**Bonk Wars**

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For PC, Mac, and Linux

Ages: 12 – Up

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**Game Story:** Our Hero has embarked on a journey to defeat the Orcs that have set up camp in his region. However, there has been some disagreement between the Orcs so they have been fighting each other as well to gain enough power to become the new chieftain. It’s a race against the clock as the hero tries to become powerful enough to take on the reigning chieftain and save his people!

**Game Flow Outline:** **Bonk Wars** is a rogue-like adventure game where our hero has entered the Orc homeland to defeat the chieftain. The hero starts as one of three classes, each with different abilities, and attempts to fight his way through the map to reach the chieftain. As he moves through the map, he can fight the roaming Orcs who are also fighting each other. Between the different areas of the map, there are dungeons with bandits and vampires that will only fight the player. After defeating the various enemies, the player gains experience that will cause him to level up! Upon ranking up, the player has a choice in which stats he wants his attribute points to go into. This decision determines how strong his abilities will be in combat. In addition to gaining experience from defeating enemies, the player also has a chance to receive a gear drop that will boast the player’s stats! While it may seem like a good idea to grind for ranks and gear forever, the enemies and boss are becoming stronger as well. Wait too long to challenge the boss, and he might reach a level that you will have no chance of defeating. Die while playing, and the game is over. Good luck!



**Character:** The player is an experience fighter back in his homeland and he has been chosen by his king to take on the invading Orcs. He has specialized as one of three roles: A Knight who uses in strength to overcome his foes, a wizard who has mastered his own mind to defeat his enemies, or a hunter who’s cunning and speed allows him to defeat his enemies quickly before they can defeat him. With each encounter our hero faces, he further masters his skills.



**Controls:** **Bonk Wars** uses the following keyboard and mouse controls to play:

* **W** – Moves the player up on the map.
* **A** – Moves the player left on the map.
* **S** – Moves the player down on the map.
* **D** – Moves the player right on the map.
* **Left Mouse Click** –Interacts with the various menus including:
  + - * **Intro Screen**
      * **Class Selection**
      * **General Menu**
      * **Stats**
      * **Gear**
      * **Help**
      * **Combat**

**Gameplay:** **Bonk Wars** is a rogue-like adventure game that scales in difficulty as you progress through the Orc homeland. In this area, you will encounter and fight not only Orcs, but bandits and vampires that hide within the dungeons separating the various parts of the territory.

The controls are simple to use, with only four keys being used (WASD) to move the player and the mouse being used to interact with the different menus. This simple control scheme makes the game easy for a new player to learn how to play **Bonk Wars**.

The combat system is simple to understand as well. The player has four abilities that depend on the class chosen:

* Knight: Abilities that are balanced between defense and damage.
* Wizard: Abilities focus on doing as much damage as possible.
* Hunter: Abilities that are to be used in combination to maximize damage.

After each enemy encounter, the player will gain experience towards his next rank. With each rank-up, the player gains three attribute points that he can then choose to allocate to one of three stats: Dexterity, Intelligence, and Vitality. Each stat will affect combat differently in that different abilities scale more based on certain stats, so allocating points strategically is a must!

In addition to the player becoming stronger through ranking up and allocating points, he can also gain gear that is dropped by enemies. The gear type is completely random, but the stats of the gear dropped is based on the stats of enemy slain. While Orcs will have higher vitality, bandits will have higher dexterity and vampires will have higher intelligence. This will mean the player must spend the time to kill the right enemies to obtain the gear he may want.

While the player is ranking up and gathering gear, the Orcs are ranking up in a similar fashion. The Orcs are constantly running around looking for an opponent and once they run into each other, only one will survive and become stronger than before. This means that the player should be constantly fighting and moving through the level to be able to defeat the boss and save his people! If he takes too long, the boss may become too powerful and defeat the player easily.

The map of the Orc homeland is set up into three different areas. Each area has a small shelter the player can enter that Orcs cannot. In this shelter, the player can find a health pad that will restore some of the player’s health. Once the health pad is activated, it no longer can be picked up until a certain amount of time has passed. To get from one area to the next, the player must fight his way through a procedurally generated dungeon that either has bandits or vampires. These enemies do not fight each other like the Orcs, but their rank is dependent on the ranks of the Orcs in the next area.

**Gameplay Experience:** Upon launching the game, the music begins and the player is shown the start screen. This music is upbeat and makes the player feel ready to begin their quest. After the start screen, the player can choose the class he wants to play. Once a class has been chosen the player spawns in a shelter and can begin his adventure – gameplay begins.

Outside of the shelter, Orcs can be seen running around at a fast speed. This movement further emphasizes the speed at which the game is to be played. The player then runs around killing Orcs to rank up and gather new gear. Once he is strong enough, he then enters the first dungeon.

