Human Invader

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Version History

v0.1 (18th February, 2020)

- GDD based on the GDD outline of Chapter 14 in the book *Game Design Workshop* by Tracy Fullerton

Game Overview

Game Logline

Take on the role of a technologically-enhanced soldier of the human interplanetary army, and single-handedly take control of an alien base for the benefit of humanity.

Gameplay synopsis

The player will roam through an alien base starting with little information about the inside. He must fight through the aliens, get familiar with the areas and find the keycards to open the locked gates until he finds the command room, where he must defeat the elite alien commander. If he succeeds, he has gained access to the command room and so has taken control of the alien base, completing his mission.

Game Details

Description

The game is a short but replayable third-person single-player action dungeon-crawler.
The game takes place on an unknown alien base on a planet far away from Earth.
In the game you play as a soldier of the Earth's newly founded Interplanetary Army on a mission to conquer alien territory by taking over their bases.
You will fight through and conquer an alien base, furthering the progress of humanity.

How long is each game match on average?

Each match can take from about 10 to 20 minutes depending on how experienced the player is at progressing in the base.

Target Audience

The game is targeted to action combat enthusiasts from 14 to 35 years old.

Feature Set

General Features

The menu of the game features a simple settings menu where the player can control things such as music and effects audio volume, fullscreen/windowed, etc.
When starting a new playthrough the game begins by letting the player pick between the different available classes.

Gameplay

The game revolves around the player invading an alien's base, fighting aliens on the way to the base's command room.
The player will fight enemies in different ways depending on their class, find new items that can help them progress (such as temporary augments and stronger weapons with limited durability)
Each match takes place in a previously unseen alien base, different every time.
The alien base will be in emergency lockdown, so the player must find keycards(using the Security Terminals) to unlock the gates dividing each area by beating the alien who holds them.

Controls

- W,A,S,D : Basic moviment;
- Mouse : Camera angle;
- Mouse Left Button : Attack;
- Q : Swap weapons
- E,R : Special Abilities;
- F : Interact;

Level Generation

The alien bases will be randomly generated following a set of rules to make each map unique, since each map will have a completely new layout, but they will be generated as to keep the similar gameplay progress of finding the next door -> looking for the keycard or a terminal -> unlocking the next area until the player reaches the command room.

Locations

- Entrance point:
  - The point where the player bursts into the base at the start of each match.
- Command room :
  - Where the alien chef awaits for the arrival of the player.
- Halls:
  - Connects to rooms;
- Normal Room:
  - Where we can find enemies and Security Terminals;

Other elements

The alien planetary outposts are divided in different sectors. The player will have to navigate through these sectors to find the keys to unlock new sectors and finally find his way into the command room.

The farthest area from the beginning of the map is the command room, where the toughest alien resides: the alien base's commander.
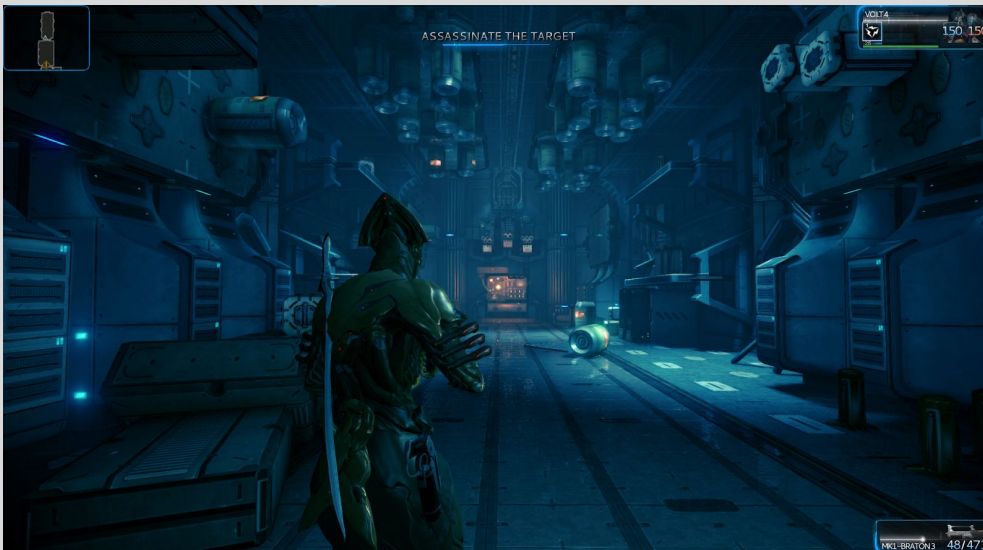
Level Editor

Possible but not necessary / not a priority.
Could be considered later in another stage of the game's development.

