

# **Breath of the Coyote (3D)**

## **Game Design Document**

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## Genre and Inspirations

- Third Person Action-Adventure
- **Target Audience**
  - Players of any age and any background.
- **Note:** Ultimately there is no set genre for this type of game and the closest comparison to this style of game would be The Legend of Zelda: Breath of the Wild. This game however, is its only primary source of competition and this style of video game has yet to have been created by any major or minor game developers currently.

## System Requirements

- Developed primarily for play on Windows PCs
- Future plans are to release on Sony's PS4, Microsoft's Xbox One, and Nintendo Switch
- CPU: 4th generation Intel Core i5 or better
- GPU: Nvidia GTX 940M or better
- RAM: 4GB DDR3 or more
- HDD: 2GB Storage

## Gameplay Systems

### Game Mechanics

The main gameplay loop for this game is to complete 3 challenges. The Trial of Strength will have unique AI behaviors for each of the 3 enemies. Physics will be used to shoot fireballs and land ground pounds for the puzzles and platform triggers in the Trial of Agility and Trial of the Mind. The player and enemies will also have physics applied to them to allow for jumping and physics interactions with the world itself. Gameplay progression is bound to the 3 challenges however, not to a specific order for completion. The only requirement for finishing the game is that a trophy be taken from each of the challenges upon completing them and delivered back to the starting village.

### Combat and Enemies

- Attacks
  - Player: The player will have a short range attack with its main weapon.

- **Enemy 1:** First enemy character will have a long range attack(Bow or Spear). It will also have a short range attack that will be a dagger style weapon.
- **Enemy 2:** It will have a short range attack that deals devastating damage. It will most likely be a Battle hammer, war hammer or similar large brute weapon. However, weapon will still need to fit into the barbaric theme of the characters.
- Health
  - The players will have 4 full hearts of health when they start the game. Each attack will result in a loss of health. Maybe calculated at .25 per strike.
- Combos
  - More than likely there will be only one combo that the player has access to. It will be a three strike combo move. The enemy characters will also have a combo of their own.
- Enemies

There will be 3 different types of enemies that the player will face. Each enemy is an ancestor of the player character.

  - **Enemy 1:** The previous village elder and will be melee focused.
  - **Enemy 2:** The other village elder and will be magic focused.
  - **Enemy 3:** The village hero who will have the same moveset as the player with the ability to attack with melee and fireballs. The boss will have more HP than the previous two however before starting the fight a HP Potion will drop. He will also be able to dodge.

## Fireball and Ground Pound Puzzles

- Fireball
  - Ability
    - Small bright orange fireball fires out of the players hand
    - Damages Enemies and charges/destroys objects
  - Puzzles
    - The player will use this to poser pillars for a door to be opened or to get an entrance unblocked
    - 3 pillars at different heights and locations
    - 2 supports needed to be shot in order to unblock entrance
- Ground Pound/Energy Surge
  - Ability

- Player “punches the ground” and causes an energy surge that will throw enemies away from the player or charge elevators and other mechanisms
  - Puzzles
    - There will be elevators in the world that can be powered by the players ground pound.
    - This will be used with the fireball to add more interesting problem solving.

## Save/Load Game System

This is a checkpoint based system. After set milestones passed during the game it will autosave and allow players to resume their progress later. Players will be able to choose which save slot (3 in total) to use for their game when they start a new game. From the menu players can also choose to load one of the 3 save game slots. Each save game slot will have total play time, and the date the save was made.

## Story and Theme

### Story

It is the 2nd age in the world of Erobia. In the northern highlands lies a small hunting village which is home to the Tribe of the Coywolves. In 3 days time a great celebration will be had at this small village. The occasion is the passing of the guard, a young successor is set to take their place as head of the village. However, before the celebration the young successor must first prove they are worthy to claim the title of chieftain. In order to do this they must first pass 3 trials to test their mettle. The first of these trials is the Trial of Agility in which one must jump and climb over a series of pillars and retrieve the Agility Trophy. The second of the trials is the Trial of Strength in which the player must defeat a group of creatures that have taken shelter nearby and prove they can defend the village from attackers by returning with the Strength Trophy. The third and final trial is the Trial of the Mind. This trial tests one’s ability to create solutions to the unknown by completing a unique puzzle and retrieving the Mind Trophy. With each trophy in hand the chieftain-to-be can claim their right as head of the village with pride and honor.