Combat is fast paced is like the feel of moving throughout the world. The player uses abilities in a real-time fashion and once used, they go on a cooldown. To maximize the effect of the abilities, the player must use them strategically. However, the enemy is also attacking the player in real-time which adds an element of haste to the game.

In this dungeon, the player will encounter bandits. These enemies are dexterity based enemies and use quick attacks and can reduce the player’s accuracy. This dungeon is procedurally generated so it may take the player some time to find the exit to the second area.

The second area is filled with more Orcs and has more rocky terrain than the first area. The Orcs in this area are stronger and will pose more of a challenge to the player than previous enemies. This is when the player truly must determine how strong he is compared to the enemies around him. After gaining enough strength in this area by battling Orcs, the player enters the second dungeon.

In this new procedurally generated dungeon, the player will encounter Vampires. These vampires will do more damage and have better sustain than the previously encountered enemies. This means that the player must choose carefully whether he can fight, or must try to run through the dungeon avoiding combat until he reaches the third area. After making it through this second dungeon, the player enters the third and final area.

In this third area, the player can fight more Orcs to finally gain enough strength to take on the boss. After some final grinding for gear and levels, the player can now take on the boss! The boss is a stronger Orc with more abilities he has at his disposal. This makes the player have to be smarter at when to use abilities and how to combo abilities together to maximize their effectiveness. Once the boss is defeated, the player wins and their stats are shown in an end screen along with a “Victory!” message. However, if at any point in the game the player dies, it is game over and the player’s stats are shown on the screen along with a “Game over” message.

**Enemies:** The player encounters three different basic enemies on his quest to defeat the Orcs. These enemies are Orcs, Bandits, and Vampires.

* **Orc:** Uses a standard Strike like the one the Knight character uses. In addition to this standard attack, the Orc has a Rage ability that causes him to gain damage as the battle continues.
* **Bandit:** Quicker than your average orc, these Bandits utilize a quick Stab attack. The bandit is also smart to carry Pocket Dust, which can be used to reduce the player’s accuracy in combat. Along with these abilities, the Bandit has an innate chance to dodge attacks.
* **Vampire:** Smarter and more deadly than either an Orc or Bandit, these enemies are extremely dangerous. His basic attack has chance to inflict a bleed on the player which will do damage over time. Not only does the Vampire deal a lot of damage to the player, he also has a chance to heal himself with his Life Drain ability! This damages the player and heals the Vampire for a portion of the damage dealt.

**Boss:** The boss is a large Orc that has more abilities that he can use. This means the player must be more strategic in how he utilizes his abilities.

* **Big Bonk:** Deals a large amount of damage but is slow in its attack speed.
* **Head Bash:** Deals a medium amount of damage and can stun the player.
* **Thick Skin:** Reduces the damage the boss takes for a short period.
* **Savage Roar:** Increases the Boss’s attack speed and damage for a short period.

**Replay Value:** There are a few motivations to keep the player wanting to play the game again. The simplest is trying out a different character class than the one the player initially played as. This will cause the player to have to learn a different combat style than the one they were already comfortable with. In addition to this factor, the player may also want to play to try and outdo his previous kill record and time record. By displaying the player’s stats at the end of the game, this gives him a countable way of comparing previous play throughs to new play throughs.

**Potential Future DLC:** After release, the player will be able to purchase DLC to further expand the content available in the game.

* **New Classes:** The player can purchase additional classes to further increase the variety of the game. These classes will utilize unique abilities that may add new combat mechanics to the game. These characters will also have new sprite images to go along with the new character.
* **Unique Item Packs:** In the base game, all the items are basic items with a simple stat adjustment for each one. An expansion to the game could be to include unique items for the player to attempt to obtain. These will add unique affects to the combat and change the way the player will battle.
* **Different Map/ Dungeons:** This new map can have a different layout than the original one which will make the game feel more unique and varied. In addition to a different main world map, there can be additional dungeons added to the game. These dungeons can generate differently than the original and add new enemies for the player to battle!

**Monetization Plan:** While there is no in-game currency in **Bonk Wars**, the game is still a paid game ($4.99). Along with the cost of the base, the player will also be able to purchase additional content with varied prices.

* **New Classes:** This style of DLC will be sold in packs of 2 classes that complement each other for $0.99 a pack.
* **Unique Item Packs:** Item packs will be sold in quantities of 5-10 items per pack and will be sold at $0.99 a pack.
* **New Main Maps:** This type of DLC will sell a different layout for the Orc home world and will go for $0.99 a map.
* **New Dungeons:** In this style of DLC, the player purchases one dungeon that incorporates 2 new enemies into the game. This will be sold at $0.99.
* **Combo Packs:** This includes a **New Class**, **Unique Item**, and **New Dungeon** DLC together for a discounted price of $1.99. These combo packs will be themed together.