



Game Design Document, developed by



Team Members

Andrea Tassi

- Student ID number: 977659
- Email address: andreatassi98@gmail.com
- Team Leader
- Game Programmer



Luca Gaeta

- Student ID number: 960830
- gaeta_92@hotmail.it
- Game Designer



Marco Siragna

- Student ID number: 969489
- marco.siragna@studenti.unimi.it
- Game Programmer



Francesco Giorgio Eterno

- francescogiorgioeterno@gmail.com
- Facebook: Francesco G. Eterno
- Instagram: @asdrubaleassurbanipal93
- <https://it.fiverr.com/francescogio587>
- 2D Artist



Chiara Maria Migliore

- chia24698@gmail.com
- Instagram: @chiararart
- 3D Modeler and Animator



Isabel Andolfo

- andolfoisabel@gmail.com
- <https://www.artstation.com/isabelandolfo>
- 3D Modeler and Animator



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1. Design History

Date	Changes	Team members
25 March 2021	Game concept	Andrea Tassi Luca Gaeta Marco Siragna
12 April 2021	Defined the document's structure	Luca Gaeta
20 April 2021	Inserted Gameplay section	Andrea Tassi Luca Gaeta
24 April 2021	Inserted interfaces in Gameplay section	Marco Siragna
29 April 2021	Inserted characters' descriptions	Luca Gaeta
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13 May 2021	Inserted background story	Luca Gaeta
15 May 2021	Inserted characters' abilities	Andrea Tassi Luca Gaeta
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4 January 2022	Updated Business Model section and added Selling Points and PEGI sections	Luca Gaeta
10 January 2022	Updated Vision Statement and Media List section	Andrea Tassi Luca Gaeta Marco Siragna

2. Vision Statement

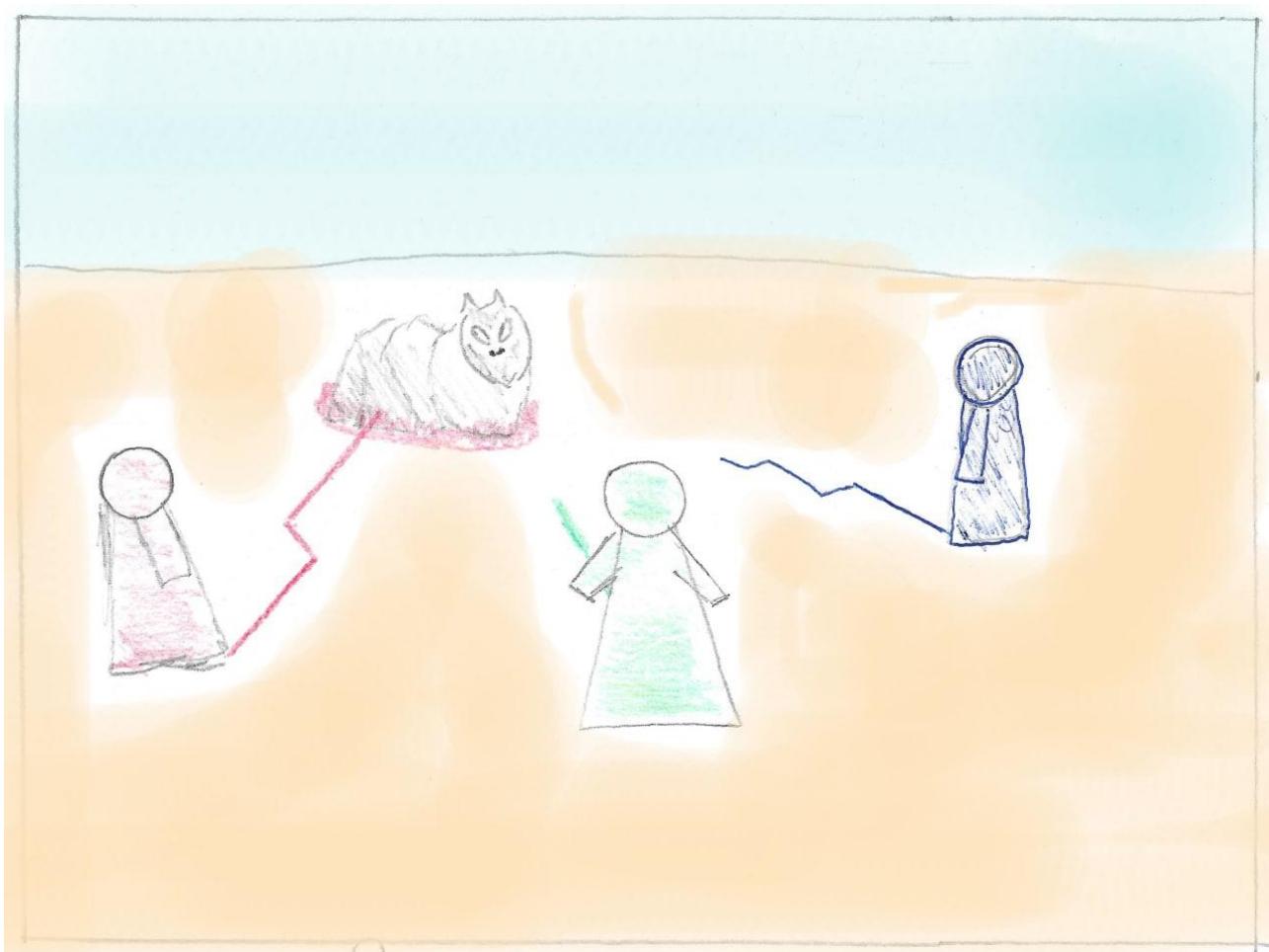


Figure 1: First concept art.

Wired Up is an online multiplayer action RPG where players must synchronize their actions to defeat enemies. Set in a futuristic world, you will play as a voluntary hero from an isolated town who must counter the return of an evil scientist, whose aim is to control people through its technology.

The game is divided in levels that can be explored to gain experience and find useful resources for your adventure. Battles are performed as a party, where everyone covers a different role and must chain their actions to those of their allies to make them effective. Without the right timing the enemy won't receive any impact from attacks.

Every person has powers arising from cybernetic wires implanted in them at birth. Level up your character, extend your wires and unlock new abilities to get as powerful as you can.

2.1 Game logline

Synchronize with your allies and extend your wires

2.2 Gameplay Synopsis

The peculiar feature of Wired Up is the level of cooperation and synchronization it requires to be played. The only way for players to win is accomplishing a series of strategic and well executed actions. The “wire system” offers to the players a strong tool to immediately visualize their allies’ actions and the state of the battlefield.

Each battle is designed to challenge the players’ skills, they can’t just overpower enemies once their characters reach a high level. In every stage of the game the difficulty will remain constant, and the enemies will adapt their actions according to what the players do. This game is hard to master, but those who do it will receive great satisfaction in overcoming always stronger enemies and improve their score.

Emphasis in the game is put on the main characters: each one of them has a unique style, given from its set of skills and aesthetic design. Trying every character and mastering their playstyle is a core feature of Wired Up in its own, but what truly heightens the experience is finding new tactics and combos to valorise each character’s strengths.

These game mechanics are reflected in the game design through the wire system and the main story. The futuristic set, like that of cybernetic armours and technological enemies, harmonizes well with the combat system. The artistic style wants to highlight these features, and it’s achieved through shiny cool armours and robotic effects. The background story instead gives a context to why characters need to cooperate, we show glimpses of what life is like for people in this world and that cooperating leads to wins and powerful attacks.

Level’s sceneries are used to show a contrast between what the characters are used to see in their city and what the world is like beyond what they thought was their safe line. It encourages players to reach out for new cultures and explore their surroundings, showing that differences between foreign towns’ people are only related to their appearance and that there is no reason of discriminating who is different.

The exploration of a level is enjoyed by those who like to search for secret areas and want to resolve different kinds of puzzles. Also, the more you explore the more enemies you will find and thus the more experience you will gain. There is an enjoyment in replaying levels due to the always different situations that can be created using different teams, builds and approaches.

Players will feel the excitement of being part of a coordinated team and that their victories will be worth their efforts. They will learn how to manage their resources, how to time their attacks and how to execute effective combos. All their achievements will be saved in their profile, and they can use it to feel a sense of accomplishments.

3. Audience, Platform, Marketing

3.1 Target Audience

Wired Up is a game that aims majorly to a target audience composed by male players, ranging from 14 years old to 35 years old. The visual style of the game makes it more desirable for a western audience, but we integrated features like cooperation and the possibility to build your own character that appeal even Asian players.

We gathered the possible target audience for this kind of product from Google Analytics and Facebook Analytics about our competitors and similar themes.

For this reason, our game will feature different languages: English, Spanish, Chinese.

For estimations regarding the number of players, go at TDD section 4.2.

As of its first release, the game will be available only to those who have a gaming PC. It won't require high end specs but not everyone is used to play on a computer, so this could restrict our catchment area at first. If the game should be well received, a porting to other consoles would be possible increasing our number of players.

This game is better enjoyed by those who like difficult challenges and strive to get better. The gameplay can be difficult to master for new players, but those who achieve it will have a lot of possibilities to refine their playstyle and to explore new team compositions and combos.

Someone who doesn't put enough effort and time in the game won't be able to get satisfaction from it, as they won't be able to provide a valuable support within a team of players who aim for perfection.

For these reasons the majority of active users will consist of teenagers who usually have a lot of time and resources to devote to games and adults who approach the game in an hardcore way, using their free time to master it and complete every aspect of it.

3.1.1 Psychographic classification of players

Wired Up is a game thought especially for an achiever type of player. We have used Bartle's Taxonomy to better describe which features each type of player could prefer:

Achiever 3/4:

Players will be rewarded with points after completing each level, based on how well they have performed and how many achievements they have reached.

There is great emphasis on the need of levelling many characters and the need of upgrading their abilities. Completing a set of achievements will unlock cosmetic features to customize their own characters.

Each player has a personal card he can show on his profile, this serves so they can show how much they levelled their characters, their achievements, how many levels did they clear and their relative records, but also to check other players and confront their statistics or find new partners.

Killer 0/4:

This game isn't aimed to killers, trying to interfere with other players will sabotage everyone's chance to win.

Explorer 2/4:

Players who like to explore the map can do so in each level, where they will find puzzles and restricted area that can be reached only with specific type of characters or abilities.

A set of scrolls will be hidden throughout stages, a player will have to explore every hidden corner of the level to find them all. The scrolls will contain details about the game world and its background.

Socializer 2/4:

The game revolves around connecting to other players, improving their ability to cooperate. Socializing is supported also through the ability to play with casual players and rewards for playing with many people.

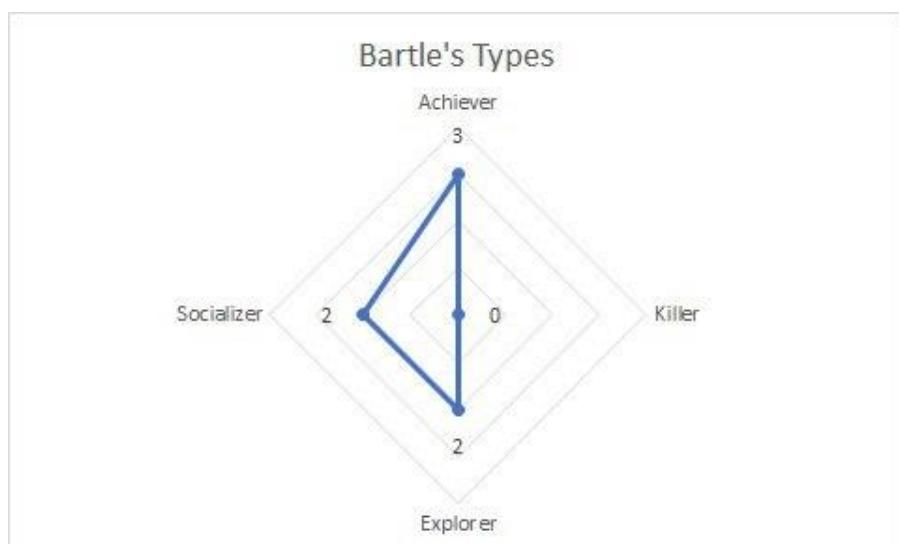
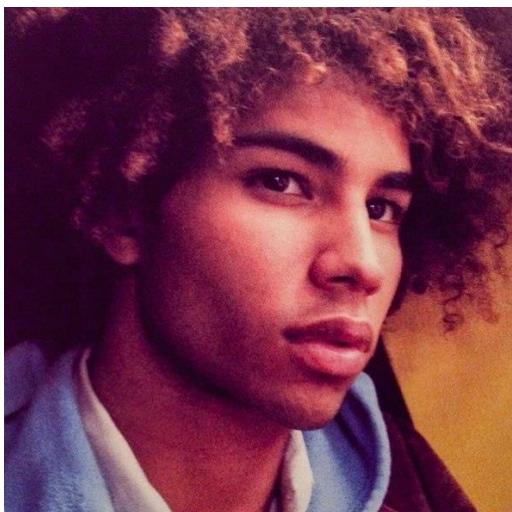


Figure 2: Bartle's types analysis for Wired Up

3.1.2 Personas

Michael



Personal information:

15 years old

Chicago, Illinois

Student

Goal:

Affirm his status within his online community

Expertise:

He has played various type of lesser-known games but only now he's willing to try to master one and put effort in it

Background:

Michael is a young player who is about to define his personality. He's introverted in real life but feels comfortable with his online community, they've been playing online together for more than a year and they always search new cooperative games.

He isn't interested in getting high grades in school or in learning a profession, but he will spend his afternoons and evenings reading about videogames and playing non-mainstream titles because he doesn't want to appear as a casual gamer.

He wants to be good in games to get praised online since the virtual world is his only social circle.

Dan



Personal information:

38 years old

Dortmund, Germany

Programmer

Goal:

Feel capable of completing hard challenges

Expertise:

He has been a player for almost 30 years, great dexterity with mouse and keyboard

Background:

Dan is a Danish person who moved to Germany to work as a programmer. He has a strict group of friends in town, mostly people he met on workplace, and a girlfriend who doesn't live with him because she has a child from a previous marriage. He likes getting evenings for himself and his passion for videogames when he doesn't go to the bar with friends or to the cinema or the restaurant with his girlfriend.

Dan has always enjoyed difficult games, for him trying many times the same level will only make bigger the satisfaction he feels when he finally beats it. He skips most of dialogues and is mostly interested in improving his playstyle, sometimes challenging himself with restrictions he thinks on the moment.

Oleg



Personal information:

26 years old

Yuzhno-Sakhalinsk, Russia

Shop assistant

Goal:

Find a game that will last for a long time

Expertise:

He played a lot a restricted number of games

Background:

Oleg lives in an eastern Russian city where there isn't much outside that he likes to do and where winters are long and cold, so he is used to spend a lot of time inside.

He lives with his family and his brother Constantine, who is 20 years old, and they like playing together MMORPGs and online action games. Every month he uses a part of his earnings to acquire in-game objects.

Once he finds a game he likes he will play it for many years, even if he doesn't like it anymore but just because he already invested a lot of time and money in it. Recently he started selling online his old accounts to get back some money.

Limei



Personal information:

20 years old

Hong Kong

Cook

Goal:

Have fun with something exotic

Expertise:

She has only played mobile games and League of Legends

Background:

Limei has a passion for western countries' culture, ranging from films to tv series and videogames. She has always liked things that usually don't attract girls and usually feels treated differently by his group of male friends, for this when she is online she avoids saying she's a girl so to not receive unwanted attentions.

She works in a small restaurant as a cook, where she offers foreign cuisine that she learned during her years studying in France. Limei enjoys hard tasks and doesn't get demotivated if she fails, because she genuinely enjoys the process of learning new things.

