3GB3 – Game Design

Assignment 3

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Assailment

About:
Assailment is a multiplayer fighting platformer which creates a unique experience by incorporating unique RPG and strategy elements real time.

Players initially choose between unique classes (Rogue, Mage, Warrior, Priest, ect.), and choose to battle either free for all, team battle, or against AI. Player characters will start with an amount of health relative to their class. The character will die if their health depletes. The goal is to eliminate the enemy players to win the round.

The World:
All gameplay will take place in arenas. Graphically the arenas will follow particular themes such as jungle, city, sky, ect, and the layout of the levels will follow the theme. These levels analogous those provided in the Super Smash Brothers Series. The game currently holds the Mages home level, which is a winter landscape which compliments her abilities.

The Levels:
Levels are designed to be closed arenas; a cage match.

Creative and Expressive play
Players can tactically and creatively choose, not only what character they wish to play, but also what abilities that character plays with. Currently the functional model does not sport selectable abilities, but does have multiple abilities available to the player for beta purposes. The final project will require creative and synergetic play in the form of team work and strategy against human players who are doing the same

Character Design:
The characters in this game follow a generally generic line of classes found in many action fighters. My biggest inspiration is Blizzard Entertainment's World of Warcraft. Assailment will sport most of these classes, such as Mage, Rogue, Warrior, Priest, Shaman, Hunter. Currently the game supports Mage and Warrior.
Mage: The mage is a lightly armored spell caster who excels are long range combat. Her use of spells are her strength and her defense through the use of shields which block damage, and bolts of magic.
Warrior: The warrior is a moderately armored, and is equipped with a quick striking, but short range, mele attack. The warriors goal is to get in close to the enemy to inflict maximum damage. The warrior can also use his cape to absorb and deflect projectiles while advancing.

Interface Design:
The visible interface is light, and will always be light. Simply displaying the player's health, and the current time. Later, in game types where the players pick their abilities during the round, a small addition of selectable abilities will appear on the UI.

Gameplay:
Gameplay will always revolve around arena combat. The goal for each player will always be to be the last person/team standing. The gameplay currently follows that of a 1v1 fighter, and battles are quick and bursty as neither the Mage or Warrior has healing abilities. Game play really depends on how the player's personalities and playstyles, but the overall goal is to avoid the occurrence of dominant strategy's

Core Mechanics:
Health: Each player's character will have health, when health <= 0, the Character will die and the player will no longer be able to control it.
Damage Inflictors: These are abilities which players would use to reduce the health of their opponents.
Blocks: These are abilities which either block damage entirely, or simply absorb/deflect projectiles. Essentially a shield
Heals: Although not currently supported, these will be abilities which attempt to the restore the health of the player, or the player's team mates.
Time: The clock monitors the current time of the game, and how much time is remaining. When playing game modes which support progressive ability selection, time dictates when certain abilities become available.

Abilities:
Instead of having a static set of abilities, characters will have greatly differing abilities, attack, and defense styles. Abilities will not only be unique, but may also synergize with other ability choices, leading towards particular builds (Frost Mage, Combat Rogue, etc.)

KEYBINDS:

Mage:

Movement	=	a,d
Jump	=	w
Frostbolt	=	f
Ice Shield	=	z

Warrior:

Movement	=	← →
Jump	=	Up Arrow
Cape	=	KP_0
Slash	=	KP_1

The game will restart 3 seconds after a player has died.