### Theme

The overarching themes for Breath of the Coyote are: Coming of Age, Freedom, Exploration, High Fantasy, Adventure, Magic, Experimentation

## Player Control and Movement

- Camera
  - The camera movement will be handled by the mouse and the player will change forward movement based on where the camera is facing
- Movement
  - The player can move by using w, a, s, d keys to control up, left, down, right respectfully
- Jump
  - The player will be able to jump by using the space key and allow the player to jump a certain height
- Sprint
  - Sprint will be managed by the Left Shift key and will allow the player to move faster with any direction given

## UI

- Main Menu:
  - New Game
    - Starts a new game
  - Load Game
    - Choose from 3 different save files to load
    - Each save file has the date the save was made, level name, play time
  - Options
    - Volume
    - Resolution
    - Graphics Preset (Low, Med, High)
  - Exit
    - Quits the game
- In-Game:
  - Health will be displayed in the top right in the form of Hearts
  - Enemy Health will be represented above their head
  - Pause Menu (Escape Button)
    - Resume
    - Options
    - Main Menu

## UI Screenshots



Main Menu



Options Menu



In-Game



Pause Menu

## Monetization

The monetization model for this game is to release in an early state to Steam Early access. During this time the game will be released at a reduced price of \$20 until the final version is released. Upon final release the price will increase to \$30.

## Replayability

The game will feature limitless replayability. Due to the nature of the challenges and the core concept of the game, players are encouraged to replay the game and complete challenges in different ways. Players are given a toolkit and a challenge to complete using the toolkit provided. Each challenge does not have a "correct" answer instead there are merely answers.

## Sequel

Currently there are no plans for a sequel to the game.

## Inspirations & Examples

- Inspired by Open World, Systems-Based games such as:
  - The Legend of Zelda: Breath of the Wild
    - Large open world with key systems in place to give players ultimate creative freedom in playing and exploring the world.
      - Sheikah Powers, Climbing, Glider
      - Challenging puzzles and reward exploration
        - Koroks, Shrines
      - Gameplay that a wide audience of any age can enjoy
    - Metal Gear Solid 5: The Phantom Pain
      - Similar to Breath of the Wild where players are given a tool set and an open world in which to experiment and utilize the given toolset.
      - Missions provide puzzle-esque challenge where a goal is set and it is up to players to choose how they want to approach the situation and solve it.
    - The Elder Scrolls V: Skyrim
      - Large open world where freedom and exploration are abundantly rewarded.
      - Similar themes and music style.

## Artwork Inspiration Screenshots

*The Legend of Zelda: Breath of the Wild*



Personal Works



# Artwork, Models, Animations, UI

## Visual Design and Theme

The main visual style for the game is for a pastel color palette with bright, vibrant colors and a focus on minimalist visual design. Textures will be a simpler flat shading with small details added. Characters and objects will have a limited polygon counts to further emphasize the minimalist style as well as provide a boost to performance to meet our relatively low system requirements. The visual style and design will be supported and emphasized through post process effects. The visual theme used will be high fantasy with a focus on barbaric and nordic themes. The village will have a nordic theme and enemies will have a barbaric theme.

## Animations

- Player needs animations for running, idle, attacking (sword, fireball, ground pound), jumping, being hit, death
- Enemies need animations for running, idle, attacking, being hit, death

# Level and World Design

## Level Design

The level is designed as an open valley in which the player will start at a village and has to make their way to the three trials to complete their objectives. The objectives can be completed in any order and in any fashion. Each trial is designed to showcase one of the three core gameplay systems (i.e. Trial of Strength demonstrates the combat system). After completing each trial there will be shortcuts that players can use to quickly get to the next trial. The core theme of the level is freedom and the ability to complete any challenge using the tools provided by the gameplay systems. There is no “correct” answer to any challenge, simply a possible solution. Each of the levels in our game are connected through an open world with each challenge residing within the open world. Each level has a fenced in area that designates the level space for the challenge and can be accessed by simply walking to the respective arena in the world.