3.2 Platform

Wired Up is planned to be released on PC, this choice has been made considering the target audience and various aspects about three categories of platforms:

- **PC (Windows, Linux, MacOS):**

Pros	Cons
High computational resources	Mouse and keyboard can be hard to master
Fits target audience	Many possible controllers to cover
Less quality constraints	Many possible configurations

- **Mobile:**

Pros	Cons
Big catchment area	Controls not adequate
Game accessible with ease regarding time and zone	Scarce computational resources
Less quality constraints	Little display
	Not alluring for hardcore players
	Many possible configurations

- **Console (PlayStation, XBOX, Nintendo Switch):**

Pros	Cons
Device optimized for videogames	High quality constraints
Less possible configurations	Online service has to be payed for
Unique style of controllers	Players can't create mods
Harder to cheat	Harder to test

PCs featuring Windows system have been chosen to encounter target audience's preferred device and to maximize our possibilities in phase of development and testing considering initial investments. If the game gains a solid fanbase it would be beneficial creating a mobile and console version to reach a larger audience and to establish the brand.

3.3 System requirements

These requirements have been chosen analysing games with similar features and similar graphic level of details to Wired Up.

System Requirements (Minimum)

CPU: Intel Core i5 equivalent or higher

RAM: 8 GB

OS: Windows 7 SP1 64-bit, Windows 8.1 64-bit or Windows 10 64-bit

VIDEO CARD: NVIDIA GeForce GT 1030 and higher

PIXEL SHADER: 5.1

VERTEX SHADER: 5.1

FREE DISK SPACE: 30 GB

DEDICATED VIDEO RAM: 2048 MB

Recommended Requirements

CPU: Intel Core i7 equivalent or higher

RAM: 16 GB

OS: Windows 7 SP1 64-bit, Windows 8.1 64-bit or Windows 10 64-bit

VIDEO CARD: NVIDIA GeForce GTX 1060 6 GB and higher

PIXEL SHADER: 5.1

VERTEX SHADER: 5.1

FREE DISK SPACE: 30 GB

DEDICATED VIDEO RAM: 6 GB

3.4 Top performers

3.4.1 Genshin Impact



Figure 3: Genshin Impact logo

Developer: miHoYo

Platform: PlayStation 4, Nintendo Switch, iOS, Android, PlayStation 5, Microsoft Windows

Release: 28 September 2020

Engine: Unity

Description:

Genshin Impact is an action role-playing game developed and published by miHoYo. The game features an open-world environment and action-based battle system using elemental magic and character-switching, and uses gacha game monetization for players to obtain new characters, weapons, and other resources.

Economic value and distribution:

As of 15 April 2021, Genshin Impact has more than 35 million downloads and earned more than \$480 million.

At its release it had more than 2 million daily active users, a number that kept rising and now got to 3 million daily active users.

Most of its users are in China, USA and Japan. Also, Indonesia, Philippines, Brazil, Russia, Mexico and South Korea compose a large part of its public. This shows that this type of game can have success on many different markets around the world.

Even the distribution with different genres and ages is well balanced: it is reported that 55% of its players are males and 45% are females, of these 27% have less than 25 years old and the average age is 35. The demographic attraction is well distributed and reaches every kind of potential customer, this led to the birth of a strong fan community all over the world and afterwards to a vast offer of merchandise.

3.4.2 Monster Hunter World



Figure 4: Monster Hunter World logo

Developer: Capcom

Platform: PlayStation 4, Xbox One, Microsoft Windows

Release: 19 January 2018

Engine: MT Framework

Description:

Monster Hunter: World is an action role-playing game and the fifth mainline installment in the Monster Hunter series. In an unnamed high fantasy setting, humans and other sentient races have set their eyes on the New World, a separate continent from the populated Old World. The New World is an untamed wilderness where many powerful monsters roam free, and where researchers have been drawn to uncover new mysteries.

As a hunter, the player takes on quests to hunt monsters in a variety of habitats. Take down these monsters and receive materials that you can use to create stronger weapons and armours in order to hunt even more dangerous monsters.

Economic value and distribution:

According to Capcom's official 2019 report, Monster Hunter World was the company's best-seller game of all time. In its first two months after release the title has shipped 7.9 million copies, taking the company's earnings to a "record high" ¥94,515 million yen (\$861.2 million), up 8.4% on the previous year.

As of 31 March 2021, total shipments include 17.1 million units for World and an additional 7.7 million units for the expansion Iceborne.

Its initial sales give a good measure about preferences regarding the format distribution: in the first three days after launch there have been more than 5 million copies sold, of these 1,35 million were sold at retail in Japan and 2 million through digital platforms. This can indicate that digital market is taking over physical copies and that the western world shows a great appreciation towards these types of games too. This consideration is supported by the fact that the game won the 2018 "best cooperative game" at the "Golden Joystick Awards" (a British event) and also "best RPG game" at the "The Game Awards 2018" (an event held in Los Angeles, USA).

3.5 Feature comparison

	Wired Up	Genshin Impact	Monster Hunter World
Genre	Online action RPG	Online action RPG	Online action RPG
Player interaction	3 players coop	Up to 4 players coop	Up to 4 players coop
Open world	No	Yes	No, one HUB to reach five different areas
Camera	Third person	Third person	Third person
Graphic style	Realistic with futuristic elements	Cartoonish	Realistic with fantasy elements
Multiple playable characters	Yes	Yes	No
Customizable clothing	Yes	No	Yes
Seasonal events	No	Yes	Yes
Skill tree	Yes	Yes	Yes

3.6 Selling Points

Wired Up is strongly advocated for those players who search for a hardcore experience and want it in a cooperative strategy-inclined game. There aren't many similar competitors which impose you to cooperate with other players and also require you to be good at doing it, because even a weaker teammate easily results in the whole team failing the level.

Another strong point is the possibility to choose between many different playable characters and creating various teams. From the first day of release, 10 different teams can be used, and each team brings different interactions and combos to the players. Even within the same team, a single character can be used in different ways from different players thanks to the customization of the skills in the skill tree and a different approach in playstyle.

This great pool of deployable tactics grants an always expanding experience and a deep gameplay for players to study and explore. A lot of combo attacks are available, and their variety gets to appeal many styles of players. Satisfaction obtained from doing efficiently your part within a team gives a unique sense of accomplishment and can be cherished with your friends.

3.7 Business Model

The game is going to be sold on Steam with no restrictions tied to different countries and a unified target price. There are going to be two different options for buyers: the “base edition” sold for 9,99€ or the “supporter bundle” sold for 14,99€ which features an additional set of in-game cosmetics.

In future, new contents such as levels, characters and skins can be sold as add-ons.

4. Legal analysis

“Wired Up” is an original product not based on any existing source, any similarity to other medias isn’t intended and it’s casual.

All its content, intended as source code, databases, functionality, software, audio, video, text, and intellectual properties, belong to us and their commercial use is limited to its owners. Our intellectual property is protected by copyright.

All game content will be created by us or our collaborators. Some assets taken under a free use agreement, such as those from the Unity Asset Store, have only been used for internal production and prototypes.

4.1 PEGI



Wired Up is suited for all people aged 7 or more years old. Younger ones could find some sounds and animations frightening. Forms of violence are non-detailed and non-realistic.

The game offers players the option to purchase digital goods with real world currency. No paid random items are going to be featured in the game.

5. Gameplay

5.1 Overview

The game is played by three players who must cooperate to reach different goals. Levels feature exploration, usually linked to the main story, and battles against various enemies controlled by the IA.

It is essential to coordinate each character's actions with those of their allies to progress through the game. Beating each level will move the players towards the end of the story and resolution of the conflict they will face up during their journey.

5.2 Gameplay description

Beside moving, the main action a character can perform is extending its wire: this can be used both to solve puzzles and to fight depending on the situation. Puzzles need characters to connect to different items simultaneously or following a specific order or also using specific colours. The result can be to activate a platform to reach a new area of the map or unlock a shrine and collect a reward.

During battles the wire can be connected to enemies or allies: when a player connects its wire to an enemy there is an internal timer defining for how long the wire is going to stay connected. A player has a visual representation of this timer through an aura forming around the enemy. As long as the aura is present on the enemy, another player can connect its wire to that same enemy. This will activate both players' attacks, failing in connecting a second wire before the timer expires will instead cancel even the first connection made.

When attacks get activated, they will resolve their effect in order: the first character who connected its wire will perform his attack first, once his attack is done it will be performed the second character's attack. In an advanced part of the games, players will be able to perform longer combos of attacks, to a maximum of five consecutive attacks.

While a character has its wire connected to an enemy and before an ally connects his wire to that same enemy, the connection can be broken by enemies who attack the wire or move against it. The wire is present on the field in a physical way until the attack gets activated: if the connection is broken or successful, the wire goes back to its owner.

If a character connects his wire to an ally, the effects of the chosen action will activate immediately, this type of action is referred to as an “assist”. Enemies can block the path of

a wire with their body or their abilities, thus impeding it to reach its target and wasting the player's resources.

Every character has a different set of actions, some will be available since the start of the game while others will need to be unlocked through levelling. Following the story, players will unlock an ability tree for their characters that can be used to unlock attacks and assists. Every character has a unique ability tree determined by its colour, but in late game players will have access to a second colour for their previously levelled characters. The second colour will feature a restricted set of actions learnt from one of the other characters. This will result in a kind of multiclass, giving players the ability to customize and strategize better according to their playstyle. Once a second colour is chosen, resources used to unlock it cannot be taken back but the skill tree can be refreshed to make a new build with different actions or a new colour. Unlocked colours do not have to be unlocked again, but each character cannot have more than two colours active in its build at the same moment.

Clearing puzzles and beating enemies will reward players with experience points, these points will determine a character's level. Every character has an independent level from the other characters and levelling up will reward ability points to use in the skill tree.

5.3 Controls

5.3.1 Interfaces

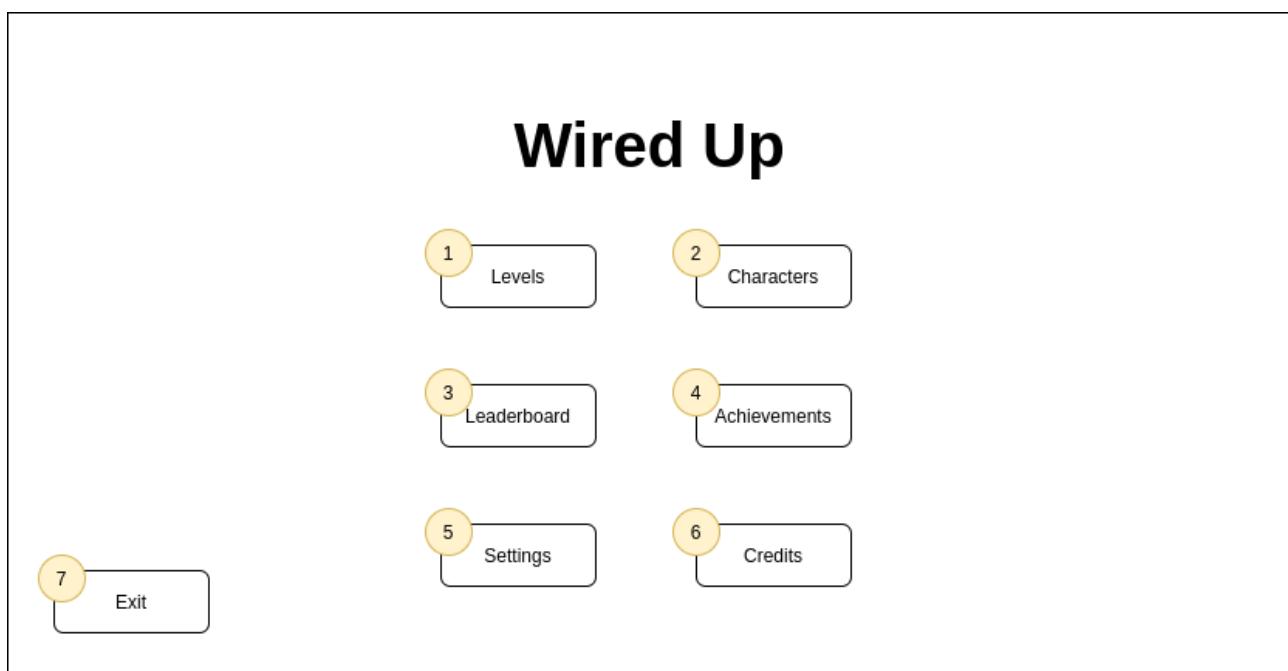


Figure 5: Main menu interface.

1. Choose a level to play.
2. See your characters, along with their level, stats, and skill trees, and build them.
3. See the global leaderboard for each level.
4. See the achievements and the requisites to obtain them.
5. See and change the settings.
6. See the credits screen.
7. Quit the game (it closes the application).

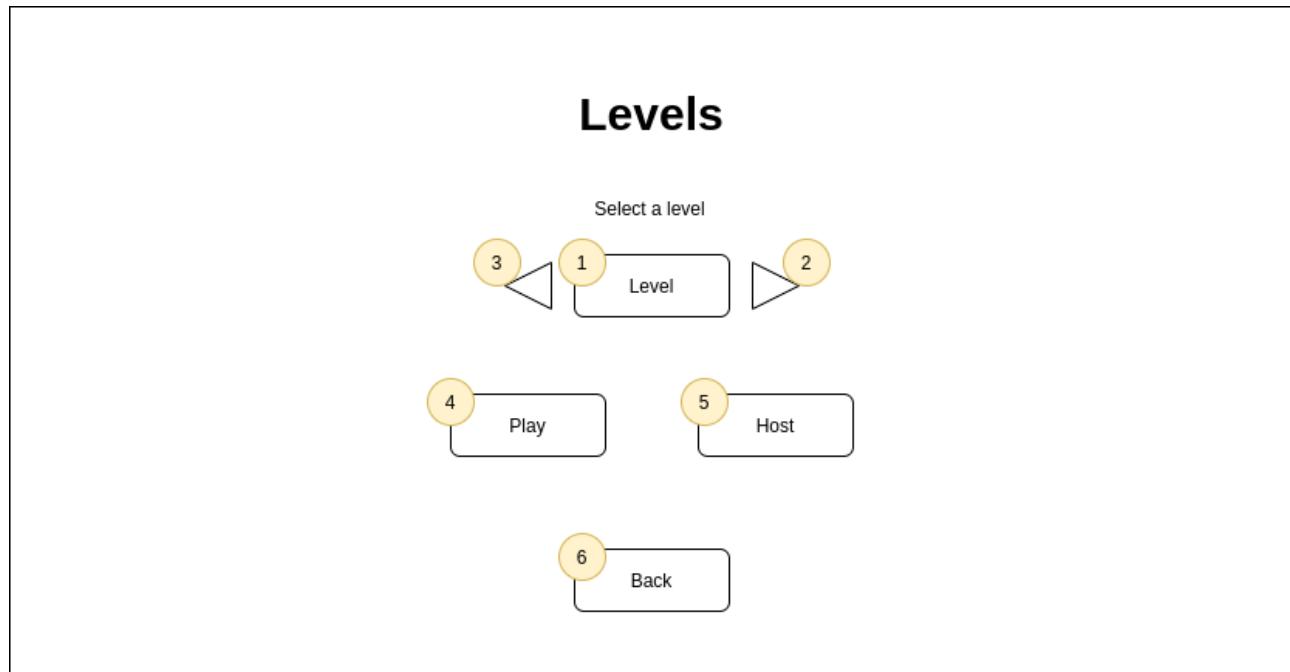


Figure 6: Level selection menu interface.

1. The currently selected level.
2. Next level.
3. Previous level.
4. Search for a public lobby, based on your characters' level.
5. Host a private game and invite some friends.
6. Return to the main menu.

