion of a quest

23)Battle Logs: Logs scattered across the planets, these logs enhance the story and world building of the game.Optional Collectible

24)Pirate Badge: Allows the player to access Goldbeard port's shops.Acquired after the completion of a main story quest.

25)Energy Core: A device that extends the length of the use of the Special Stones. Acquired after the completion of a main story quest.

Enviromental Props (enhance World Building):
26)Weather Control Nodes: The cause of the constant Thunderstorms in Planet Coral.

27)Space ships: with logs and other items inside.

28)Multiple different Pirate Flags: Shows that there are multiple Factions of Pirates

29)Galactic Empire Flags: Show that this region is part of the Galactic Empire

30)Core HQ Reinforcement Unit: A safe spot that acts as fast travel locations, shops, and rest stops.

❖ **Scale:**
The playable area is in meters. The relative size of objects will be compared to that of the characters. The characters are human to humanoids with a few monster-like animals that act as enemies.

The environment relative to the characters is to scale with regular nature with humans.

❖ **Spatial Boundaries:**
The playable area will be blocked off by impassable walls, trees, and cliffs to give a sense of realism to the game as if you are exploring different planets and exploring the culture surrounding these planets and habitats of local enemies as well as people.

❖ **Temporal Dimension:**
Time is not a main gameplay factor but a story factor. Time works differently in Space instead of Earth. One year in space will function as one hour in Earth time,for example. The time it takes for the protagonist character to return to Earth is approximately 30 days in Space time. But that is a factor of the story and has no factor in gameplay at all.

Game Mechanics:

1) Players can talk to Npcs, receive requests, complete requests. They are able to interact with shop owners to buy Chips, Armor, or craft their own. They can buy healing or buffing items, ranging form some that restore a percentage of health, to ones that allow you to increase attack, speed, magic power, charge speed for a limited time. Players can attack melee and ranged. Perform combos or special attacks.

Directional Combat & Aiming

- **Description:** Player aims and attacks in 360° with twin-stick or mouse targeting

Energy Management System

- **Description:** Every high-tech action (shooting, shielding, scanning, or sprinting) consumes an energy bar

Trade System

- **Description:** The use of universal currency called Credit in addition to some settlements who use resources as trade value

2)Core Movement Overview:

Movement should feel *precise and responsive* — a blend between tactical positioning (for combat and exploration). Because it's top-down, player readability and animation feedback are essential.

Idle: Stationary stance

Walk: Standard movement

Run: Faster traversal

Climb: Ladder or vertical shaft movement, often transitions between levels.

Dash: The ability to dash and dodge incoming attacks

Shield: The ability to take less damage from attacks or, if timed perfectly, completely bypasses damage and opens up enemy to a counter.

3)Interaction Mechanics:

The player's **interaction field** is a small radius around their avatar.

Picking up materials is automatic as they are attracted to the player's interaction field.

When an object or NPC enters that field, a **context-sensitive icon** appears: Whether it is a speech bubble with an exclamation mark, indicating a quest, or a regular speech bubble, indicating dialogue.

An object like a chest will have an icon representing the chest as open, while a Key chest will have a key icon appear above, representing that a special key is needed

In the menu there is a quest Option to show the Main Quest Objective which continues the main story or the side quests that provide useful rewards.

4.Navigation Across Terrains:

Traversing terrain by walking and running from room to room. A small advantage to speed up traversal is the inclusion of a fast travel feature accessible via a map or by using the dodge dash feature which is faster than running.

5.Weapon Usage:
 The only Weapon provided to the player is High Frequency Blade. You always have your 3 basic hit combo. You gain Special Points by regularly attacking. You can also Charge 1 Sp by holding the charge button.

    And you can expand SP (Special Points) to unleash a Special Attack that deals more damage.You can select the special attack you want by using the pause menu. It can be Ranged or Melee. It gives Invincibility frames during use.

    Melee attacks can help with horde enemies as they deal area damage and Range attacks help deal with Single high HP targets.

6.Consumables and Resource Management:

    Consumable items such as Health Potions and Food give different effects. Health Potions are mainly used to recover Hp or grant HP Regeneration for a limited time. Food gives different stat buffs such as increased movement speed, increased attack power, increased defense.

    The use of these tools is up to the player and their situation. If they are low on HP, they may use a Health Potion, If they need to deal with a high HP enemy, they may use a Food that buffs attack for offense or a food that buffs defense if they tend to take hits a lot.

The Use of these resources is not pivotal to survival, but it helps give an edge to players who underperform or struggle to play Real Time RPGs.