

運命

COLLATERAL

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Collateral

Game Design Document

This Document shows the vision of Collateral, been the Document who formalize the pre-start off game. The game is divided in 3 parts:

- Game Concept: breathing of the art and idea.
- Game Making: game goes out of paper and give start of the first playable scene.
- Game Post: Steam Greenlight process and marketing of game.

Version	Date	Responsible
1.0	05/27/2017	Ulisses Gandini

Summary

Summary	4
Game Concept.....	5
Introduction	5
Description	5
Main features	5
Genre	5
Platform	5
Game Making	6
Player.....	6
Guns.....	6
Pistol.....	6
Revolver	6
Sub Machine Gun	6
Shotgun	6
Assault Rifle	6
Heavy Machine Gun	6
Sniper Rifle	7
Light Machine Gun	7
Maps.....	7
Game Mechanics	7
Dynamic Crosshair	7
Core Game Play	7
Game Flux	7
Prestige Mode.....	9
Feedback.....	9
Music & Sound Effects	11
Character.....	12
Gun	12
Tutorial	12
Menu.....	12
Game Plan	12

Game Concept

Introduction

Collateral is a “2d side view shooter” game, who is being designed with Unity 2D, using C# to script, for the PC platform. The game pass on 2037, cyberpunks are against of the authoritarian government who uses the forces of police to contains the manifestation. The civilians rebuild the society on a culture of mercenaries that have guns and much persons to recover the city. Win who kill then all.

Description

Collateral game in the “2d side view shooter” style game, situated in a world pre-collapse, in the year 2037, when everything is about to crash, politicians, civilians, police, scientific community.

Civilians became mercenaries to destroy it others in a civil war, using heavy weapons for that, everyone should destroy to came the most popular civil of the city.

Heavy Guns, pistols, knives, Light Weapons and hand grenades is on the personal arsenal to be used against the enemy team, on the casual the friendly fire is disabled, on the competitive match will be able, but not tolerated.

Main features

Multiplayer: Collateral will be a unique multiplayer platform, don’t letting the user play Single-player campaign (even exist will only be playable in net connection).

2D Graphics: Collateral will use Unity Game Dev platform 2D to make the game, using sprites to make the player and animating in the Unity Animator platform, also using sprite sheet to some guns animations.

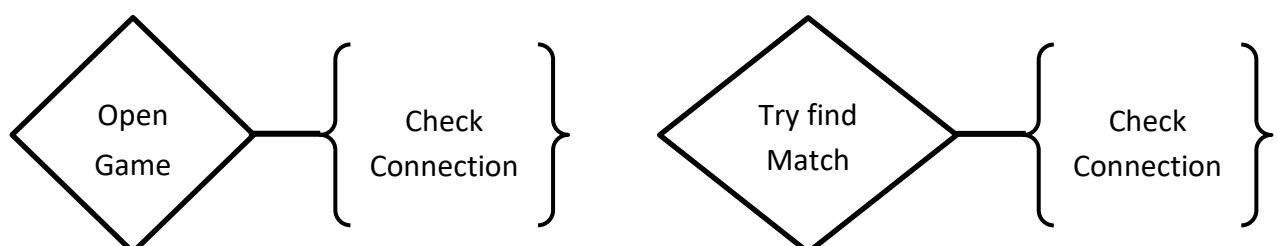
Futurist Scenes: Collateral is situated in the future, so the entire map is using futurist art like. The humanoids and civilians also uses futuristic weapons to defeat enemy team.

Genre

Collateral is a game in the style “2d side view shooter”, some other games in 2d side view shooter there is famous: **Soldat**(2002 game, with average 70 players online), **Brain Out**(average 800 players online), **Gangfort**(100k-500k downloads), **Flat Army: Sniper War** (500k -1kk downloads)

Platform

The game runs in PC only. Need an net connection to join in a match and join in game.



Game Making

Player

The character has a futuristic art introduced, mechanics for torso and arms, animation based on reality and force of a man trained by the police. It's made with a sprite sheet, with 14 different pieces.



- | | | | |
|---|-------------------|----|-------------------|
| 1 | Torso | 8 | Left Low Leg LLL |
| 2 | Left Up Arm LUA | 9 | Right Low Leg RLL |
| 3 | Right Up Arm RUA | 10 | Left Feet LF |
| 4 | Left Low Arm | 11 | Right Feet |
| 5 | Right Low Arm RLA | 12 | Head |
| 6 | Left Up Leg LUL | 13 | Head Accessory HA |
| 7 | Right Up Leg RUL | 14 | Middle |

Character have some custom suits and skins and the size of any part is 32x32. The player can change any feature of character in menu of customization, but only if he already has the part.