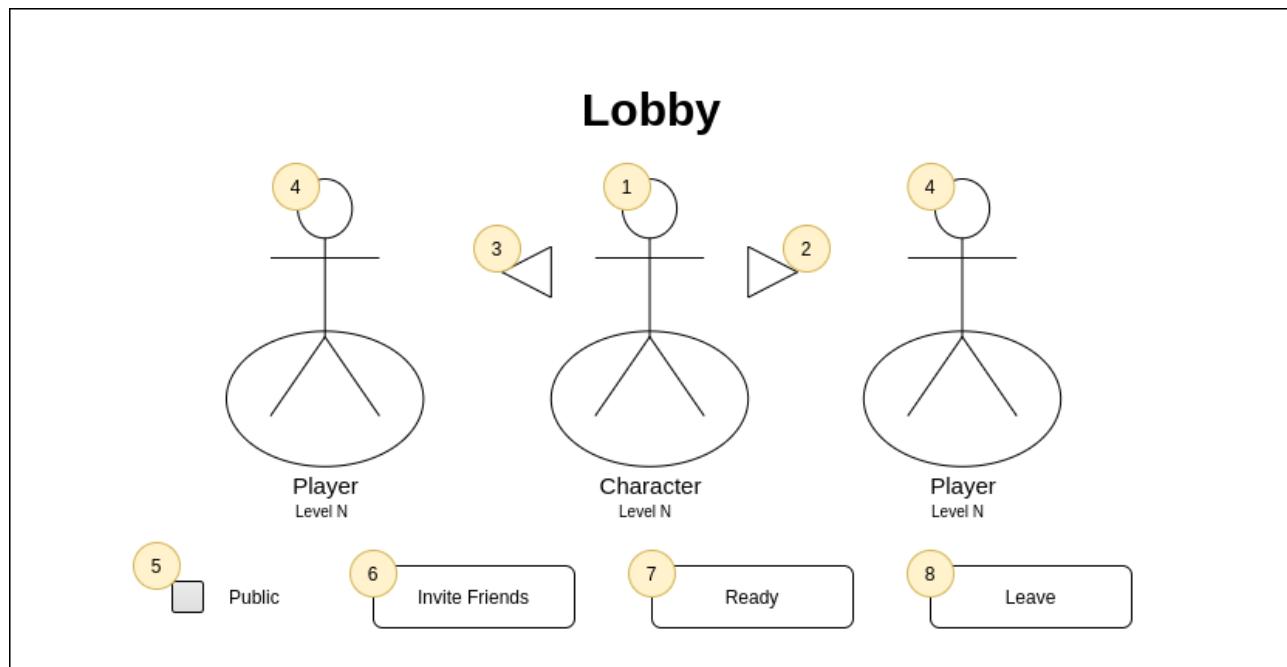


Figure 7: Lobby menu interface.

1. Your currently selected character with its level.
2. Select the next character.
3. Select the previous character.
4. Other players in the lobby with their names and their character's levels.
5. Make the lobby public (irreversible).
6. Invite friends to the lobby.
7. Ready to play.
8. Leave the lobby and return to the level selection menu.

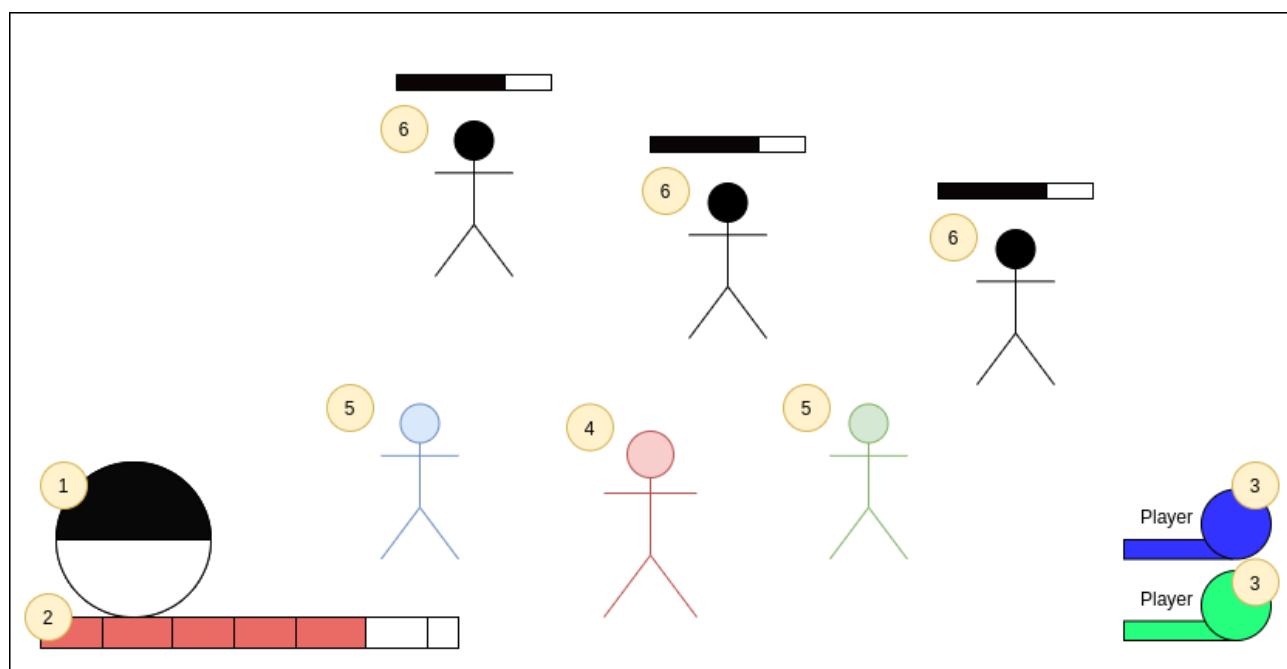


Figure 8: In-game simple battle interface.

1. Your current Hit Points.

2. Your current Energy.
3. Other players' current Hit Points.
4. Your character.
5. Other players' characters.
6. Enemies with their current Hit Points.

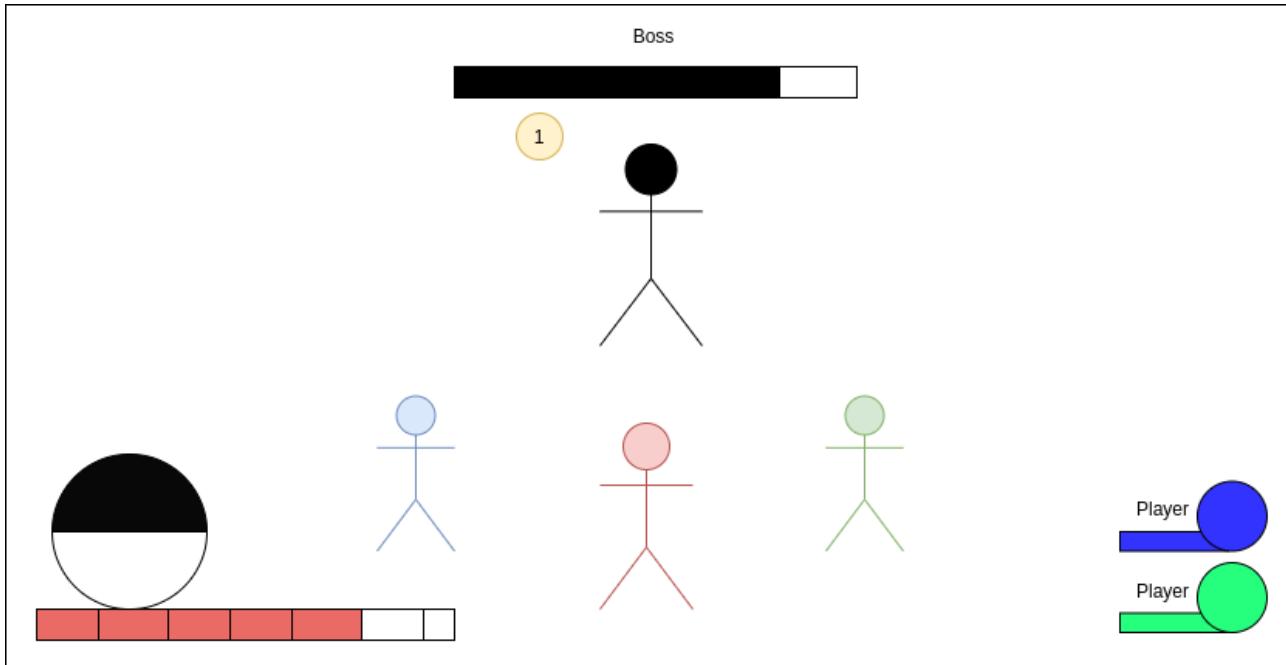


Figure 9: Boss battle interface.

1. The boss with name and current Hit Points fixed on the top-centre of the screen.

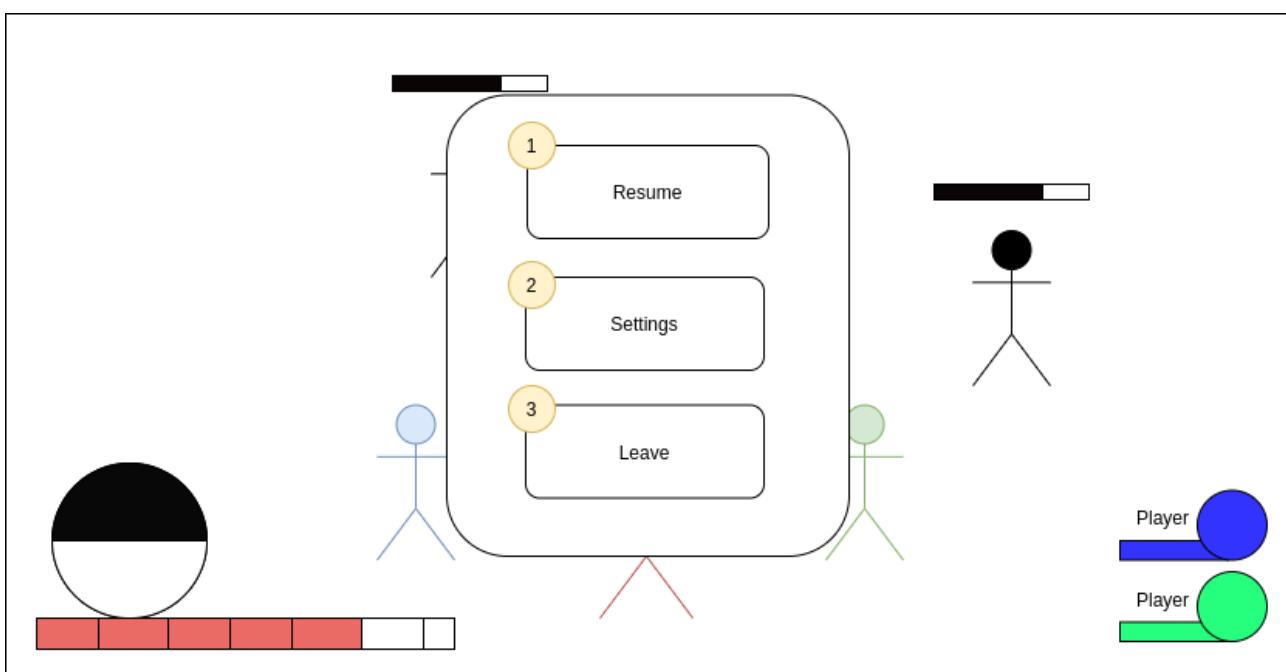


Figure 10: In-game menu.

1. Resume the game.
2. See and change the settings.

3. Leave the game and return to the main menu.

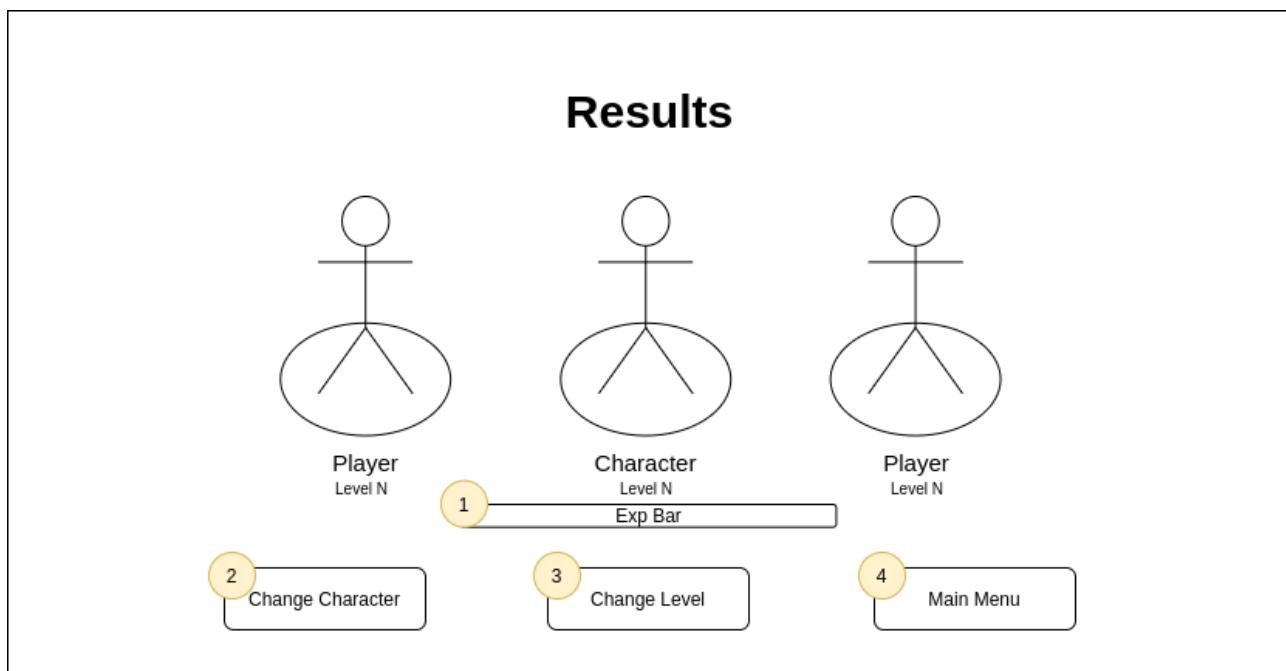


Figure 11: Results screen interface.

1. The Experience Points bar with how much has been gained in the previously completed level and how much is required to level up.
2. Return to the lobby menu.
3. Return to the level selection menu.
4. Return to the main menu.

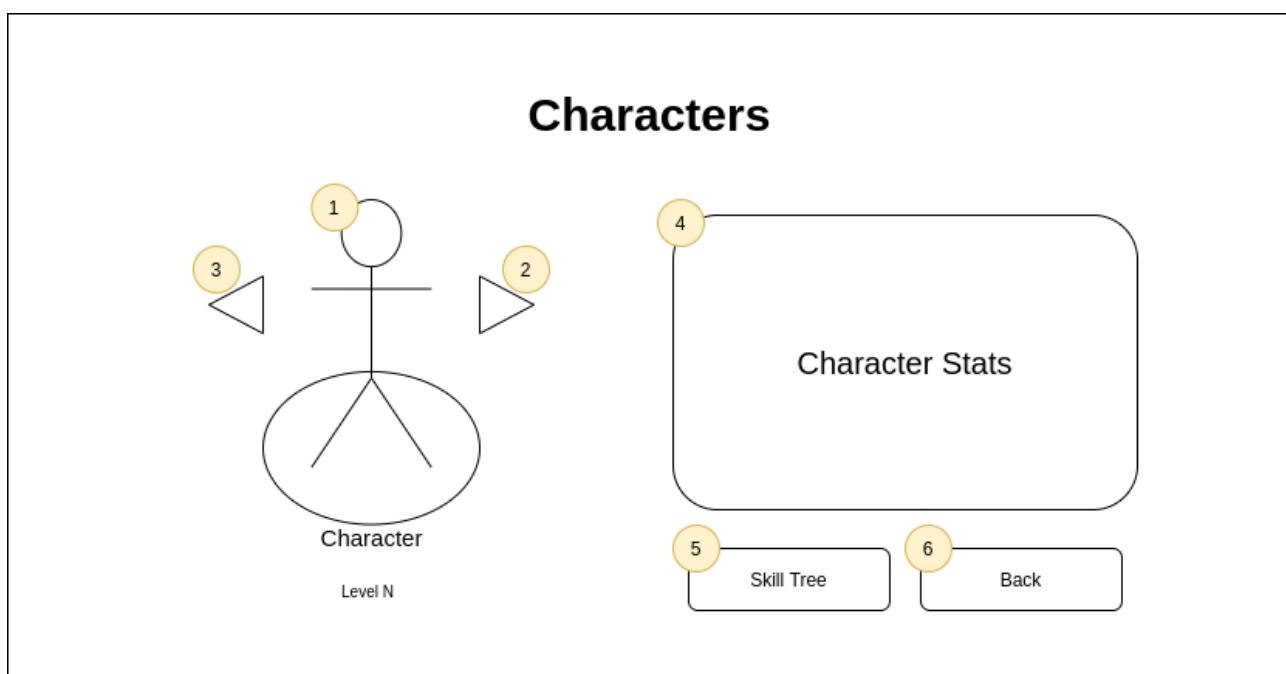


Figure 12: Characters menu interface.

