ECS657U / ECS7003P Multi-platform Game Development

Coursework 1: Prototype

Game Design Questionnaire

Your group should complete this questionnaire. **One person** from your group should submit it via QMPlus.

Group

Group Identifier (e.g. A, B, C, …):Group E

Group Members:

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Prototype

Git repository URL:

Gameplay video URL:

Concept

Working Title:

- Last to stand
- Push or fall
- WinTheRing

Concept Statement *(A couple of sentences that say what the game is and why it will be fun.)* [140 words max.]

 The game is a 2d story Hack'n'Slash platformer. It's set during traditional japan when war and violence are a daily occurrence. The culprit is the govern of the new king, people in this era always live under pressure. The player will play as a samurai seizing the throne of the king, bringing peace back to his hometown. During his journey, he will face a variety of different deadly enemies/obstacles. In addition, the player will meet and recruit people with the same goal to assist him, this means while playing, player can change between character to play in real-time, making the game fast-pace and give a fluent feel to the combat. Since the character is a samurai, his/her trusty weapon will be a katana and throughout the story the player can upgrade their weapon by earnings from killing enemies and bosses.

Genre *(Relate to one or more established genres.)* [50 words max.]

2D RPG Game, roguelike game. Plays are going to act as a samurai with unique abilities and weapons, earn upgrade from combats, try their best to stay alive as long as possible. However, when play dies, their upgrades and items will not stay with them.

Target audience *(Who will play this and why?)* [100 words max.]

The main target audience of our game are the preteens and teenagers, more precisely people between 10- and 17-years old. The reason we choose this audience is that our game will be a fun to play hack and slash which won't be very realistic comparing to the real world but will more SF. Also, the world design will be a cartoonish world where you can take down multiple enemies with swords combos, and skills which is very appealing and enjoyable for that age category. The game will be challenging but and will be most likely to attract a younger audience.

Design Overview

Player experience & POV *(What is the intended player POV (point-of-view) and experience? What will they see, encounter and feel?)* [100 words max.]

Players should feel there are different challenges through the game, which represents this is not an easy game to play, players need to practice their skills, earn more upgrades, dodge

enemies' attacks to reach next stage and face stronger enemies and bosses. Plays will feel accomplishment after beating a boss. On the other hand, they could struggle at some stages, and they must try once and once again. In order to pass the stages, players need to familiar with different types of enemies and bosses. Knowing their moves and attacks, try to upgrade their abilities as much possible.

Visual and audio style. *(What will it look and sound like? How will this support the experience? Can you cite architecture, books, movies, etc. to suggest the style of the game?)* [100 words max.]

The game sets in traditional Japan, this means the game will have graphics and objects resembling Japanese design patterns. There will be a lot of structures and temples with Japanese design and characters will mostly consists of samurai, ninjas, recreations of creatures from japan urban legends and some other characters will have design inspired from Japanese gods. In addition, the music will be traditional music to fit with the style

Game world fiction *(Briefly describe the game world and narrative as presented to the player.)* [200 words max.]

The game will take place in Japan in and Old era were the main weapons were mostly swords and bows.

That was an era where a new king gets the throne and stars ruling the kingdom very cruelly. There are several generals under his control, and with their power together with his power, he can stay on the throne forever making the life of plebeian extremely harsh.

The king's power is that he can control all the elements (fire, wind, water, earth, etc).

This main character is a very skilled samurai. He can upgrade his sword in order to perform new techniques. He can also enchant his sword in order to perform special combos and to strengthen his attacks and increase his stamina. The journey will not be easy as our hero will have to fight different enemies with a variety of abilities and will have to kill all the "Generals" (A high class monster with more life and power attack than the regular monsters. In game terms: bosses). After all the generals are defeated, he can complete his last mission: to kill the king and save the kingdom from his tyranny.

Core gameplay *(How will game objects and the player's actions form gameplay? Why is this engaging?)* [200 words max.]

Character:

- The player can first choose between the 2 character: girl or boy, each with their own special ability and their own stat.
- Each character has levels and health that varies and can be increased through leveling up by doing quests/killing enemies.
- Each character has their own special weapon, which can be upgraded. In order to upgrade weapon, player must satisfy several requirements for each upgrade such as level, money, material.
- In addition, each character has gem slot that can be used to increase certain stat or give the player special abilities.
- Player can recruit other character, which can be called during battle for help. This can create different ways to create combo and various ways to finish off enemies.
- **Combat:**
- Player have a combo tree, showing what input they need in order to perform a certain combo.
- Player will only perform weak but fast attack, or slow but high damage attack depend what character they choose. While battling they can use consumables
- Player must kill waves of enemies/solve puzzles to get to a boss room.
- Player must kill several bosses before the final boss of the game.

Interaction *(Player controls and the primary game UI.)* [200 words max.]

When player start the game, the main menu shows up, it contains 3 buttons, new game, continue, and quit.

The basic movements are controlled by

A: Player move to the left

D: Player move to the right

S: Player squat down

J: Basic attack, player attacks the enemy in front of him

K: Jump

S+K: Move down a platform

Shift: Dodge the attacks and move forward

Numbers: switch between crewmates

Esc: call menu

The health and energy bar are on the top-left corner followed by character icon. The crewmates will also show on the left of screen. While player attacks enemy, enemy's HP will show on top of their head. When boss is attacking, player can see the range of its ability. On the bottom of screen, shows the collections, like weapons, abilities, items. And see current player level. Map will be on the top-right corner shows the current location.

Objectives & progression *(How will the player progress through the game from start to end? What are their short-term and long-term goals (explicit or implicit)?)* [200 words max.]

The game starts with the main character in a village.

KILL THE KING

   1)Find the legendary sword that the king is trying to get before you.

- Tell your grandmother that you are going to kill the king.
- Grandmother tells you to talk to the grandfather because he has some experience in war
- Talk to grandfather
- Receive old rusty weapon from grandfather.
- Receive the first quest (Find the allies).
- Find the genral that tries to pick up the sword from the stone.
- Pick up the legendary sword from the stone.
- Defeat the general with your new sword

   2) Kill 2nd general

- Recruit ally 1.
- Side quest (optional)
- Save the craftsman (Upgrade station)
- Defeat the 2nd genral

   3) Kill the remaining generals

- Find allies to help.
- Upgrade weapons
- Level up to increase your hp and damage.
- Defeat the generals 1 by 1. (receive rewards)

4) King fight

Kill the king and save the kingdom.

Game systems. *(What systems will you need to code to make this game, in addition to standard systems provided by Unity? E.g. procedural level generation, RPG-style character progression. Which ones are internal, and which does the player interact with?)* [200 words max.]

1. RPG Upgrade System: This system contains the UpgradeCharacterSystem and the upgrade WeaponSystem. This system can be accessed by using a special NPC's.
   - The UpgradeCharacterSystem is used to upgrade the status points (E.g. HealthPoints, Damage, RageTime).
   - The UpgradeWeaponSystem is used to Upgrade the current weapon by changing it to a new one.
2. Ally System: This system makes the player to be able to recruit allies during his journey, and then call them to assist him in fights. By pressing a Key, you can summon your ally. While summoned it will attack the enemies for a short period of time, after this, the summoning will be put on cooldown.
3. Parry System: For a hack-and slash type of game, this system is very useful. It allows the player to avoid an enemy's attack and counter it, dealing huge AOE damage to all enemies close.
4. Rage System: This allows the player to significantly increase his damage in exchange for 70% of his health. While enraged the player will regenerate his HP for every attack performed.
5. NPC System: This system implements a dialogue sub-system which can be used for story development, also allows the player to access the Upgrade system.