Animation will be made in the Unity animator, with curves and sheets.

Guns

The guns will be made with attachments and divided in subgroups.

Pistol

The Pistol subgroup have the entire Pitols.

Revolver

The Revolver subgroup have the entire Revolvers.

Sub Machine Gun

The SMG subgroup have the entire SMGs.

Shotgun

The Shotgun subgroup have the entire Shotguns.

Assault Rifle

The AR subgroup have the entire ARs.

Heavy Machine Gun

The HMG subgroup have the entire HMGs.

Sniper Rifle

The SR subgroup have the entire SRs.

Light Machine Gun

The LMG subgroup have the entire LMGs.

Maps

Maps will be made with tile set and box colliders, will be fitted in an editor of levels, so any player can do a map. Map also can be destroyed.

Game Mechanics

Dynamic Crosshair

The player has some rules for the gun, the player will be able to shoot until have ammo, but the crosshair will encourage to burst shoots. The first fire has max of 1 degree and min -1 degree of angle variation

Core Game Play

Collateral is a game in "2d side view shooter", genre that resurge with much impact in the Indie community, some advantages encourages to make this game, like the easy art and the free platform support and big community to help our team. The game take much mechanics from the FPS, so we can only view the enemy who is in the FOV (Field of View), the crosshair have Random Weighted. Sounds also works with a Surround sound system to improve the gameplay and predict where the other player will appear. In Collateral the player take control of a character who is against of government. The player will be able to join in competitive matches and casual play, Casual play will have 18x18 max players equips, competitive matches 6x6 max players equips and only one per Class. Between the types of game, the basic is killing, kill mean win in any type of game, but kill isn't the most important thing in the Capture the Flag.

The types of game is **Deathmatch**, **Team Deathmatch**, **Domination** and **Capture the Flag**, and each one have rules there is most important to make for win. The game will be made with the premise that you need to rush, if not rush u lose, snipers need to help the team, if they are good at aim they help from a great distance, if they are good with "quickscope" they help from small distance and small distance means more power and win.

After the 75% of complete map, all things take more intense, the players win more speed, the health decreases, more accuracy in weapons and objectives give more point, so if you kill 10 before 75% and 5 after you gonna win the same points but killing less, the 25% can decide the entire game.

Game Flux

The player will enter in menu and decide what type of game he want play, he can select from competitive matches or casual, competitive matches has some advices, on enter in game he

shouldn't disjoin, or he will pay with punishment preventing him from playing for a time variable according to how many punishments he took this week.

1 left in the week- 30 minutes without can join in a competitive match.

2 left in the week- 60 minutes without can join in a competitive match.

3 left in the week- 240 minutes without can join in a competitive match.

4 left in the week- 1440 (24 hours) minutes without can join in a competitive match.