1. Currently selected characters.
2. Next character.

3. Previous character.
4. Character's stats.
5. See the skill tree of the currently selected character and build it differently.
6. Return to the main menu.

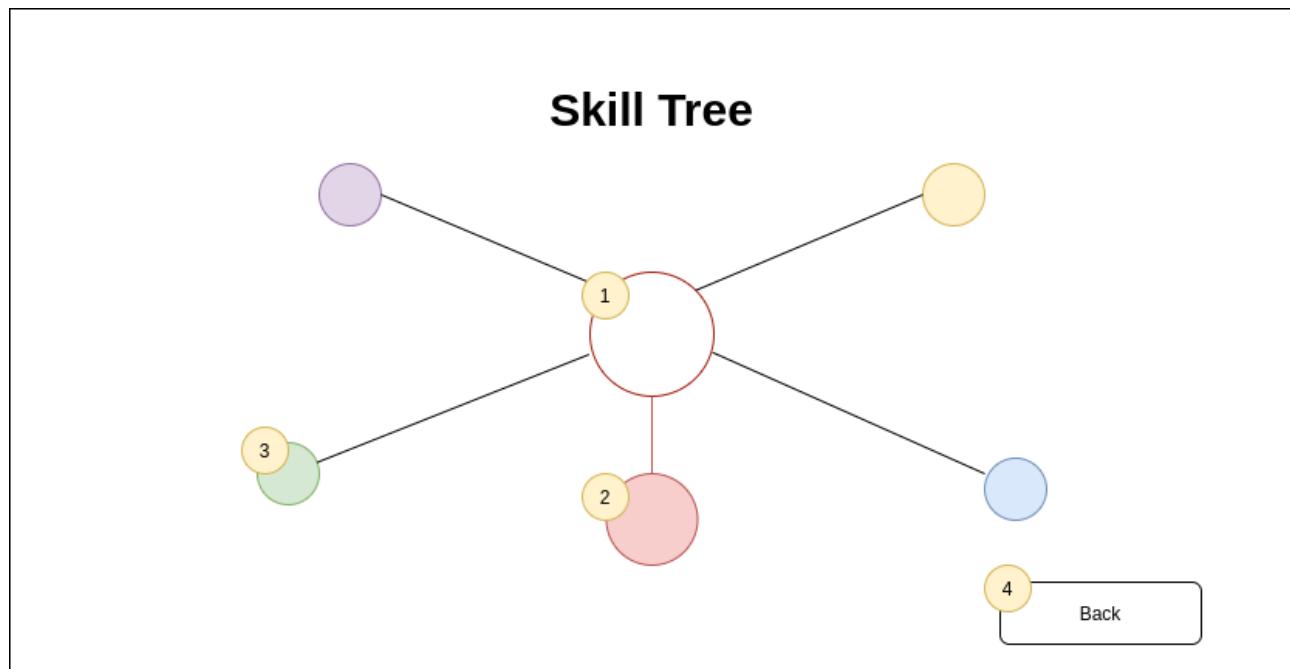


Figure 13: Skill tree menu interface.

1. Core of the armour of the character.
2. Main branch.
3. Secondary branch (coloured if active, white if inactive).
4. Return to the main menu.

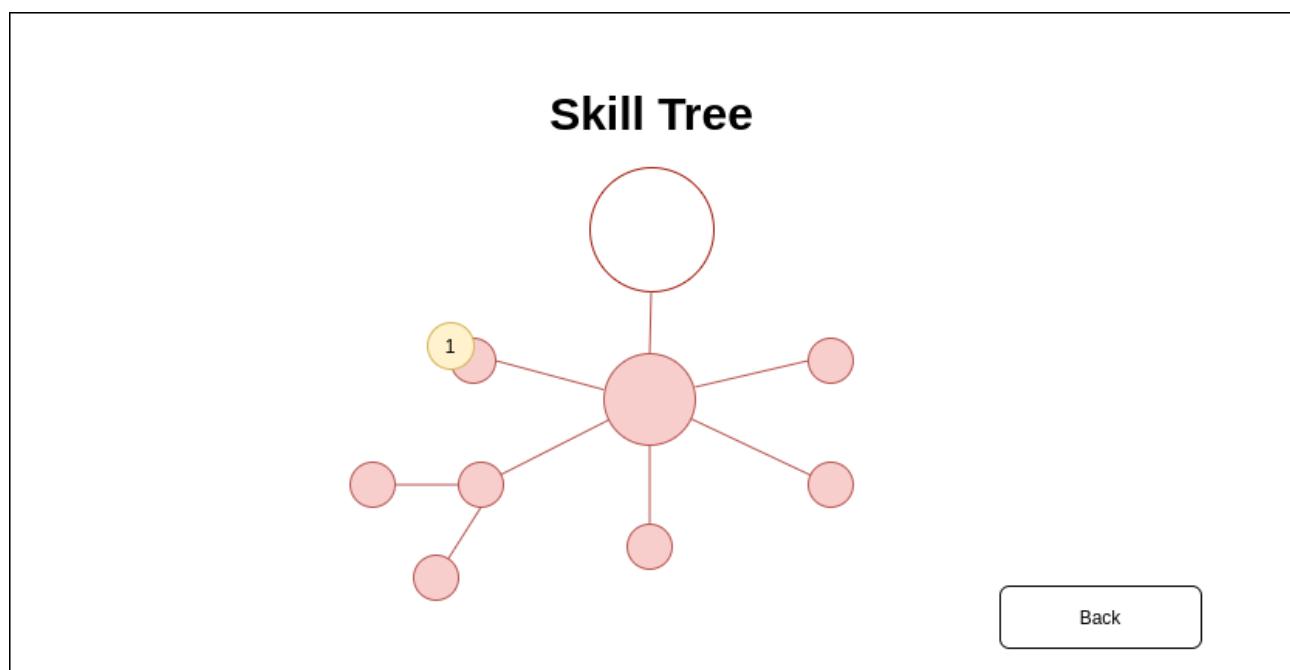


Figure 14: Example of the interface of a branch of a skill tree.

1. Skill node (coloured if active, white if unlocked but inactive, grey if still locked).
Passing the cursor above a node will display information about its skill.

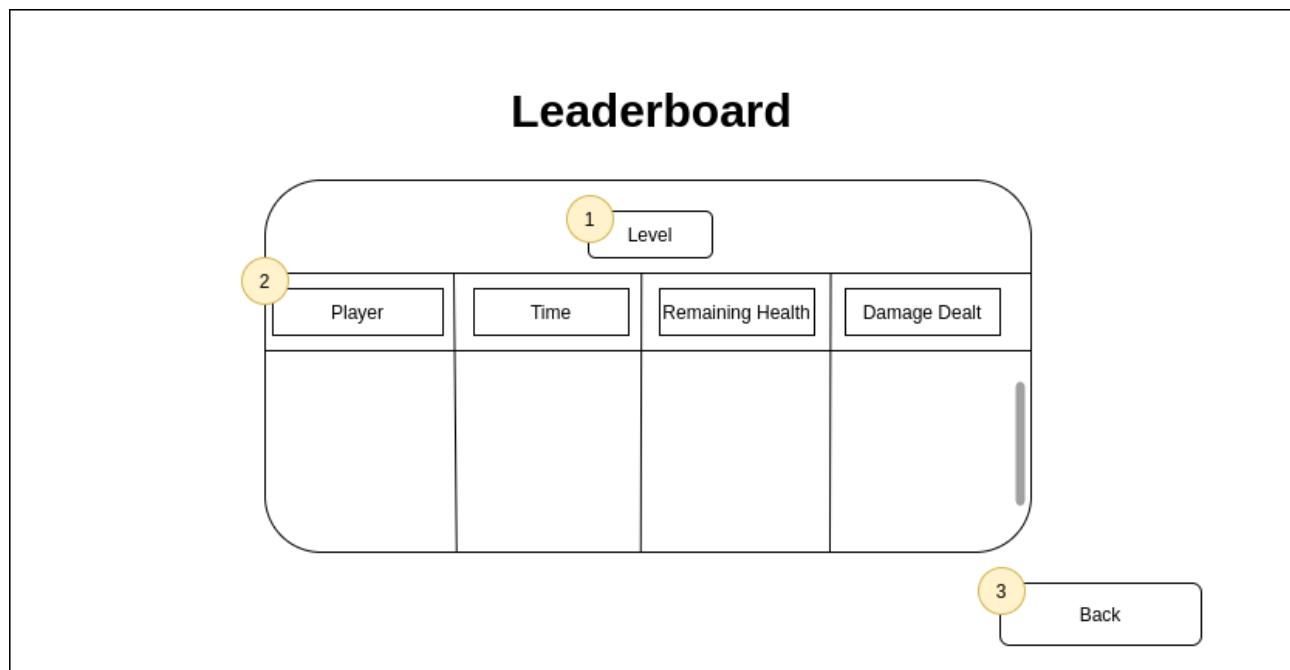


Figure 15: Leaderboard menu interface.

1. Select the level for which visualise the global leaderboard.
2. Various information for each player in the leaderboard.
3. Return to the main menu.

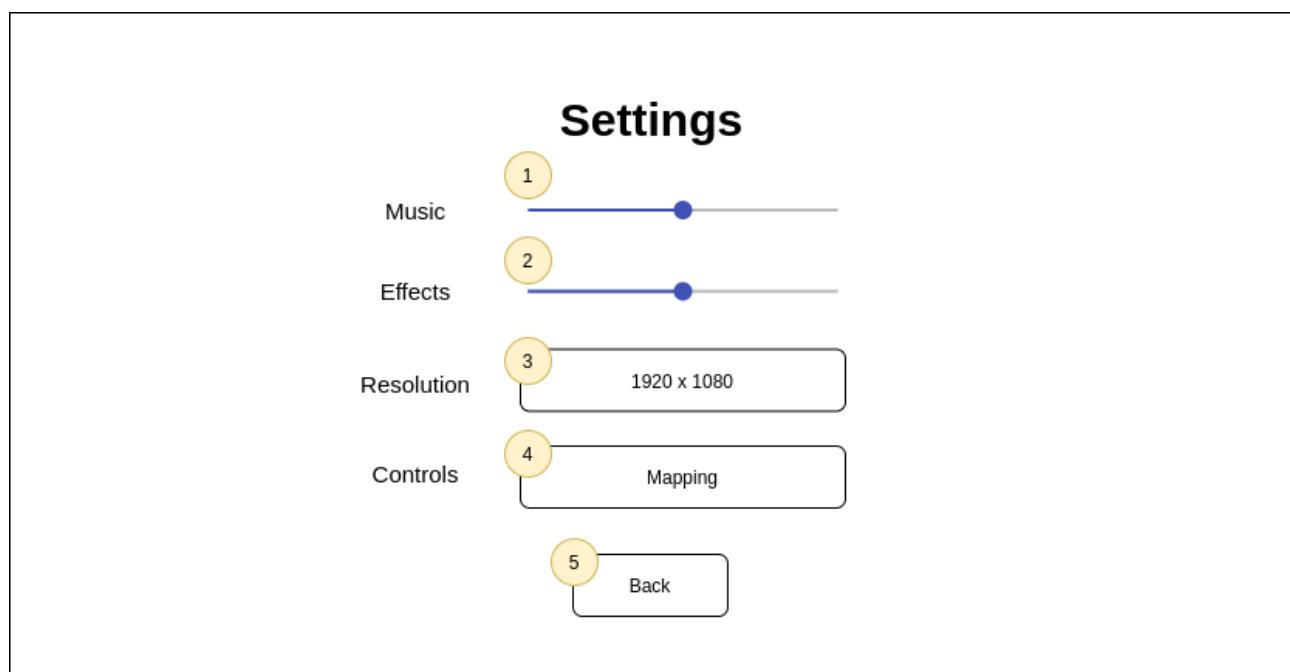


Figure 16: Settings menu interface.

1. Change the music volume.
2. Change the audio effects volume.
3. Change the resolution.

4. Change the mapping of the controls.
5. Return to the main menu.

5.3.2 Rules

Here is a formal definition of the game rules:

1. Each level of the game can be played only by a party composed of three human players, with no bots.
2. The enemies are controlled by an artificial intelligence.
3. The enemies spawn at certain fixed positions of the levels.
4. There cannot be more than three enemies in battle against the players at a time.
5. Players can move using the movement controls.
6. Players can move only on flat surfaces.
7. Players cannot jump.
8. Every special action costs a certain amount of Energy.
9. Players can dash once in a certain amount of time if they have enough Energy.
10. Players can target either an enemy, an ally or an interactable object of the level.
11. Players can extend their wire to connect it to the target only if they have enough Energy to use an ability.
12. Players can use their abilities only when their wire is connected to the target.
13. Players can use their abilities on an enemy only if a minimum number of players is trying to use an ability on the same enemy and they will be used in sequence.
14. Players can use their abilities on an ally immediately when the wire gets connected to the target.
15. Players can use their abilities on an interactable object of the level in different ways, depending on the object itself.
16. Players and enemies with the number of Hit Points less than or equal to zero are considered dead and cannot perform any action, including basic movement, for the rest of the level.
17. If a player is dead, the level ends with a defeat for all the players in the party and they cannot receive the experience points and the resources gained by beating the enemies.
18. If the level ends with all the players alive, they all receive the same quantity of experience points and resources (circuits), based on how many enemies they defeated and on their level.

5.3.3 Procedures

Here is a formal definition of the game procedures:

- **Starting action:**
 - Selection of the level, the lobby and the character and pressing the ready button.
- **Progression of action:**
 - W/Up: move forward.
 - A/Left: move left.
 - S/Down: move backward.
 - D/Right: move right.

- Mouse: move camera.
- Scroll wheel click: set target.
- Escape: in-game menu.
- **Special actions:**
 - Spacebar: dash.
 - Left click: attack 1 (if targeting an enemy)/assist (if targeting an ally).
 - Right click: attack 2 (if targeting an enemy)/interact (if targeting an interactable object).
 - Q: skill set 2.
 - E: skill set 3.
- **Resolving actions:**
 - Death of a player.
 - Reaching the end of the level with all players alive.

CONTROLS			
Q	E	Left click	Right click
Skill Set 2	Skill Set 3	Attack 1/ assist	Set target
Esc		W	
Menu	Space bar	A	S D
Movement			

Figure 17: Keyboard controls for the game.

5.3.4 Resources

Here is a formal definition of the game resources:

- Hit Points: the remaining life of the character.
- Energy: how many actions the character can perform.
- Experience Points: the quantity of effort the level required. They are used to level up individual characters.
- Circuits: little pieces of wires dropped by Peripherals. They can be used to unlock new skill sets in the skill tree of a character.

For more details on the usage of these resources, see character's section 6.

5.3.5 Scoring/winning conditions

The winning condition of the game is to reach the end of the level with all the players of the party alive. To do that, players must defeat a certain number of enemies, by depleting all their Hit Points, and solve all the puzzles they encounter through their way.

5.4 Modes and other features

This game can only be played online with an initial party consisting of three players.

The game is divided in levels: a new player will start from the first one, clearing the first level will unlock the successive one and so on until the end of the game.

At the start of each level, the player needs to choose the character he wants to use in that level and to form a party with two other players. Two players cannot use the same character, the first one to choose a character will lock its selection for the other players.

