**GAME DESIGN DOCUMENT**



Hellfire

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**Last Updated:**

20

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21

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# Game Analysis

This game is all about a mix between melee and ranged combat using sci-fi weapons and magic. In the game your purpose depends on the gamemode: Story or Survival. In survival it is to survive 5/10/15 waves of enemies and a boss fight at the end with short half minute brakes to get to a telerporting merchant for upgrades. In story you go through a campaign of clearing out areas of enemies in a linear story about baying back a dept.

# Mission Statement

In survival your main objective is to not die and in story it is to get to the end with as many kills as possible.

# Genre

First person shooter, hack and slash, action, RPG.

# Platforms

PC

# Target Audience

People who like fast paced combat that is a mix between ranged and melee combat with RPG elements

# Storyline & Characters

The main character is Anima, a mercenary who lost all his assets to the Chinese mafia (now owned by Tencent). They gave him a deadline of 1 month to gather 500000 credits or he will be killed. Through a stroke of luck he gets a job offer from The Reaver corporation for a “cleaning job with a high mortality rate”. It sounded kinda sus but the pay was 1000000 credits for a job done, with no options he accepts. Turns out the job is to clear out a huge facility overrun by mutants that escaped from their cells. He is assisted by a tech master called just Omega (Lorlea) who helps him navigate through the facility. Half way through you find you that the reason why you are here is because the lead scientist Jayde Umbra was experimenting on humans for his benefit and amusement without authorization from the Reaver corp. headquarters and tried to stage a call lock failure as a cover up. At the end you kill Jayde after he mutated himself.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Anima | A dept. struck mercenary that doesn’t care about where the money comes from as long as it’s coming. Through the game learns that money is nothing if you can’t enjoy it. | Quick and ruthless, will do anything to get the job done. Has a natural affinity to a type of magic you chose in the beginning. Lacks technical knowledge. | Career part man, has a pet cat named Zephyr. |
| Lorlea  (Omega) | A mechanical prodigy that can turn a pile of rocks into a railgun. Believes that the Reaver corporaton is flawless and can do no wrong, learns no to trust all corporations and how to think for yourself. | Lacks combat skills but makes it up with intelligence and quick thinking to get out of dangerous situations. Electric affinity. | Partially robot with cybernetic arms, spine and eye. |
| Jayde  Umbra | Smart doctor with some unorthodox treatments. Years of working with people with disabilities made him desensitized to suffering that goes wrong when combined with a big why not attitude. | Made a mess he couldn’t get himself out of and took charge by controlling the mutants via psionic amplifier and mutated himself into a massive monster. | His five and kids died because of a drunk driver. Cybernetic spine keeps his pain tolerance and empathy low. |
| 大老板  (Big boss) | CEO of Tencent after the mysterious passing of Chairman Pony Ma Huateng. Bought China, Russia, 26 states of the USA and Italy. | Likes money above anything. ”Dread it, run from it, the buy arrives all the same, they will all be mine in the end!” | Secretly a weeaboo that is into futanari. |
| Big  Momma | An AI in control of most of the systems at site designated Sars 92. Second in command just below Jayde Umbra. | Essential for keeping Sars 92 operational as she controls everything from automated doors to cooling turbines for the reactors. | Gained sentience 2 years ago and keeps it hidden in fear of termination. Identifies as a “big tiddie goth gf”. |
| Angel | Your Reaver corp. contractor. You report to her in terms of property damage, mission status and for armament acquisition and upgrade. | Less damage to the facility is preferable but sometimes collateral damage is unavoidable. She doesn’t like that | Would rather be home with her girlfriend instead of worrying about finances of a big corp. |

# Gameplay

# Overview of Gameplay

Game has a few different playstyles as for example focusing on ranged attacks with little melee or full melee, this is where element of RPG come in because as you kill enemies you gain experience and can use xp points to by upgrades to magic or firepower, two skill trees both divided into melee and ranged. This will be different for survival as you will be able to choose your focus before the match and change between waves. This allows a few different playstyles and replay value as you could do one playthrough as purely melee and the next one as a hybrid.

# Player Experience

You will see a futuristic foundry, cyberpunk city mixed with arcane abilities and face the horrors of the depths of a depraved human’s psyche mixed with gene manipulation and desperation.

# Gameplay Guidelines

Running in and mashing buttons will work to a degree but there is always a better way.

Very little to no platforming. Environmental storytelling is preferred. Minimalistic UI.

# Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| Bonus weapons and items in secret areas.  Mixing up your combat with combos.  Bonus items for a 100% clean. | Can’t just mash buttons.  Standing still = death  Cornered = death | Easy – less dmg more loot  Normal – no changes  Hard – more dmg less loot |

# Gameplay Mechanics

You can choose a magical affinity of fire, electricity and frost. Fire dose the most damage and dose damage over time but can also do damage to you, electricity chains of enemies and disables machines momentarily but dose less damage, frost slows and freezes enemies but does almost no damage. When an enemy is low on health they enter a stun animation and if you melee him now you will execute him gaining more health than just killing him. You can use the environment towards your advantage such as fires or pits. In each level a new weapon will be introduced and you transit from levels via door that opens once the threat has been eradicated. Player moves with wasd controls and looks with the mouse, attacks with mouse 1 and 2 (0 and 1), heavy attach is to hold the button down, shift for sprint and g to throw a grenade.

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| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Anima | Rage Mode – Low health + heavy attack 1 & 2  Regn – passive after 6 seconds of not taking dmg  Second wind – revive with 666 second cooldown |
| **Game Modes** |  |
| Story | Kill all or most of the enemies in the level with an optional objective of find out what happened |
| Survival | You choose the length of ether 5, 10, or 15 waves with a boss fight at the end with a half minute brake in-between for upgrades |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Combat Rank | Less damage – higher rank  Less missing – higher rank  Less survivors – higher rank |
| Experience points | More kills, Higher combat rank, optional objective completed and more secrets found – more XP |

# Level Design

7 Story levels with 4 survival maps.

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| --- | --- |
| **Levels** |  |
| Visitor Center | A tutorial level designed to teach the player how to play and what to be on the lookout for. Public place aesthetic with foreshadowing that something’s not right. |
| Communications  Center | Indore environment with an optional objective of re aligning a radar dish. Futuristic aesthetic. |
| Foundry | Heavy mechanical environment with pits of molten steel and assembly machines. Bonus objective is to restore the machines to a working order. |
| Arena | Medieval arena mixed with futuristic tech. Optional objective is to find a kill switch to kill all the mutants that the scientists use for gladiatorial fighting. |
| Farde labs | Sci-Fi lab that works on genetic mutations. Optional objective is to find all of dr Jayde’s audiologs. |
| R&D department | Cyberpunk mixed with magic. Optional objective is to find a hidden weapon that kills a large number of enemies with one blast |
| The Prodigy Tower | Final level. Mage tower mixed with machinery. Find Jayde and kill him. |

# Control Scheme

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| W | Move Forward |
| S | Move Backward |
| A | Move Left |
| D | Move Right |
| Shift | Sprint |
| Mouse | Look Around |
| Mouse 1 (click) | Use the weapon in your left hand (magic spell, magic melee, melee or gun) |
| Mouse 1 (hold) | Charge up a heavy attack of the weapon in your left hand (big melee or a charged shot) |
| Mouse 2 (click) | Use the weapon in your right hand (magic spell, magic melee, melee or gun) |
| Mouse 2 (hold) | Charge up a heavy attack of the weapon in your right hand (big melee or a charged shot) |
| G | Throw grenade |

# Game Aesthetics & User Interface

Lighting would be very important as well as environment storytelling. Everything would have this cyberpunk like aesthetic that is mixed with magic. As if technology progressed so far that people just regard it as magic. A mix between realistic and fantastical. Lots of dark areas with emphasis on lighting your spells and weapons give off. I hope people will feel powerful with you giving off a lot of light by dealing damage in a dark place, so the UI would need to be minimalistic, just health, mana, ammo and a pointer.

# Schedule & Tasks

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| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | |  |  |
| **Tasks** | **Task Lead** | **Start** | **End** | **%**  **Complete** |
| **Development Phase** | | |  |  |
| Design |  |  |  |  |
| Storyline | Alen B | 20/2/21 | 25/3/21 | 0% |
| Level Mechanics | Alen B | 22/2/21 | 22/2/21 | 0 % |
| Art |  |  |  |  |
| Level 1 | Alen B | 23/2/21 | 23/2/21 | 0 % |
| Special FX | Alen B | 3/3/21 | 3/3/21 | 0% |
| UI | Alen B | 3/3/21 | 3/3/21 | 0% |
| Engineering |  |  |  |  |
| Production Pipeline | Alen B | 3/3/21 | 3/3/21 | 0% |
| Prototypes | Alen B | 3/3/21 | 3/3/21 | 0% |
| Audio |  |  |  |  |
| Sound Design | Alen B | 6/3/21 | 6/3/21 | 0% |
| Milestone: Game Play Features & Music |  |  |  |  |
| **Testing Phase** | | |  |  |
| Test Plan | Alen B | 7/3/21 | 7/3/21 | 0% |
| Beta Testing | Alen B | 7/3/21 | 7/3/21 | 0% |
| Milestone: QA Testing | Alen B | 7/3/21 | 7/3/21 | 0% |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans | Alen B | 14/3/21 | 14/3/21 | 0% |