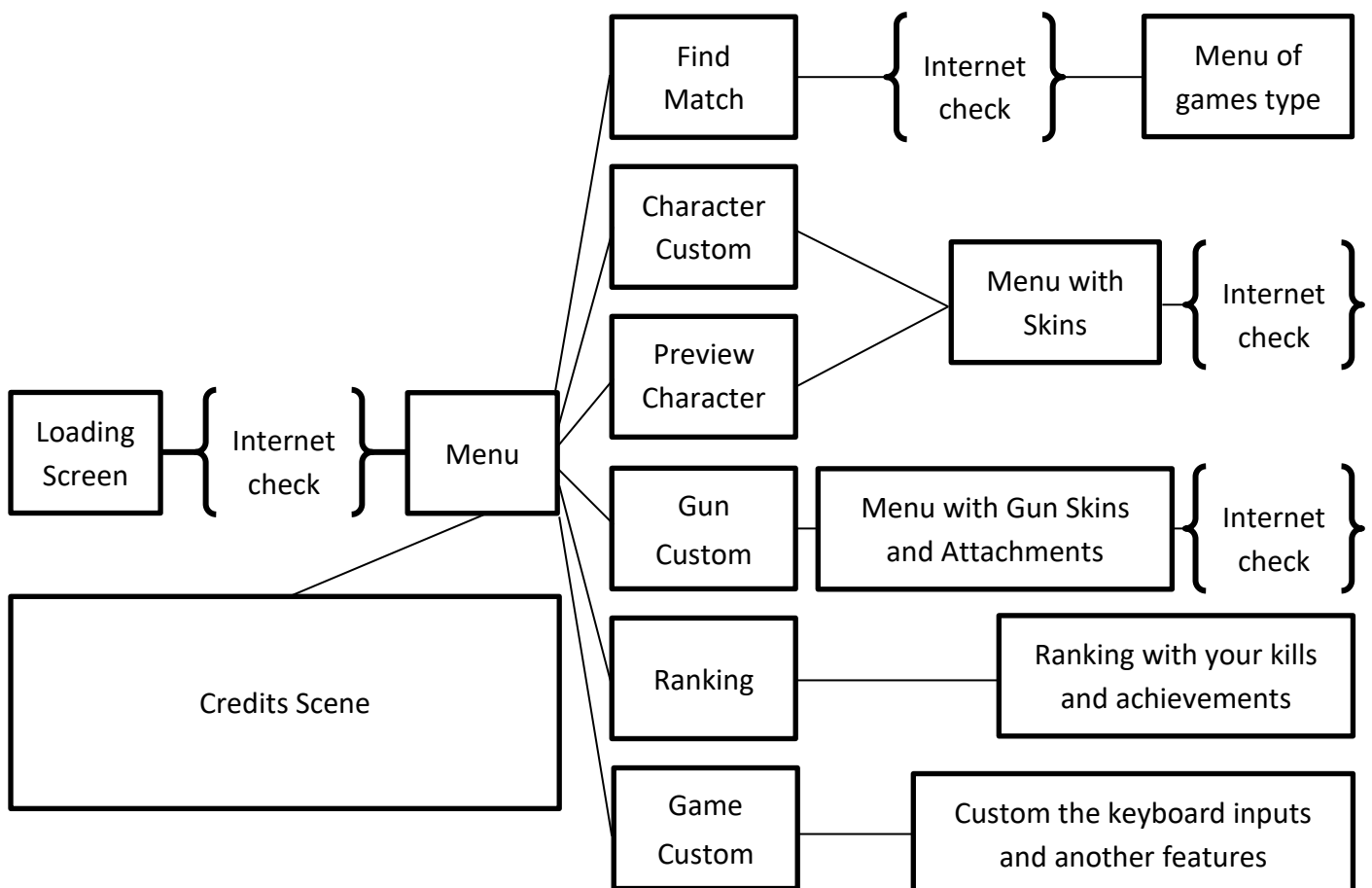
5 left in the week- 8400 (140 hours or the last week) minutes without can join in a competitive match.

6 left in the week- never will be possible, because the sum of 5 punishments is a week.

Left means been afk for 10% of match, that means around 2 minutes or just click on the left in the main menu after exits the match. 2 minutes is sufficient to reboot the game.

He only can play online, so internet connection is needed, even if he wants to open the game.

On menu, the player can choose to start a match, enter in the customization of game, customization of character, turn off/on the music, turn off/on the sound, join discord, customize the guns, see his own rank, preview of the character in-game and credits.



Prestige Mode

The player will be able to reset his own level, after upping 100 levels inside the prestige, reset will give some benefits, ever prestige reset give a new Medal and a new beret that will be usable on the custom system in menu. Medals will be visible only in the rank and on “Tab” view.

Medals and berets is a way to give the player an feedback of the gameplay.

Feedback

Feedback is on the 4 pillars of **Game Flux** (other 3 is the **notion of doing something, progress in game** and the last but important as well: **Fun**). Collateral feedback is engaged on the final of the match with a rank of match, in a rank system and levels(prestige).

Final Match Rank System

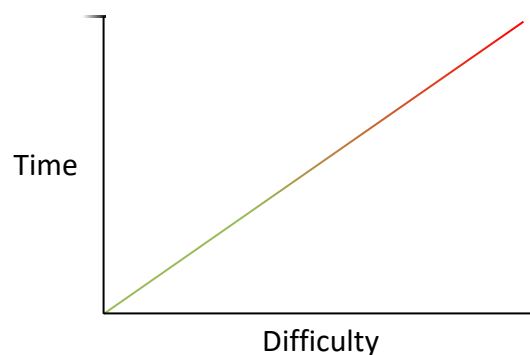
It works like **Warface** Game (From Level UP). Every game in the end shows the mains players, the 5 most influencers players in the match, points will decide the most influencer player.