A level takes place in an explorable map, with collectibles and puzzles that the players need to clear to reach the end of the map. Across the map the players will encounter various enemy that have to be beaten to free the area and go on, leading sometimes to a final space with a boss battle.

The same level can be played many times to get a better score, to unlock new areas, to gain experience or to train with friends. Once a level is cleared for the first time and if it offers a boss battle, in future rerun of that level players can choose to start directly from the boss battle.

To access a level, every player in the party must have already unlocked it.

If during the game one of the players gets disconnected even the other players will be kicked out of the game. Before doing so, the game will ask the online players if they want to wait for the missing one to reconnect. If one of the players refutes to wait, the game will end, and everyone will be redirected to the level selection screen.

5.5 Levels

Levels are designed following a list of key needs to explore every relevant aspect of the game:

- They must be easy to explore and with just a few main ramifications.
- There must be areas that are reachable only after replaying the level, upon reaching certain milestones like character level or abilities learnt.
- There must be areas with puzzles, they will be used to go on in the level, to unlock secret areas or to obtain achievements.
- The area the player can explore is flat, this is due to the characters' design. There will be platforms on different altitudes reachable using the wire.
- Enemies can roam freely in the whole level but there cannot be more than three approaching the players, thus corridors and open spaces need to be big enough to accommodate three players and three enemies.

- When a battle features more than three peripherals, at the start of the battle there are only three of them and as soon as one is beaten it is replaced by another one, until all enemies are beaten.
- Levels from the first to the third all have the same size: the whole map should be navigable from the start to the end in 10 minutes without interruptions, battles, or detours from the main path.
- At the end of level 2 and the final level there must be an open space big enough for the respective boss battles.
- The introduction level does not need a map, but only a small, closed space useful to explain the wire mechanics as a tutorial.

Inside each level there is a fixed number of enemies that must be beaten in each attempt of the level to clear it, more enemies can be found exploring secondary paths.

5.5.1 Level 1

The map is inside a rocky tunnel, there is light coming from the characters and propagating in a spherical radius almost to the limit of the camera visual. The music should induce a sense of suspense and mystery in the player, with attacks and sound effects having a small echo.

There is a first battle against three peripherals as soon as entering the cave.

The second battle features three peripherals with higher stats than the first ones and is placed midway through the level behind a closed path that the players need to open using their wires. The obstacle is a big mass blocking the tunnel that must be destroyed to proceed.

The last battle is right before the exit of the cave and is played against six peripherals.

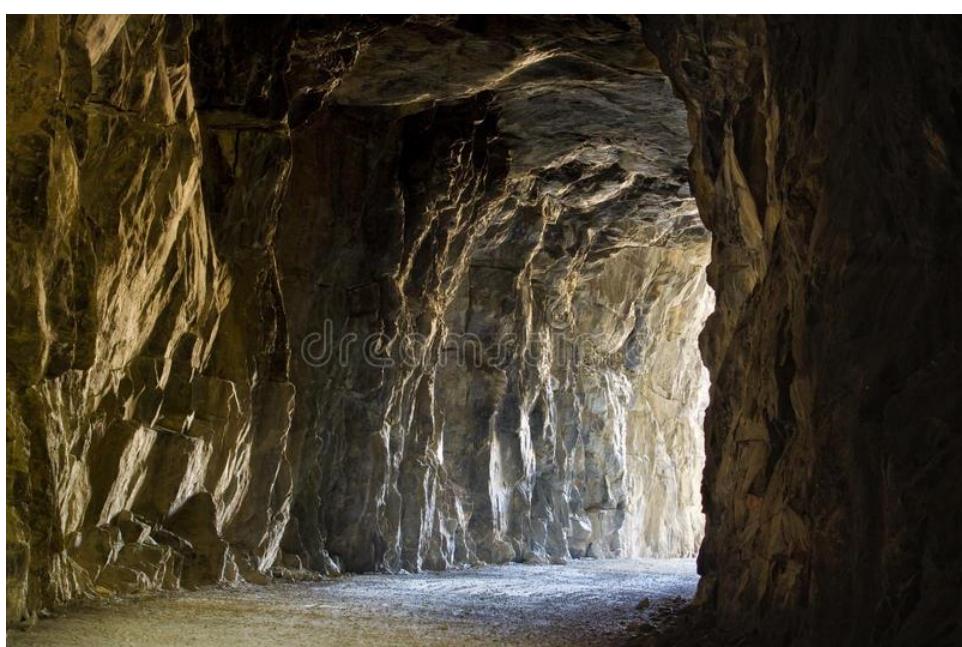


Figure 18: Reference for Level 1.

5.5.2 Level 2

The map is in a forest with ruins, it is played during day and the light comes directly from above the characters to highlight their shiny metal armours. The music is soft and natural, to give the sense of being immersed in an uncontaminated wild area.

The first battle happens when the players cooperate to lift a fallen trunk blocking their way. They will find behind it three peripherals digging for resources.

The second battle is played when the players approach a ruin, from which three enemies will come out.

The last battle is against the mid boss and is placed in front of the big ruin at the end of the level.

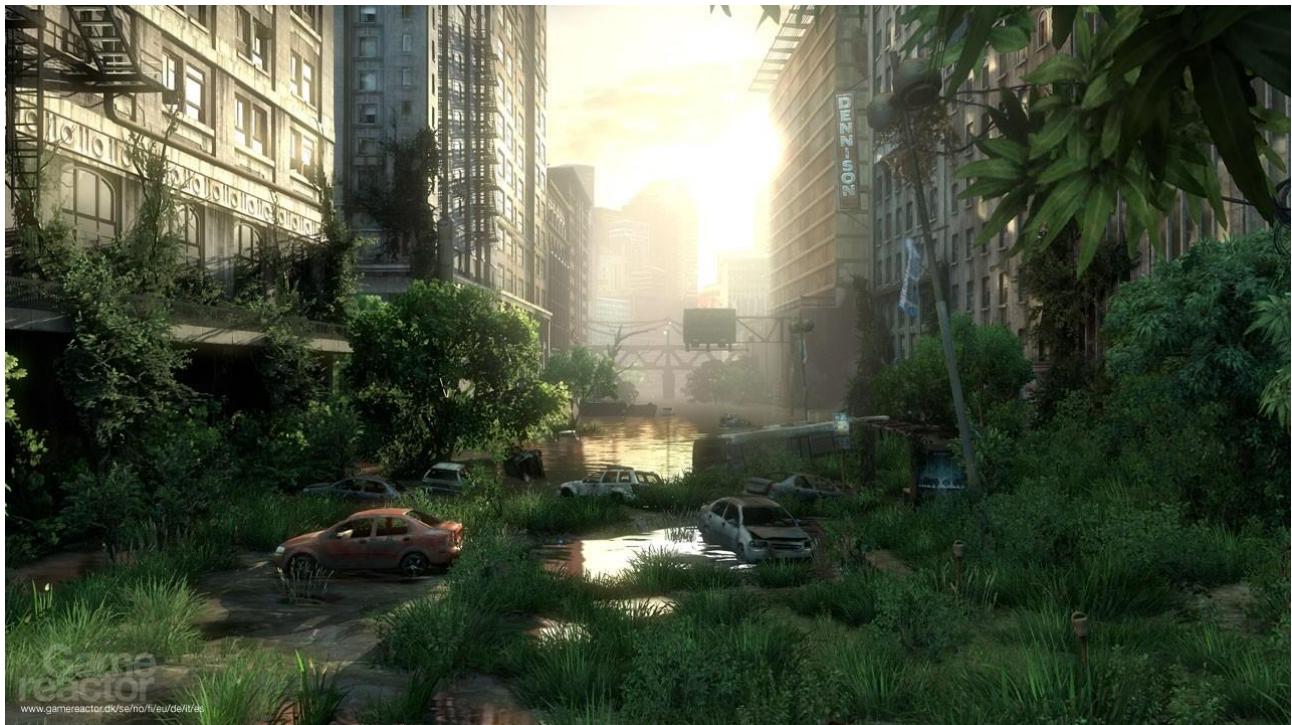


Figure 19: Reference for Level 2.



Figure 20: Reference for the big ruins at the end of Level 2.

5.5.3 Level 3

The map is all on top of a bridge over a big river. The bridge connects the forest to Rainbow Case, it is long as the whole level and there is not anything else than water that can be seen on its sides.

There is a faint mist and old barriers limit the path of the players, resulting in a labyrinthic way always going towards the city. The music is pressing and exciting, it must presage the urge of reaching the city.

Players will be approached from three peripherals when the first third of the bridge is over, another line of three after half bridge and at the end of it there will be a battle with nine peripherals.



Figure 21: Reference for Level 3.

5.5.4 Final level

The map for this level is Rainbow Case. Buildings in the city are so high that sunlight barely filters, and colours tend to the grey. There is a music inducing tension and anticipation for the final fight, with solemn and low notes.

The players will not meet anyone, they will just explore paths in the city until they reach a high black tower with a different style from all the other buildings and the only black building in the whole city.

Inside the tower Meinfram waits for the players, there is a big circular saloon with wires and terminals all over its walls. Artificial light comes from above and there are no windows. Walls are black so that the effects of the players' attacks result brighter, especially once they learn the Rainbow Attack which illuminates the whole room.

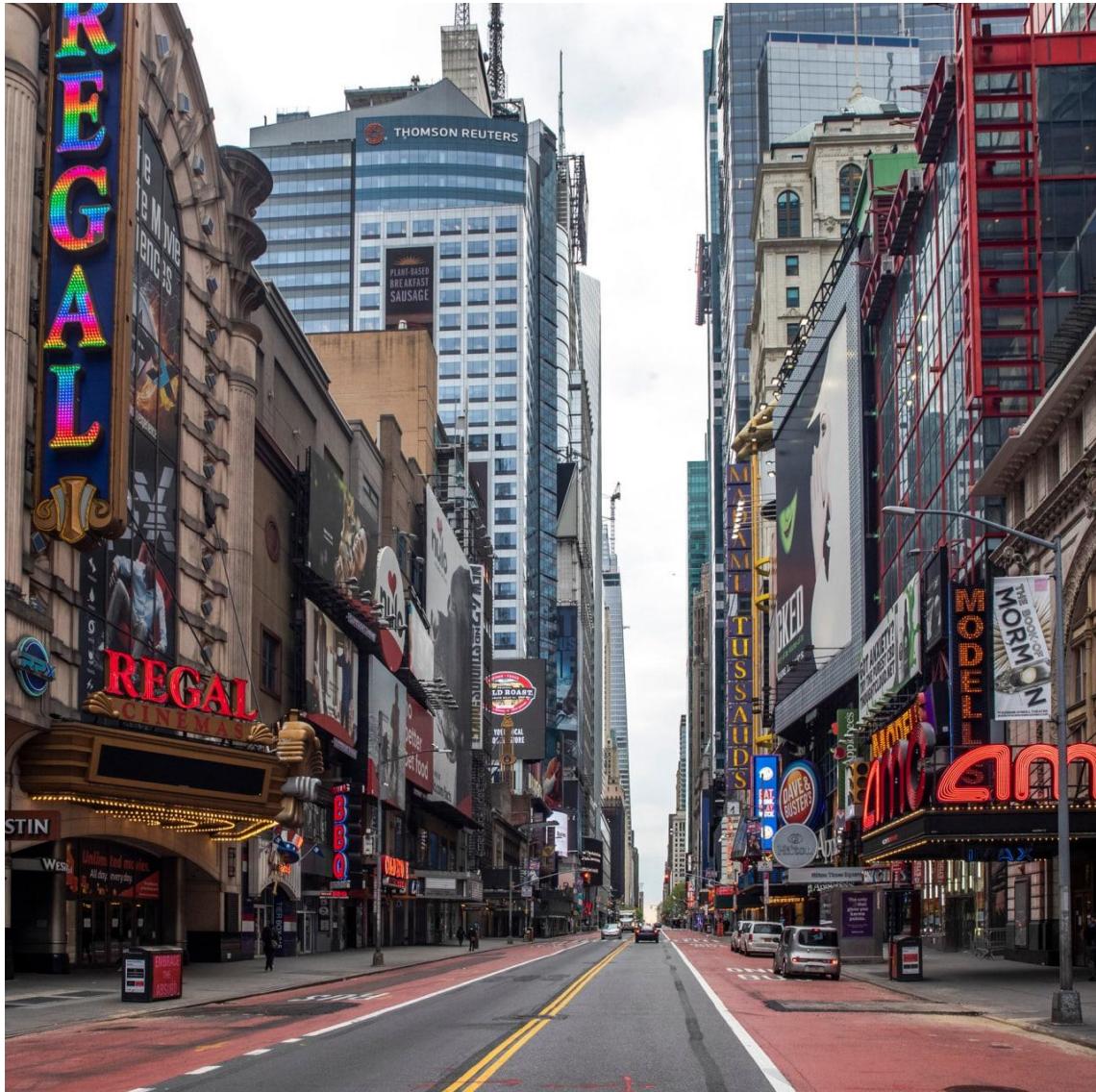


Figure 22: Reference for the Final Level.

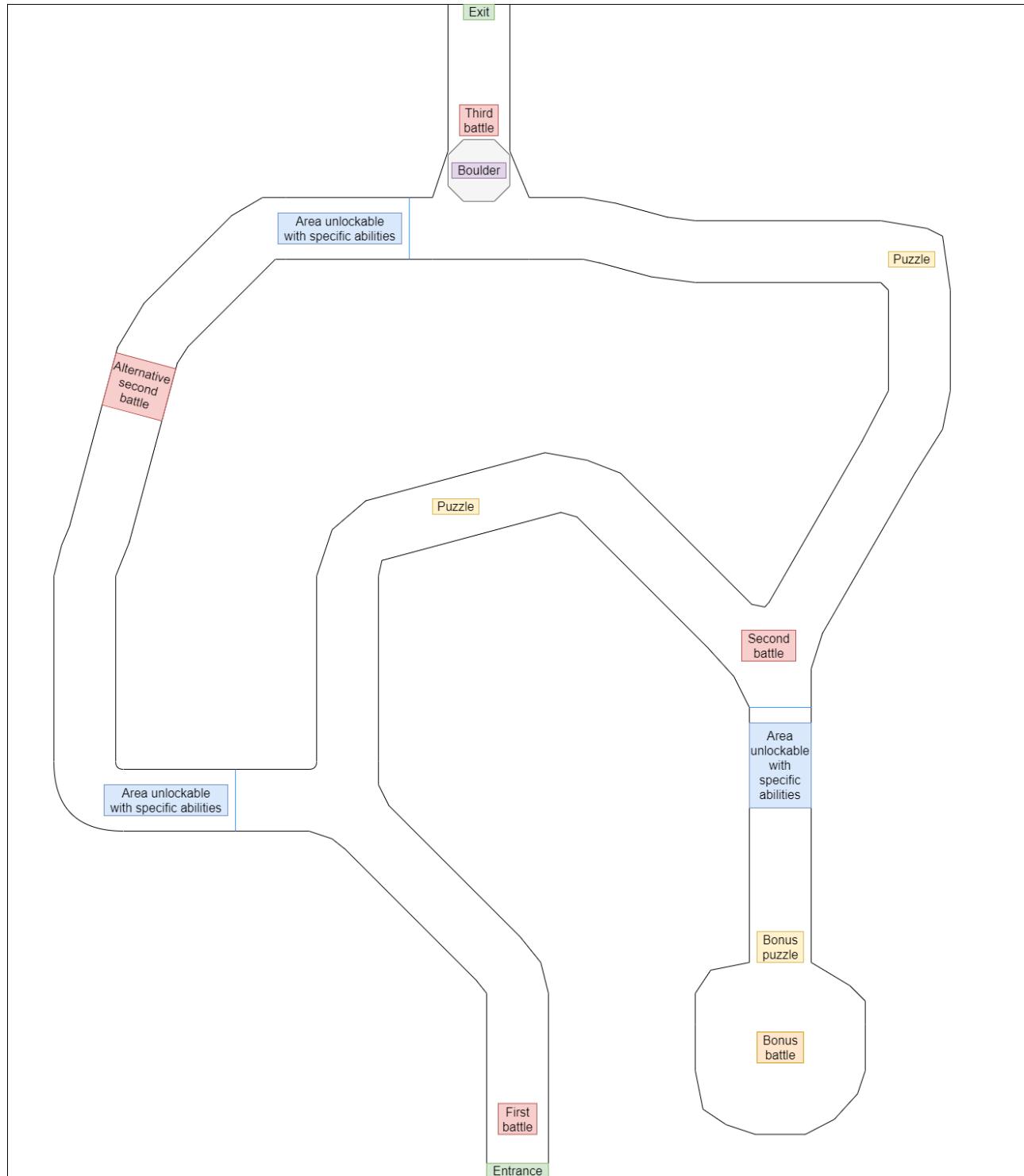


Figure 23: Generic example of the structure of a level.