Camera

Third person over-the-shoulder type camera, which is well suited for combat gameplay where you will sometimes need to aim AOE type abilities, which can be awkward in a first person perspective.

Screenshot from "*Warframe*"

Also, even though a top-down camera angle would make aiming AOE abilities the easiest, that would lower immersion and make some other elements of combat difficult (such as aiming for headshots).

Game Characters

Overview

The game is planned to have at least two possible player characters to choose from at the start of the game, a melee character for the player who wants to rush in and take the groups of enemies head-on, and a ranged character for the more tactical players who prefer a more precise approach to their combat.

Player classes

- Gunner:

    The gunner focuses on making use of long range attacks. Because the gunner has the advantage of being able to inflict damage from afar, he has low defence and mobility. However, he is able to use crowd-control abilities to help keep enemies away from him, and can do high single target damage when aiming for the head, quickly defeating each enemy. However, bigger groups of enemies can quickly overwhelm the gunner's ability to shoot accurately, leading to a quick death.

    The gunner's basic equipment features a pistol with infinite bullets and mines that can slow groups of enemies. During the mission the gunner may find specialized weapons that are better than his basic pistol, but have limited ammunition.

- Knight:

    The knight focuses on making use of melee range attacks. To make up for the danger of up-close combat, the knight has high defense and mobility. The knight can't do much to characters outside of his sword's range, but he shines when surrounded by groups of enemies where he can broadly swing and damage all of them. However, the elite enemies will be harder to beat, and the knight will have no choice but to approach them to defeat them.

    The knight's basic equipment features a sword and a power armor allows the knight to do superhuman swings. During the mission the knight may find empowered swords that are better than his basic sword, but have limited durability.

Enemies

The game will feature enemies from multiple races of aliens, who have united in the hope of stopping the human invasion. Each race will have their own ranged and melee soldiers, with different characteristics and strengths depending on their race.
The details on each enemy will be added to the document as they are designed and implemented.

Alien Commanders: the leaders of each alien base, these aliens have grown far beyond the power of their individual soldiers. They are the biggest challenge that the player can face.

Enemy Learning Artificial Intelligence

The alien enemies will feature a smart AI to make combat less repetitive, since two enemies of the same type can make different decisions from each other as opposed to having a set strategy.
If implemented properly, the AI will be able to learn how to play the game and make up their own strategies to try and kill the player.
Enemies will be using a neural network based AI, that will be able to adapt to each randomly generated alien base.

User Interface

Menu

A simple menu with the options to start a new game and accessing the settings menu to configure some sound and graphics settings.

In-Game

The player's ingame interface will feature many elements that help the player combat the enemy, such as:

- Health bar
- Stamina bar, if a stamina system is implemented
- Icons representing each ability and showing that ability's cooldown
- A single inventory slot, where the player can store one temporary combat augment
- A top-down view minimap of the area around the player, with icons for enemies
- Aiming crosshair

The in-game interface will change slightly depending on the class that the player chooses:
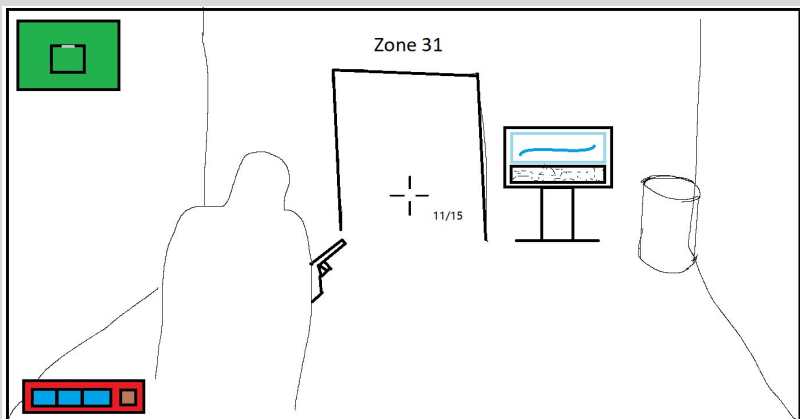
- Knight:

