Core Gameplay Document

Project Name: [Game Name]

Team Name: [Team Name]

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# **The Core Gameplay Document**

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# **Game Design Summary**

## ***Project Background***

The initial concept for [Game Name] was derived from an interest in multiplayer games, with particular emphasis on local multiplayer. From there, the concept broadened to include elements found in common multiplayer games from the fighting and shooter genres.

## ***Game Concept Overview***

The core design of [Game Name] is based upon the goal of creating a fast-paced multiplayer fighting game. While the specific details of this project are laid out below, there exist a few high-level design motifs which permeate the project.

These Include:

* Multiplayer Driven
* Round-based Competition
* Third-Person (Spectator) Perspective
* Two Dimensional Focus
* Emphasis on Projectile Combat
* High Degree of Player Maneuverability
* Character-Centric Abilities

## ***Essence Statement***

The key goal of [Game Name] is to provide a hectic multiplayer experience with short turnover between rounds of play. The mechanics of play should complement this philosophy and encourage player creativity in how they approach situations. Specifically, the characters and their associated weapons should promote a certain playstyle, yet remain versatile enough to work within most situations. Weapons should be largely projectile based to function highlight the movement system, and abilities should exist to further diversify character differences.

Level layouts, on the other hand, should remain as neutral as possible, allowing characters of different playstyles to remain viable. Powerups should exist within the level to bring attention to otherwise uninteresting or dangerous areas, giving incentive for players to take risks in order to gain an advantage.

By providing players with large freedom to move about the play area, movement becomes a key aspect of the game, and not simply a necessity. This, combined with a focus on projectile weaponry will make player v. player interactions more emergent, with wild variations depending on player skill and playstyle. In general etter players able to dodge their opponent’s attacks and direct their own with greater finesse.

The decision to restrict movement to two dimensions keeps gameplay focused, while the third-person spectator perspective makes it easier to judge where points of interest may be in the play area. These two concepts become even more important as the match becomes more chaotic.

## ***Gameplay Features***

General:

* Round Based Combat
* Set # of Lives per Round
* Time Limit per Round

Character:

* Set amount of Health per Life
* Unique movement, abilities, weapons, and health for each character
* Temporary Directed Shield which nullifies damage

Powerups:

* Speed / Jump increase
* Double Damage
* Health Regeneration

Weapons:

* Boomerang
* Rocket Launcher
* Automatic Rifle / Burst Rifle
* Semiautomatic Rifle / Pistol
* Directional Bomb
* Hook
* Charge Shot
* Two-Stage projectile (Tracer and Activation)
* Delayed Explosive (Grenades / Mines)

## ***Target Hardware***

The primary targeted hardware of [Game Name] will be the Windows operating system. This will be made possible through the Unity game engine, which allows for packaging onto Windows as well as other platforms natively.

## ***Target Genre***

[Game Name] lies primarily in the fighting game genre, although it incorporates concepts from others, including:

* Shooters
* Platformer
* MOBA / Hero-based

## ***Target Audience***

[Game Name] is aimed at an audience who enjoys local multiplayer, with an emphasis on quick gameplay and a short turnover between rounds of play. By making the game easily understood, it should be accessible to a wide range of player skill levels while still being engaging for veteran players.

## ***Competitive Analysis***

In similar games, such as the *Super Smash Bros* series, a large amount of mechanic depth is derived from the freedom of movement given to the player. In comparison to more rigid fighting games, *Smash Bros* feels overall very fluid and dynamic, allowing players to develop their own distinct playstyles.

This aspect is also present in many of the more frenetic multiplayer shooter games, where individuals move quickly and fast reflexes are required to keep up with the action.

# **Game Scope**

Game Scope Text

# **Game Systems**

## ***Game World***

Game World Text

## ***Game Mechanics***

Game Mechanics Text

## ***Game Menus***

Game Menus Text

## ***Camera System***

Camera System Text

## ***Multiplayer***

Multiplayer Text

## ***Game Narrative***

Game Narrative Text

## ***Audio & Sound Effects***

Audio & Sound Effect

## ***Game Physics***

Game Physics Text

## ***Art Style***

Art Style Text

# **Game Development Visualization**

Game Development Visualization Text

# **Design Development Structure**

## ***Team Structure***

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## ***Design Pipeline***

Design Pipeline Text

## ***Additional Materials***

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