5.6 Flowchart

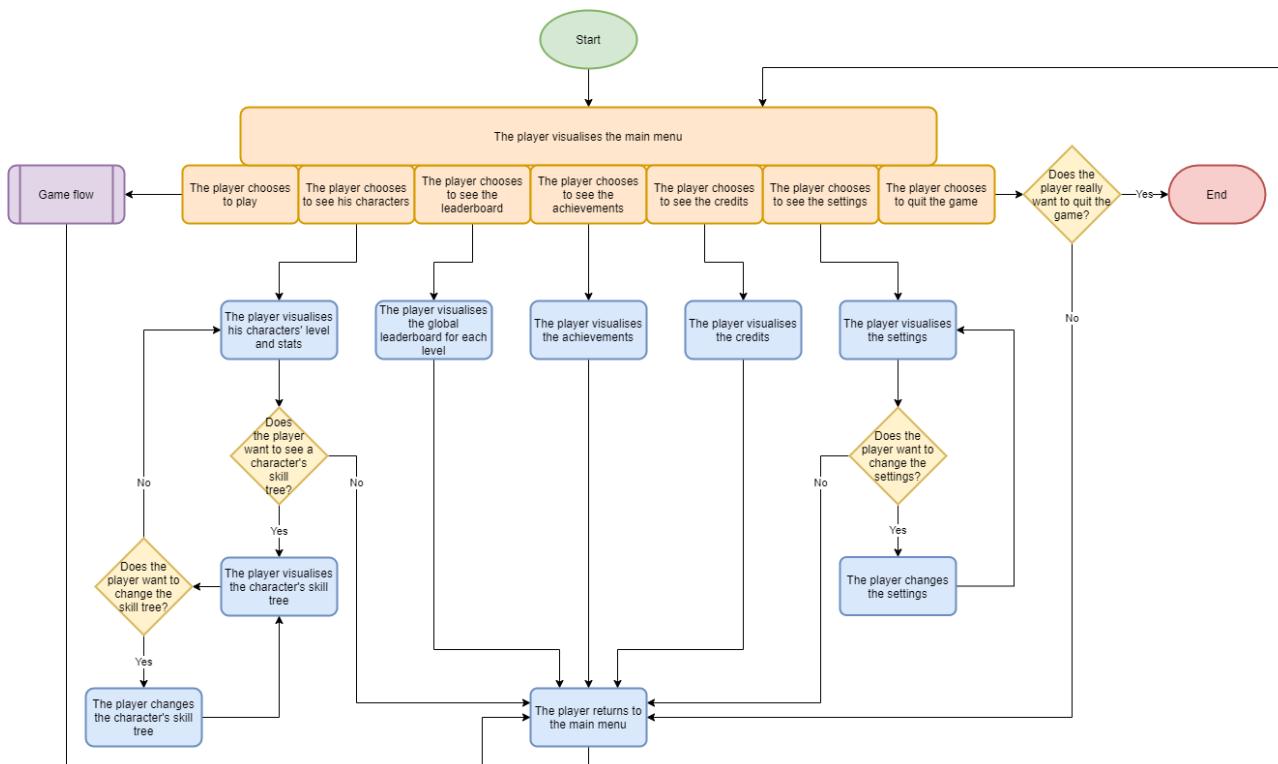


Figure 24: General flowchart.

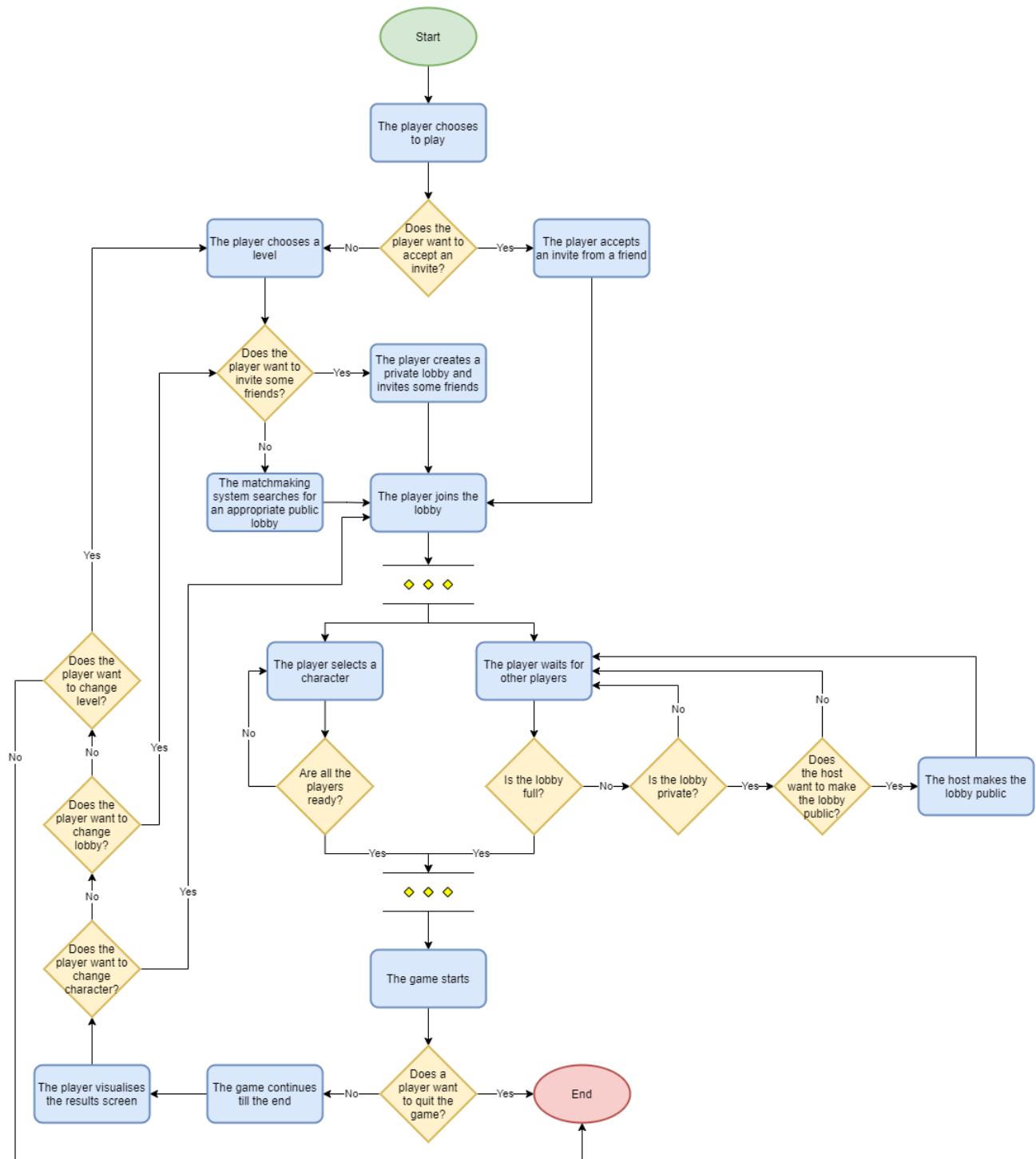


Figure 25: Game flowchart.

6. Characters

6.1 Playable Characters

6.1.1 Overall Description

Players will play as one among five possible characters. Every character presents common features, such as body structure, means of actions and attacks and statistics.

In each section of the game there cannot be no more than three characters in play and no character can be used by two different players at the same time.

6.1.2 Statistics

Each character has a set of statistics used to determine the entity of its interactions with the world, other characters and enemies.

At the start of the game these values are fixed for every character, advancing through the game players will be able to customize these values to make their characters better suit their playstyle.

These statistics are:

Hit Points

From now on referred also as HP, represents the remaining life value of the character and how many damages he can sustain.

Armour

From now on referred also as Arm, represents the capacity of the character to absorb and reduce attacks' damages.

Length

From now on referred also as Lng, represents how far the character can extend his wire.

Intensity

From now on referred also as Int, represents how effective character's attacks are.

Energy

From now on referred also as Nrg, represents how many actions the character can do at a specific moment.

Speed

From now on referred also as Spd, represents how fast the character can move and how fast he regains Energy.

	Red	Blue	Green	Purple	Yellow
HP	100	100	100	100	100
Arm	15	20	10	30	25
Lng	20	25	30	15	10
Int	30	10	25	20	15
Nrg	25	30	15	10	20
Spd	10	15	20	25	30

Table 1: Initial stats of each character.

This table shows the initial stats of each character:

- Green cells indicate the main stat, the one growing with a faster curve.
- White cells indicate the stats growing with a medium curve.
- Red cells indicate the stats growing with a slower curve.

6.1.3 Formulas

This section shows the actual state of work in designing the game's functionalities. Values and formulas could be changed upon further playtesting.

Damage

$$damage = \frac{int * dmg * val}{arm * val}$$

Where:

- *int* stands for the attacking character's Intensity.
- *dmg* stands for how strong is the attack used, it is a fixed value associated to each different attack.

- *val* stands for value, it is a random generated number within a strict range of values to reduce the impact of randomness on player's strategy, but still maintain a certain degree of casualness to ensure a bit of unpredictability.
- *arm* stands for the Armour of the character receiving the damage.

Energy regeneration ratio

$$nrg_regen_ratio = 2.20738 * \log(0.809275 * spd)/s$$

Where:

- *spd* stands for the character's Speed.

This formula has been calculated using a logarithmic regression starting from empirical values chosen to balance the progression throughout the game and the ratio of attacks done based on the duration of their animation:

Spd	Nrg/s
10	5
20	6
30	6,5
100	10

The duration of the animation of attacks is directly proportional to the energy required to use them, in order to balance their impact.

Levelling system

Characters will level up in a linear way: the number of enemies defeated needed to reach the next level will always be the same. What will increase is the strength of the enemies: it will scale on the highest-level player in the party, and it will always require approximately the same effort for the players to beat an enemy both at lower and higher levels.

Stats will increase using three different curves: a slower one, a medium one and a faster one. Each character has a stat with a faster curve, while the other stats will need further balancing following the realization of the prototype. Final values will be tied to how fast a statistic has grown: slower stats will reach a lower point, while fast ones will reach a higher point.

6.1.4 Characters



Figure 26: Playable characters first artworks.



Figure 27: References for the characters creation.



Figure 28: References for characters' dimensions, UI and camera visual (left: Kingdom Hearts; right: Ratchet & Clank).

Red



Figure 29: Red player reference (Shao Kahn from Mortal Kombat) and artwork.



Figure 30: Red player render image.



Figure 31: Red player render image.



Figure 32: Red player render image.

Damage dealing oriented character, favours powerful and destructive attacks.

Main stat: **Int**

Attacks:

- Red charges the enemy and hits it.
- Red lifts the enemy and slams it on the ground.
- Wires come out from the enemy and attack in an area surrounding it. The enemy targeted is stunned.
- Wires propagate like a wave behind the enemy, dealing damage to the enemy and whoever is behind him.
- Red hits hard the enemy and buffs one of his statistics.
- Red deals more damage the more the enemy is far from him. The enemy is stunned for an amount of seconds directly tied to its distance from Red.

Assists:

- Throws the ally against an enemy.
- Creates a barrier around the ally, defending him for an amount of time.
- For an amount of time, when the ally deals damage he even gets healed by a percentage of the damage dealt.

Blue



Figure 33: Blue player reference (from Diabolik).



Figure 34: Blue player artwork.



Figure 35: Blue player render image.



Figure 36: Blue player render image.



Figure 37: Blue player render image.

Weakens enemies and buffs himself. Can use many actions in sequence if well supported.

Main stat: **Nrg**

Attacks:

- A wire attacks the enemy from behind, lowering his arm.
- A wire connects to the nearest enemy to the target, the target attack the enemy reached in this way.
- A wire reconnects to blue, increasing its Ing.
- If there is an enemy in a radius from the target, a wire attacks that enemy and decrease its attack. This process is repeated starting from the new target searching for another one.
- If there are enemies near the target, it chooses the one with less HPs and transfers 50% of it to the target.
- As long as the target is stunned it gets damage. Every time the enemy gets damaged, Blue increases one of his stats randomly.

Assists:

- The next attack of the ally targeted uses Blue's Ing.
- Buff a random stats of the ally.
- Expires one of Blue's buffs, but the ally regains HPs.

Green

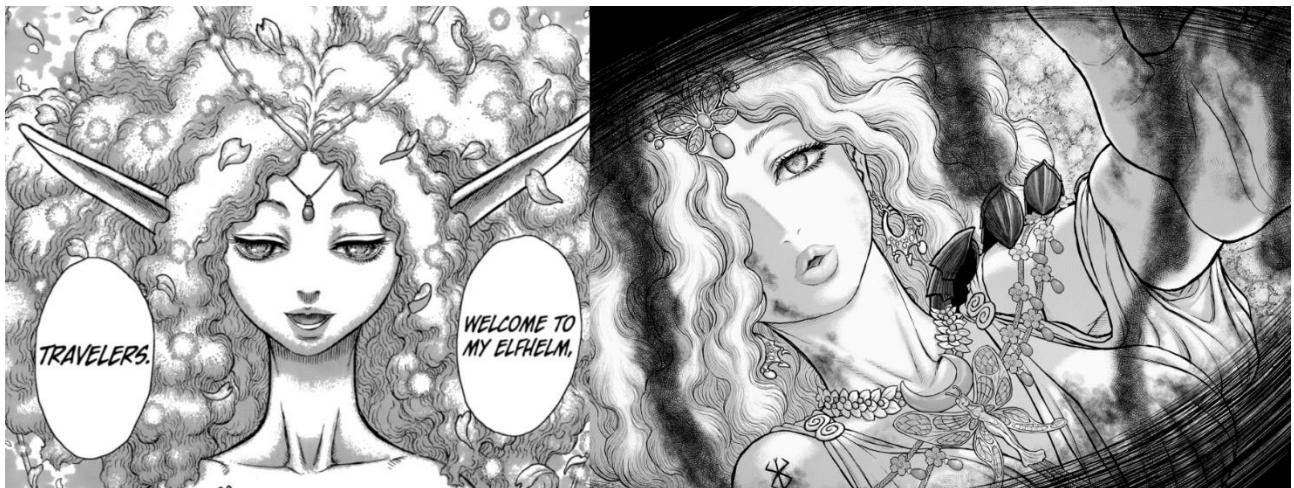


Figure 38: Green player reference (Queen Elf from Berserk).



Figure 39: Green player reference (generic fairy dress) and artwork.



Figure 40: Green player render images.

Controls the battlefield regrouping enemies and blocking their movements. It favours a strategic approach to ease the battle.

Main stat: **Lng**

Attacks:

- Wires wrap the enemy, blocking its movements.
- Wires extend from the target in all directions, every enemy reached by the wires gets pulled against the target dealing damage to both enemies.
- A wire surrounds the enemy dealing him damages and stunning him.
- It creates an area around the target, delimited by wires, within which no enemy can leave and for an amount of seconds based on Green's int every enemy in this area takes damage.
- Green switches its position with the target, for an amount of time enemies will attack the target.
- A wire extends from the target and reaches everyone around him in a chain, all the enemies reached by the wires will have their next damage done halved

Assists:

- Green pulls an ally in front of him.
- Green creates an area around its ally, in this area enemies can't enter.
- Green loses $\frac{1}{4}$ HPs, it creates an area around the ally in which every ally regains HPs.