Rank System

The Rank system work like the CS GO ranking, with an elo that serves to matchmaking. With 10 elos, matchmaking servers to give the player a balance of ability, so he can progress gradually and the game not become so hard.

Rank Premise

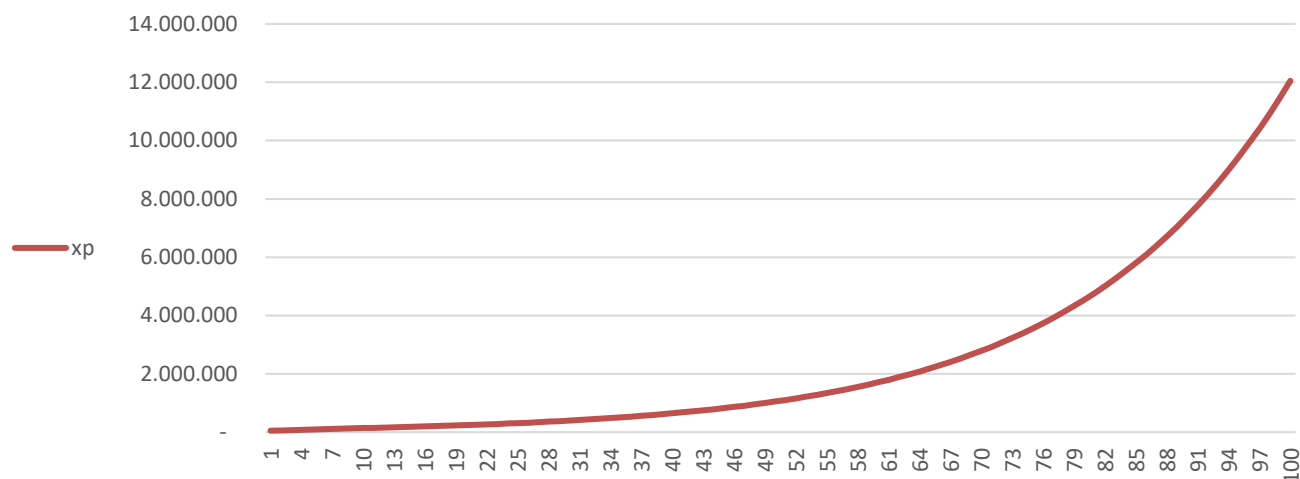


Levels (Prestige)

The level and prestige has an important influence inside the gamers community of game, they will judge if the player is good if he has more prestige or less.

The system of prestige is inside a formula pre-defined and balanced, ensurancing the Game Flow

Prestige 1



Level 1 XP = 1000

Min XP needed to change level = 200

Multiplicator = 0,05x

Prestige 1									
Lv	XP	Lv	XP	Lv	XP	Lv	XP	Lv	XP
1	1.000	21	5.105	41	13.545	61	35.940	81	95.360
2	1.200	22	5.360	42	14.223	62	37.737	82	100.128
3	1.400	23	5.628	43	14.934	63	39.624	83	105.134
4	1.600	24	5.910	44	15.681	64	41.605	84	110.391
5	1.800	25	6.205	45	16.465	65	43.685	85	115.910
6	2.000	26	6.516	46	17.288	66	45.870	86	121.706
7	2.200	27	6.841	47	18.152	67	48.163	87	127.791
8	2.400	28	7.183	48	19.060	68	50.571	88	134.181
9	2.600	29	7.543	49	20.013	69	53.100	89	140.890
10	2.800	30	7.920	50	21.013	70	55.755	90	147.934
11	3.000	31	8.316	51	22.064	71	58.543	91	155.331
12	3.200	32	8.731	52	23.167	72	61.470	92	163.097
13	3.400	33	9.168	53	24.326	73	64.543	93	171.252
14	3.600	34	9.626	54	25.542	74	67.770	94	179.815
15	3.800	35	10.108	55	26.819	75	71.159	95	188.805
16	4.000	36	10.613	56	28.160	76	74.717	96	198.246
17	4.200	37	11.144	57	29.568	77	78.453	97	208.158
18	4.410	38	11.701	58	31.046	78	82.375	98	218.566
19	4.631	39	12.286	59	32.599	79	86.494	99	229.494
20	4.862	40	12.900	60	34.229	80	90.819	100	240.969