  Blue: Player abilities
  Brown: Augment icon
  Green: Minimap
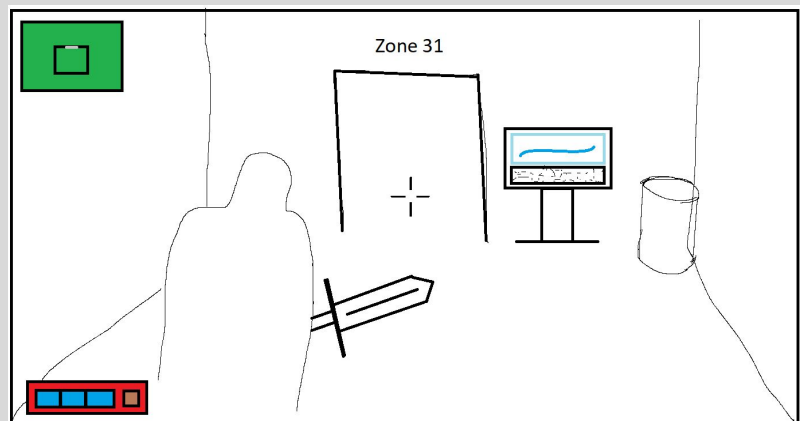
- Gunner:

  In addition to the knight's interface, the gunner has a tactical ammo count next to the crosshair, letting the player keep track of ammo while keeping their aim on the enemy.

These interface drawings are a rough early concept and might be changed a lot if things such as the number of abilities the player has access to changes during development.

Objects

Overview

The game features different weapons and items which the enemies can randomly drop.
The player can hold one weapon and one item at a time in his inventory without consuming it, so he can hold a useful augment or weapon until he reaches a situation where he really needs it.
There will be times where the player needs to decide if he's swapping his extra weapon

Weapons

Each class has their own weapons, and begin with a basic weapon which performs average in most situations, with no special strengths.
During the mission they may find better weapons, which can be better suited for some combat situations than their basic weapon.

- Knight:
  - Basic sword:
    - Hit them with the stabby side;
  - Energy sword:
    - Deals more damage, but runs out of energy in a few swings;
  - Flaming Sword:
    - Instead of dealing slashing damage, each swing shoots a wave of fire that travels through targets, but the flame eventually dies out;
  - Long sword:
    - The long sword has higher range in return for slower attacks, and breaks in a few swings;
- Gunner:
  - Basic pistol:
    - Average damage, average fire speed, average clip size;
  - Shotgun:
    - Slow fire rate and inaccurate with high damage at close range and the ability to deal with crowds of enemies, but you only have ammo for a couple of shots;
  - Machine gun:
    - Higher fire speed and double the clip size of the pistol with automatic firing, but only enough ammo for one reload;
  - Sniper:
    - Slow fire rate but perfectly accurate with high damage at any range and piercing shots, but it can be hard to hit multiple enemies with it and you only have ammo for a few shots;

Items

- Augments
    - During the mission the player may find augments that can give various helpful effects such as regenerating health, giving extra uses to their temporary weapons or give combat buffs.
- Keycards
    - To unlock deeper areas of the alien base the player must find the keycard for each lockdown gate.

Interactable Objects

- Security Terminals:
    - Terminals can be used to help the player find the keycard that unlocks the next gate.
    - It's used like a console, so the player must first find out the name of the door to then use the console and find the location of the keycard he needs for it.

Art, music and sound Effects

Since the game is set in the future and around advanced technology, we will use futuristic sounds and techno style music to help support that theme.
Will plan on using assets such as models and sound files from the game Paragon.

What kind of style will be used in the game?

We plan on styling the game's visuals with a "inside an alien space station" kind of theme, so we will make use of advanced-technology-themed and alien-style assets.

Details

The enemy aliens will look enhanced with technology and could be classified as cyborgs.

On the player side, the human classes' won't stray far from the humans-with-advanced-tech theme.
The player is a human wielding advanced armor and weapons.