Purple



Figure 41: Purple player reference (Zero from Code Geass).

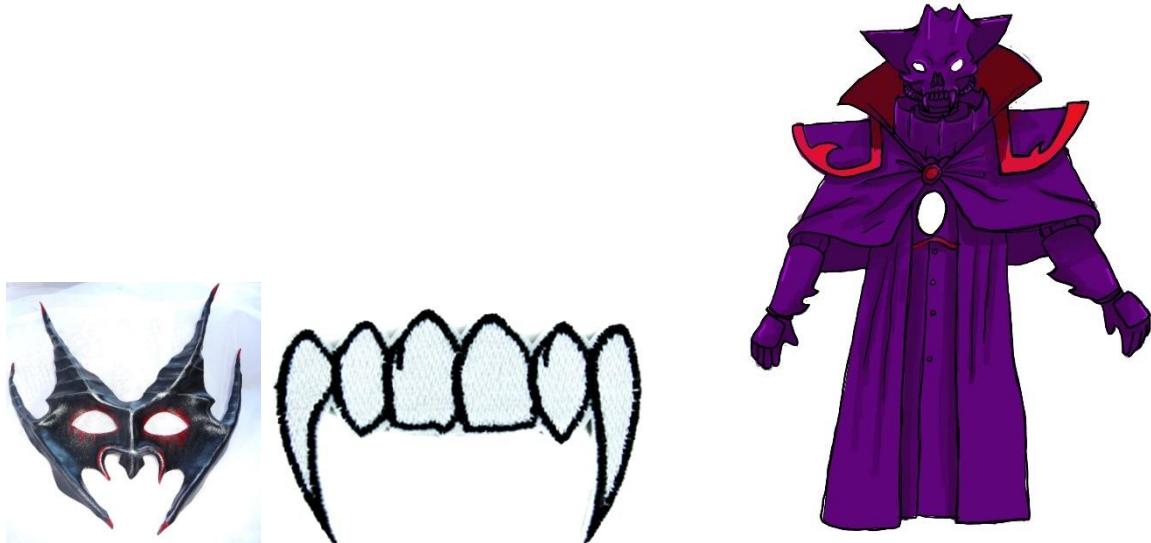


Figure 42: Purple player references (generic vampiric mask and teeth) and artwork.



Figure 43: Purple player render images.

Throws himself in the battle and absorbs enemies' HP. Disrupts his enemies over time.

Main stat: **Arm**

Attacks:

- Purple drains HPs from the target.
- Wires sting the enemy, he will lose HPs over time for an amount of seconds.
- A wire wraps the enemy, he will lose one of his buffs if he has any and he will take more damage the more active buffs he has.
- A wire squeeze the enemy's neck, for an amount of time the enemy is stunned
- Many wires sting the target, for an amount of time his attack will require double the energy.
- A multitude of wires run through the target, draining its nrg and recharging Purple's.

Assists:

- When the ally deals damage, he gets a part of that damage but Purple gets healed of that same amount.
- The next attack of the ally doesn't require Ing.
- Purple gives a part of its HPs to the ally.

Yellow



Figure 44: Yellow player references (left: Electro from Marvel; right: Doctor Strange from Marvel).



Figure 45: Yellow player artwork.



Figure 46: Yellow player render images.

Manipulates enemies' decisions. His attacks are fast and aimed to anticipate enemies' actions.

Main stat: **Spd**

Attacks:

- A wire covers the enemy's face, he won't be able to attack for a short amount of time.
- A wire covers the enemy's head, for an amount of time the enemy will see Yellow as his ally.
- A wire spins the enemy, he will attack a random target among characters and enemies.
- A wire reaches the nearest enemy, the target and this enemy lose HPs over time.
- Wires wrap around the target's body, the more HPs the target has the longest it remains stunned.
- For an amount of time, when the target tries dealing damage to the characters, they instead get healed of that same amount.

Assists:

- Enemies target the ally.
- Removes a debuff from the ally.
- Heals the ally's HPs.

6.2 Non-Playable Characters

6.2.1 Wireless

A group of people who didn't inherit wire technology, they wander from city to city trying to warn about the incoming peril. They serve as guide for the players and progressively help them finding out the truth about the world.



Figure 47: References for Wireless.

6.2.2 Meinfram

Meinfram is a scientist who created the wire technology so that one day, when everyone would have adopted it, thanks to his black wires he would be the most powerful being and control all over the towns.

His black armour isn't affected by other coloured wires and its black wires overpower any other colour. The only way to attack him is through rainbow attacks, and even him doesn't know this side of its technology because he has always been alone.

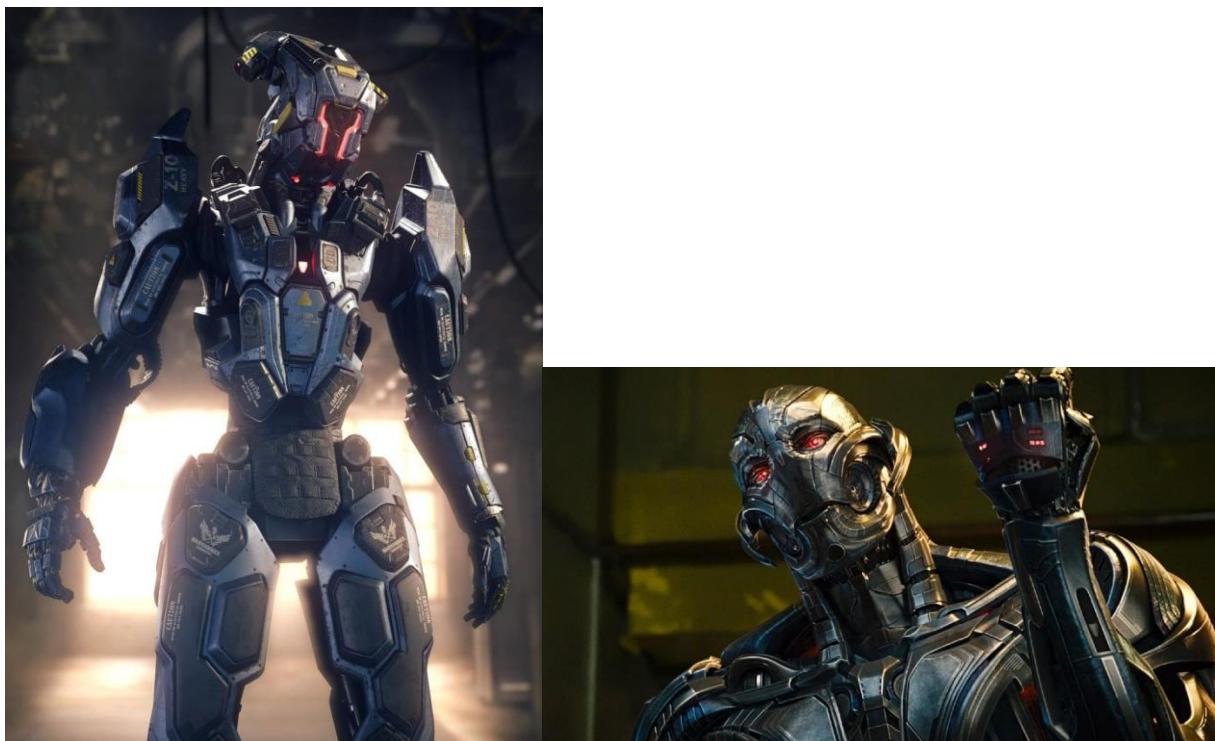


Figure 48: References for Meinfram (left: Reaper from Call of Duty Black Ops 3; right: Ultron from Marvel).

6.2.3 Peripherals



Figure 49: References for Peripherals (Heartless from Kingdom Hearts).



Figure 50: Reference for Peripherals (Basil Hawkins from One Piece).

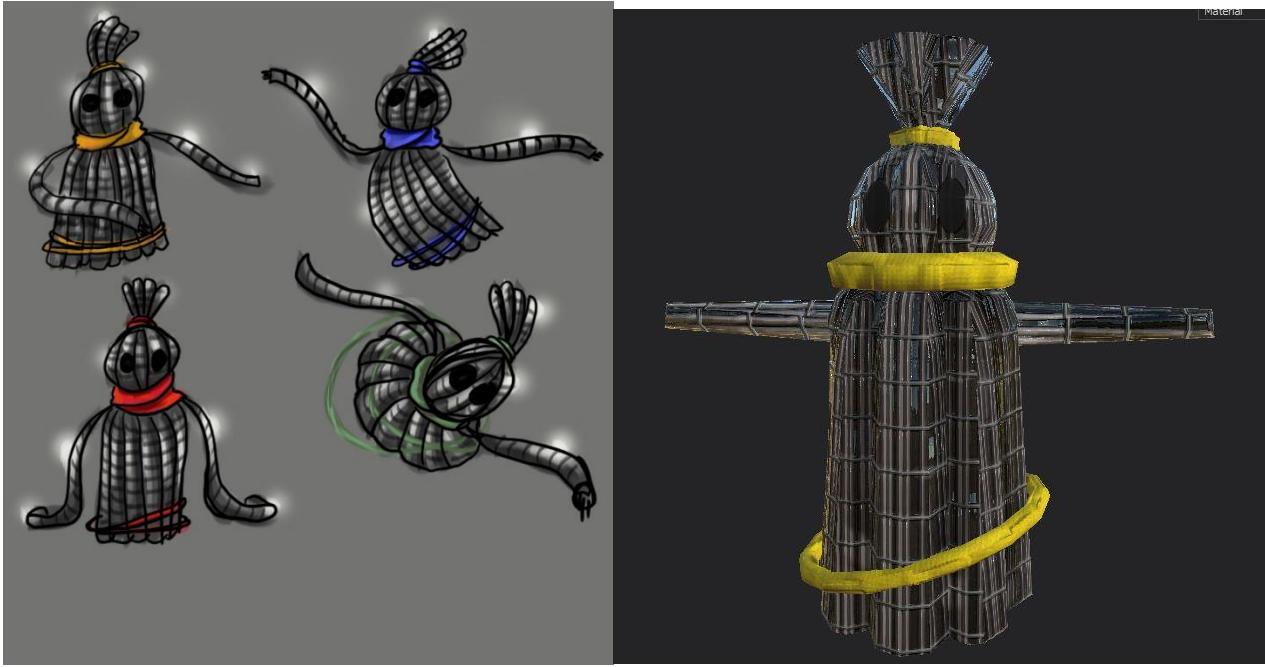


Figure 51: Peripherals' artwork and render image.

Enemies controlled directly by Meinfram, they go around the outside world harvesting resources and opposing players. They can be entirely made of artificial materials or be biological creatures enhanced with wire technology.

Peripherals follow instructions from Meinfram: the scientist can analyze the battlefield through their sensor and will give them instructions on how to behave during battles.

Peripherals will receive a set of orders, such as "attack", "defend", "weaken", and each individual will have to know what action is better to perform following Meinfram's orders and acting according to the other enemies and the actual situation.

Each type of peripheral has a specific set of actions it can perform, players can recognize peripheral types by their colour's details.

Red peripheral will attack a player when he extends his wire to attack another Peripheral or try to get far from the player if he is the target of the wire. When he must protect an ally, he will try to attack the player's wire to disrupt the attack.

Blue peripheral will attack players to apply debuffs, and after receiving an attack he will buff himself or the ally that has been attacked. When he must protect an ally, he will suck energy from the player.

Green peripheral will create a barrier when an attack is incoming or push away the player who connects to another peripheral to disrupt his attack. When he must protect an ally, he attacks the player to stun him.

Yellow peripheral attacks to suck the player's HP, or when it gets targeted by an attack it tries to dash away. When he must protect an ally, he tries to disrupt the wire with an attack.

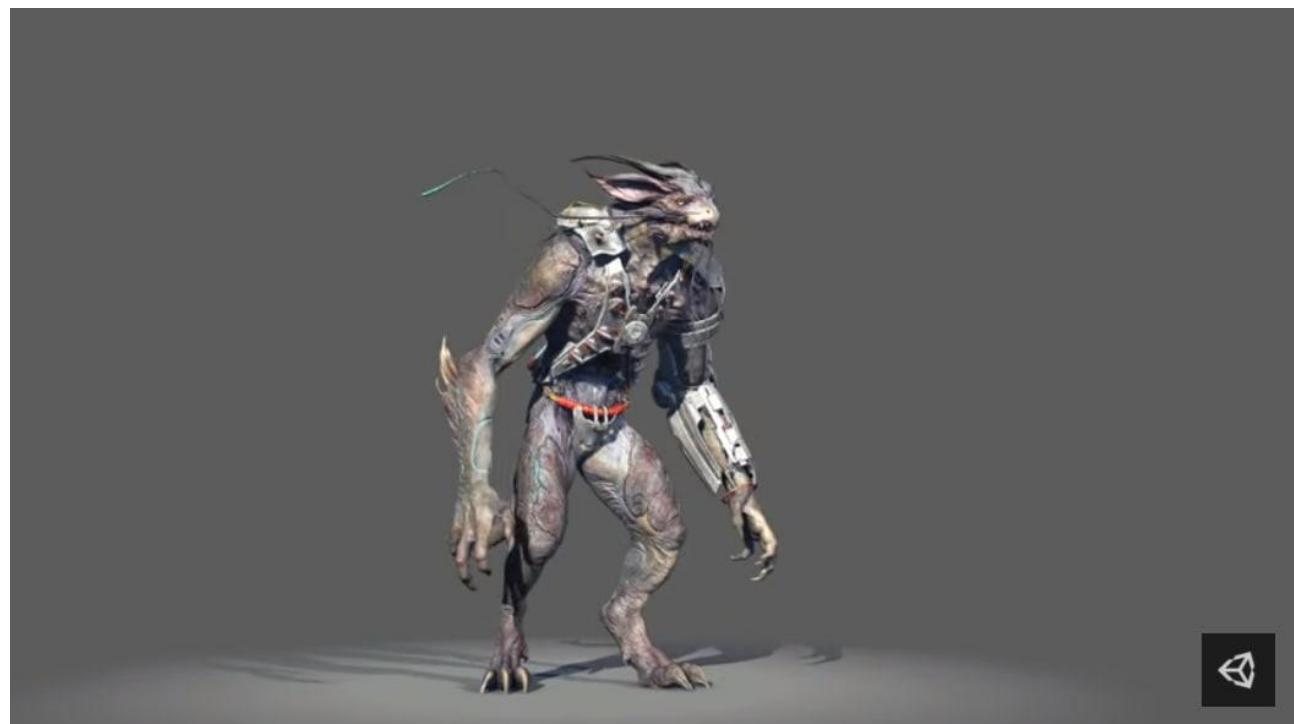


Figure 52: Reference for the mid-boss Peripheral of Level 2.

7. Story

7.1 Synopsis

In a world where people get cybernetic wires implanted in their bodies, a group of Wireless people wanders from town to town to alert citizens about the incoming threat of Meinfram, the creator of the wire technology, who wants to control all people using it. In the past, hostilities brought division among the population, who confined themselves in isolated towns depending on the type of their wires, so they do not trust each other. Just a bunch of adventurers will put aside their differences and try to collaborate to prevent the lurking danger, by defeating Meinfram's grunts, the Peripherals, who are searching for resources to boost up their boss's abilities.

The adventurers, after an initial training with the Wirelesses, head towards a rocky tunnel, where they encounter Peripherals extracting resources. Once defeated them all, they can reach the exit, where Wirelesses tell them their next destination: a forest grown over old ruins. There, along with common Peripherals, the adventurers also find a stronger Peripheral they have never seen before and that challenges them in a fiery battle. After their victory, they reach a bridge, where the last Peripherals are bringing the resources back to their boss. Once stopped this horde, Wirelesses reveal them their last destination: Rainbow Case, the city where all people used to live together. Inside the black tower, the adventurers finally manage to find and defeat Meinfram, proving that their teamwork is stronger than a single overpowered person and that their differences can complement each other.