Prestige				
Prestige	Min XP Change	Xp Lv 1	Xp Lv 100	Sum XP
1	200	1.000	240.969	5.016.348
2	200	1.500	272.310	5.671.610
3	200	2.000	307.544	6.407.429
4	200	2.500	347.544	7.242.029
5	200	3.000	392.513	8.179.774
6	200	3.500	443.564	9.243.950
7	200	4.000	500.957	10.440.101
8	200	4.500	563.577	11.745.113
9	200	5.000	626.196	13.050.126
10	750	5.500	1.012.860	21.095.067
11	750	6.000	1.046.069	21.788.946
12	750	6.500	1.080.938	22.517.194
13	750	7.000	1.116.679	23.263.499
14	750	7.500	1.153.291	24.027.860
15	750	8.000	1.191.734	24.830.163
16	750	8.500	1.231.138	25.652.399
17	750	9.000	1.271.503	26.494.568
18	750	9.500	1.313.887	27.378.621
19	750	10.000	1.357.330	28.284.674
20	3.000	12.000	3.442.414	71.642.690
21	3.000	15.000	3.614.534	75.245.224
22	3.000	20.000	3.921.770	81.670.168
23	3.000	25.000	4.254.013	88.612.282
24	3.000	30.000	4.613.164	96.111.438
25	10.000	50.000	12.048.448	250.817.414

The prestige gave to the game the entire XP system. When the player decides climb to another level experience, he will pay with XP. Every prestige give the player challenges and challenges give fun. In the prestige **10**, **20** and **25** have a gap of difficulty. Up level give money to buy skins, guns, attachments and consumables. The player will be encouraged to every time prestige, that way he can show the entire team what his is able to do inside the game, more prestige means more respect of their team and enemy team. Prestige doesn't affect the competitive match nor the Casual Play in the MM system, so his solo responsibility is to show respect for their team and give more difficulty to who is mastering the game.

XP inside matches

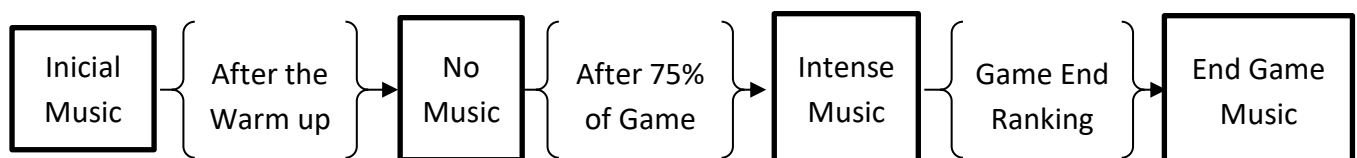
The XP earned inside matches is variable on the points the player made. Any kill give **+2 points**, assistance **+1 point**, double kill **+1 point+4 points** of killing 2, triple kill equals **+10 points**, quadra kill **+14 kill**, pentakill **+20 points**, ace **+30 points** (Only in competitive), in a Casual Game after Penta Kill he will gain **+2 points** per kill. After the 75% map complete, all the points receive a 2x multiplier, so the game turns into a massive gun battle and everyone want to be the most killer.

(Casual Game) Points are used to XP, the multiplier of x4 to XP is for winning, and x2 at lost, and if the player is in the first in own team, win a plus 30 XP, second +15 XP and Third +8 XP.

In a competitive match gain a multiplier of x9.7 XP at winning, and x6.5 XP, without team boost. The average of XP is calculated to be 200 XP per match if your good (killing +/- 14 players + 6 assists).

Music & Sound Effects

The **Map** have 2 different music, one to warm up and one for the final of game, when the game is more intense and another to the Final Match Rank System.



In the gaming progress, destroy part of map is common, so the map need a blow sound for any type of tile set.

Character

The character doesn't have music, just sounds, like **walking**, **jumps**, **breath** in sniper aim, **running** and **pain** when the health go down.

Gun

All guns have sounds for **shoot** (with silencer too), for **aim look scope**, **reload** and **knives cuts**.

Tutorial

Tutorials have sounds and voices explain how the game works, the voice need to explain how the Sounds & Music work in Game Flow, to encourage the player to let sound set ON.

Menu

On menu, the Sounds & Music need to be less intense, so the player can be able to keep his mind focus on what is important. Need sounds to buttons.

Every time that you reach new level a sound remind player with a pop up, so he will learn how the **UX** works with the music.

Game Plan