### Level 1 (Trial of Strength):

This challenge will feature a fight with 3 different creatures. Each creature will be fought individually with the defeat of one enemy triggering the spawn of the next until all 3 enemies

have been defeated. The challenge arena will have some objects in the arena that can be used as cover. It will also feature a large open space for the player and enemy to strafe around each other and time attacks. A chest will be opened after all 3 enemies have been defeated to signify completion.

### **Level 2 (Trial of Agility):**

This challenge will be a platforming level where the player will have to activate platforms using their fireball and ground pound abilities to reach a trigger that will allow the player to reach the chest with the trophy inside. The platforms will be moving and players will have to use physics and jumping to make it to the chest.

### **Level 3 (Trial of the Mind):**

This will be the puzzle focused challenge where players will have to activate a series of triggers in order to unlock the chest with the trophy inside. Players will have to search for the necessary pillars to activate and then find out how they can access the pillars. The player will have to use their ground pound to activate platforms to be able to reach the pillars to activate them. The pillars will also be able to be activated by shooting a fireball at them.

## **World Design**

*Scottish Highlands*



*New Zealand Highlands*



Inspiration for the design of the world comes from real world regions such as the Scottish and New Zealand Highlands. The world is to be based in old barbaric and nordic traditions with a village settled in a fantasy highlands. The world will feature a village, open plains, snow-capped mountains, and a small, sacred forest in which the trials are hidden.

## Asset List

(\* indicates lower priority)

## Art

### Terrain:

- Trees
  - 2 variations (1 Done)
  - \*Tree stump
- Grass (Done)
- Flowers
- Rocks
  - Small (Done)
  - Medium
  - Large
- Village house
- Rune Texture
- Grass texture (Done)
- Dirt texture (Done)
- Snow Texture (Done)
- \*Village decorations (shields, hunting rack, leather tanning rack, barrels, etc.)
- \*Wood Wall / Fence (Done)

### Player: (In Progress)

- Animations
  - Attack
  - Jump
  - Sprint
  - Walk
  - Backup
  - Strafe left/right
  - Shoot fireball
  - Ground pound(small aoe attack)
  - Player Death (0 - 70 frames)
  - Player Hit
- Models
  - Player Character

- Player Weapon
- Fireball
- Puzzle trophies on character model
- Effects
  - Hit spark
  - Sword slashes
  - Fireball hit
  - Fireball cast
  - Ground Pound hit
  - Ground Pound Cast

#### Enemies:

- Attack frames
- Death frames
- Damage frames
- Music for Combat
- Models:
  - Ancestors of village chieftains
  - Past 3 Village chieftains
    - One is a warrior with an axe
    - One is a mage with fireball
    - One is closer to the player which has player abilities

#### Puzzles:

- Challenge Trophies
- Chest
- Stone Door

#### Menu:

- Title screen
- Main Logo
- Buttons
- Music for Main Menu

## Music and Sound

**Music:**

- Main Menu
  - A calm melody featuring a piano lead accompanied by woodwinds.
    - Example: Breath of the Wild - Main Theme
- Exploration
  - Features a piano and string instruments. This song is designed to be minimalist and played quietly in the background to enhance the feeling of freedom and exploration.
    - Example: Skyrim - Distant Horizons
- Combat
  - A heavy drumline themed song designed to build tension when the player is in combat and help give the feeling of danger.
    - Example: Skyrim - Steel on Steel

**Sound Effects**

- Player Running (footsteps)
- Village chief speech (fake, the sims/animal crossing style)
- Player :
  - sword swing
  - jump
  - hit
  - fireball
  - ground pound
  - death
- Enemy
  - Idle
  - Attack
  - Hit
  - Death
- Wind
- Coyote Howl
- Torch Lighting
- Stone Door Opening

## **Tools**

### Unity:

- *Packages*
  - Lightweight Render Pipeline
  - Shader Graph
  - Visual Effects Graph
  - Cinemachine
  - PolyBrush
  - Terrain Tools
- *Tools*
  - Vector Field Maker

### External Tools

- Cinema 4D
- GitHub
- Git Kraken
- Slack
- Discord