7.2 Complete story

7.2.1 Introduction

The game starts showing a glimpse of the cities, with a description of how they got divided after internal conflicts in a unique big nation and that in every city only people with the same colour coexist.

Wirelesses wander from city to city recruiting heroes who will help them beating the threat of an evil scientist. Citizens do not believe them and make fun of them, but three people, each one from a different town, decide to trust them.

Wirelesses explain to the new recruits what they are requested to do: Peripherals are storming the ungoverned land to amass resources that Meinfram will use to carry out his long date plan. If he manages to gather them all, he will be too strong to be stopped.

So, the heroes must reach three different locations and destroy the Peripherals to stop them from bringing back the resources.

At this point of the story, characters act with hostility towards each other because they are not used to cooperate with people from different towns. For this reason, they also refer to each other with their colour instead of their real names. Wirelesses will show them how to chain their attacks to combine their effects.

7.2.2 Level 1

The first level takes place in a rocky tunnel. Here they will have to explore different roads to find where Peripherals are extracting resources. Once the area is free from enemies, they can reach the exit of this labyrinth.

When they get on the outside, they meet the Wirelesses who tell them where they need to go and that the resources they stole from the enemies can be used to improve their powers too.

They understand that getting stronger is not enough, but they also must cooperate if they want to succeed.

7.2.3 Level 2

The characters reach a forest grown over old ruins. Here they keep finding common Peripherals looking for physical resources and once these enemies are beaten, a stronger type of Peripheral they have never seen before appears and attacks them. After an intense battle they will destroy it and the characters will have learnt a new way to cooperate, consisting of “assists”.

They see how powerful they are together, and that collaboration boosts their power: this also led to them opening towards their allies.

7.2.4 Level 3

As their journey continues, characters will reach a bridge. Here, the last group of Peripherals are bringing the resources they already got to their creator. The characters need to rush against the horde of enemies and stop as many as they can before they leave the bridge.

After these series of battles, they understand they can trust each other, and their differences are just aesthetic. Wirelesses arrive once again, and before showing them their next destination, which is the old multi-ethnic city where now Meinfram resides alone, they reveal them that differently coloured wires work in the same way, and that they can share their technology to acquire new abilities.

7.2.5 Final level

At the end of the bridge lies Rainbow Case, the city where all the people used to live together and now is Meinfram's base. Once a colourful city, now it is covered by Meinfram's black wires.

Following the path to his tower, the characters need to find the way to open its doors and once inside it they will meet Meinfram. He will tell them that, even if they blocked his ascension, he's too strong for them all, knowing that his technology is superior to theirs. During the fight, the characters will learn how to do a rainbow attack and with this new power, based on the connection between them and the cooperation, they will overpower Meinfram's defences and in the end win the fight.

7.2.6 Epilogue

After Meinfram's defeated, the characters will have proven that their teamwork is stronger than a single overpowered person. The enemy will use a hidden path to flee and they will choose not to follow him, but to go back to their towns to tell what has happened and to convince their people to collaborate with foreign towns.

7.3 Backstory

A scientist developed a new technology based on cybernetic wires connected directly to people's bodies. These wires gave numerous benefits, such as controlling more easily objects or interacting faster with city's services.

Everyone could install in his body a single type of wire among five possible ones and every type could be distinguished at sight from the others for its unique colour. People started judging a person for the colour of its wire, tending to avoid who was different from them. Someone started using the wires to physically harm others too.

This situation led to an unstable society and sparked a civil war. Scientist offered new armours to the population as a form of defence, they were able to better integrate the wires and amplify their powers, but they also augmented the distance between individuals and aggravated hostilities.

New strongholds emerged from this guerrilla; the population voluntarily divided itself in five new cities inhabited only by those sharing the same wire's colour.

Everything to that point went according to scientist's plans, whose initial aim was to distribute its technology and use it to divide the population so it would have been easier conquering them. He kept hidden a type of wire which was stronger than all the others, giving him control above everyone else.

With the population divided he just needed time to obtain the resources for completing his armament, so he deployed his Peripherals robots to gather everything he needed. During this period, he saw through his Peripherals a restricted group of people who did not accept his technology and went living isolated in the nature, but he ignored them as they didn't have any mean to threat his domain.

7.4 Narrative devices

Story is shown through two methods:

- Background story is shown through static images while a narrator reads a description of what happened in the past.
- Present story is shown in real time through box dialogues and short cutscenes created using the same engine and graphics used for gameplay.



Figure 53: References for the narrative devices (left: Infamous Second Son; right: Child of Light).

7.5 Subplots

One aspect that will be relevant beside the main story is how the characters will interact with each other.

A few considerations must be made in advance, because the game offers the possibility to change characters and players from one level to the other:

- Characters are interchangeable, this means that they do not play a specific role but cutscenes feature the characters the players are using indiscriminately.
- Characters do not have long lines of dialogues, but there are a pivotal set of actions that will happen to define their evolution and their relationship.
- Characters are mostly defined through their design and their actions, not their words.

In the initial phase of the game, the group of characters will act with hostility towards each other.

8. The game world

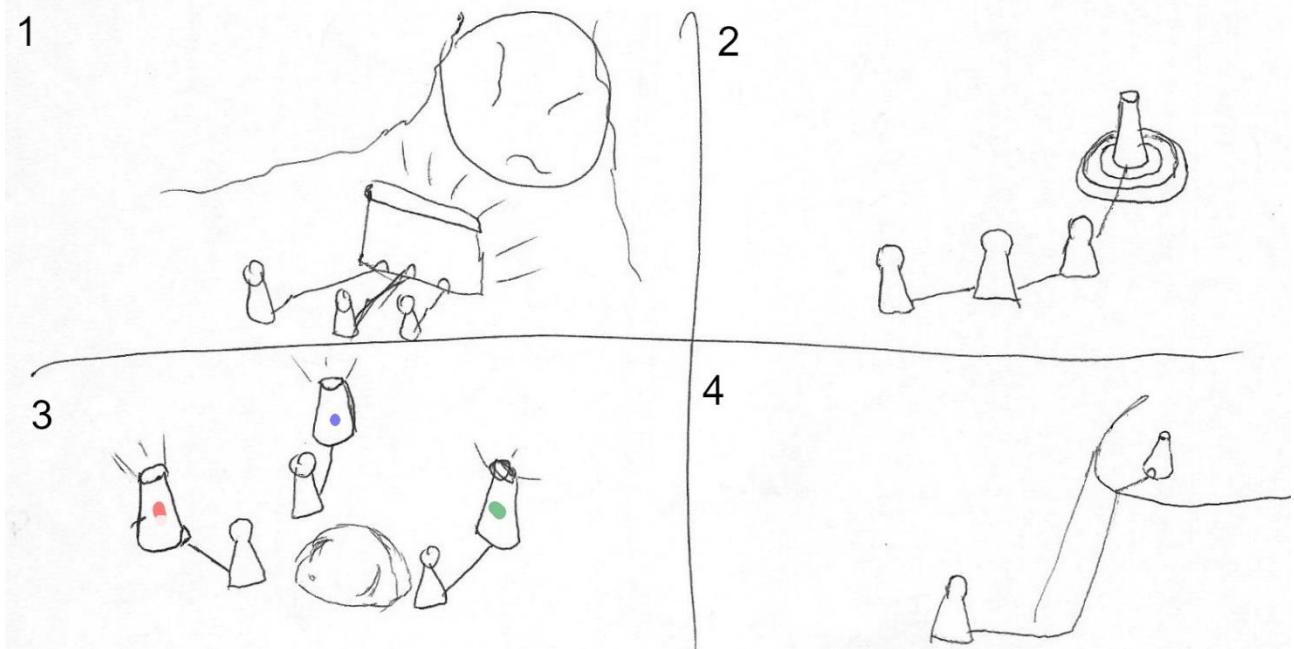


Figure 54: Example of various puzzle designs.

Scene 1

Players need to connect at the same time to the big turret so it propagates a wave that will destroy the rock.

Scene 2

One player needs to connect to the turret, the others must form a chain of wires with him. There are three rings around the turret, they all need to be destroyed at the same time to activate the turret. Each wire connected in the chain breaks a ring.

Scene 3

Three turrets with specific colours need those specific characters to connect to them at the same time. This will open a sphere containing a reward like circuits.

Scene 4

A turret is on a higher level, the player can target it to connect to it and use it to climb the wall.

9. Media list

(**Bold**: present in prototype)

Models and Animations:

- **Characters**
- NPCs
- **Enemies**
- **Environment elements**
- **Materials and Textures**

UI:

- **Main Menu**
- Levels
- **Lobby**
- Characters
- Leaderboard
- Achievements
- Skill Tree
- **In-game**
- **Buttons, Labels** and Sliders

Static Visual Elements:

- Loading screens
- **Backgrounds**
- **Levels' preview**
- Story scenes

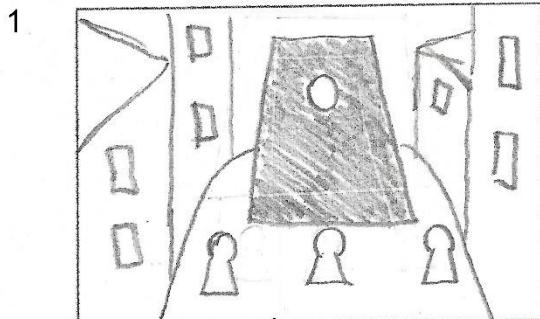
Animated Visual Elements:

- Cinematics
- **Trailer**

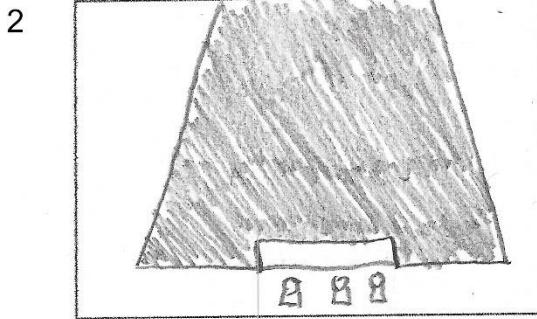
Audio:

- UI elements sound effects
- **Animations sound effects**
- **Menu soundtrack**
- **Lobby soundtrack**
- **In-game soundtracks**

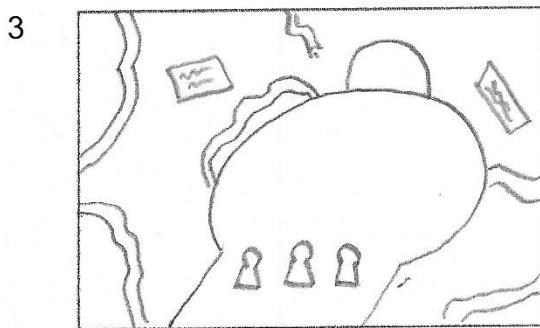
10. Storyboard



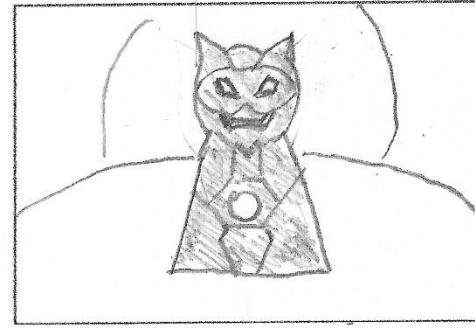
Players approach the Black Tower, the camera is fixed and music intensifies



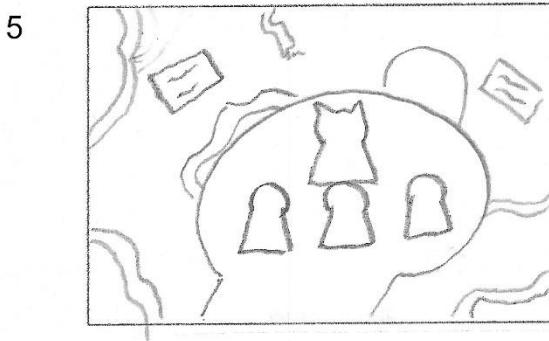
A door opens, from the ground up to the ceiling of it. The camera pans out, characters look small against the tower



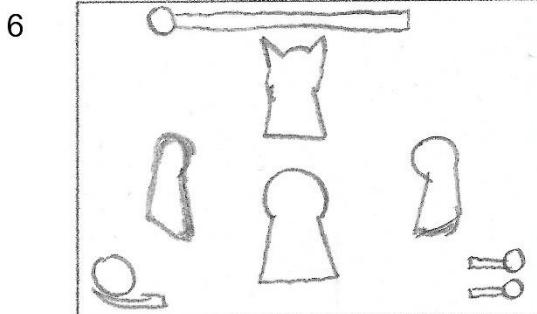
Characters reach a room with wires and monitors everywhere. There is a door in front of them. The light is dim, music is suspenseful



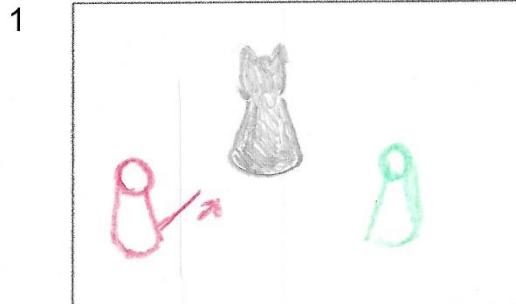
Meinfram arrives from the door, he speaks to the players (the text appears over the image) and its armour is showed in details



The camera shows the whole room, Meinfram's core glows with intensity



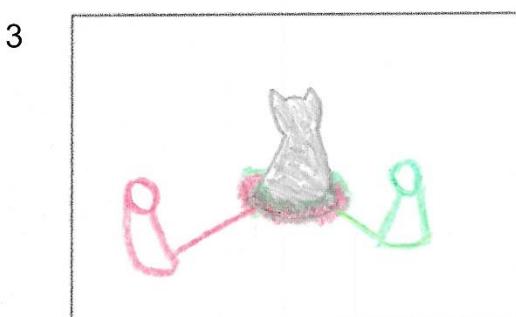
The camera slowly moves behind the player's character, the UI appears and the battle begins



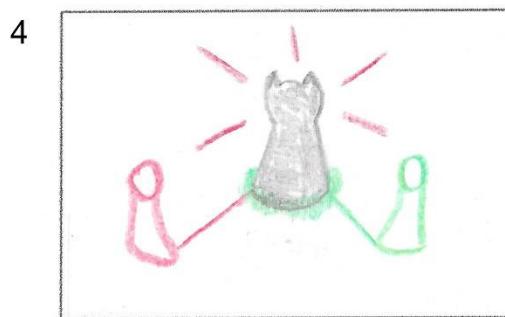
Red extends its wire towards the target.
Green is waiting



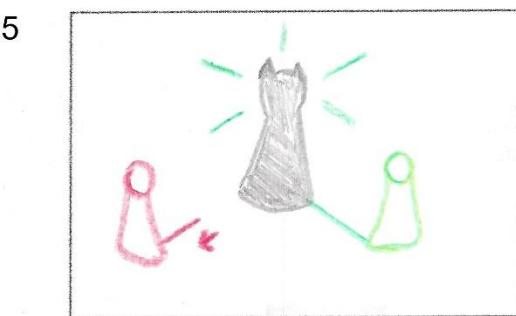
Red's wire has connected,
the aura appears.
Green extends its wire towards the target



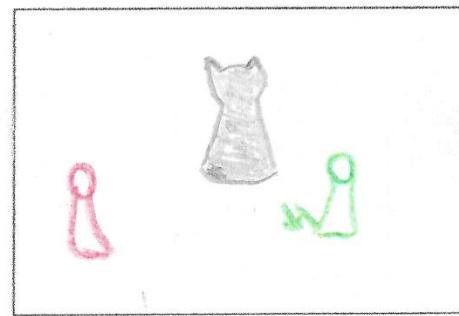
Green's wire reaches the target in time, Green's aura appears and both attacks gets activated



Red's attack takes effect.
Green is still connected waiting for his attack to happen.



Red's attack is done and its wire gets back.
Green's attack now takes effect.



Green attack is done, its wire retracts. As soon as a character's wire gets back, he can do a new action