**CMP302 Game Mechanics Coursework Concept Draft**

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| Concept 1 ¦ Real Time Strategy Building Mechanics  **Key features:**  RTS Camera Controls, Controllable AI Workers, Resource management, Construction of buildings  **Used in genre:**  RTS, Base-builder  **Influential products:**  Starcraft 2, AoE  **Feature detail:**  Camera Controls – *Classic birds-eye-view vision, pan, rotate, zoom, etc*  AI Workers – *Selectable with mouse, can be given commands with mouse (move, collect resource, build), has stats (hp)*  Resource Management – *Three types of resource (stone, gold, wood), resources are collected from specific patches, workers will collect resources from these patches and take them to a resource building*  Construction – *Different types of buildings with different attributes (hp, function, build time, cost), buildings demonstrate different functions (resource collection, defence, unit production), buildings cost resources and are placed with the mouse when selected on a worker, workers are required to construct buildings, more workers increases build speed* |

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| Concept 2 ¦ Combat Movement Mechanics  **Key features:**  Third person camera, walk/run, lock-on camera, directional attack & block, roll, dodge-step, combo moves  **Used in genre:**  Action, adventure, RPG, arena, fighting  **Influential products:**  For Honor, Witcher 3, Dark Souls  **Feature detail:**  Third Person – *Camera closely follows player from behind, can be rotated*  Walk/run – *Variable movement speeds, gamepad control with analogue sticks*  Lock-On – *Target selection, focuses camera on specific target, player can move around relative to target*  Attack & block – *Four directions of attack (left, right, overhead, stab), strong and light attacks blocking/parrying requires correct counter direction and good timing*  Roll – *Escape move at current movement direction*  Dodge – *Keeps player in range of attack, dodge at current movement direction*  Combos – *Chain attacks, counter attacks via parry, special moves* |

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| Concept 3 ¦ Elemental Magic Mechanic  **Key features:**  Main element types, Castable spells, mixable spells, magic has effects on environment  **Used in genre:**  Action, adventure, RPG  **Influential products:**  Magicka, Skyrim  **Feature detail:**  Element types – *fire, water, air, earth*  Castable – *Spells are cast from a first-person perspective, two spells can be cast at once*  Mixable – *Two different elements cast at the same time will create a new element which will be cast*  Environment effect – *Fire causes things to burn, water extinguishes fire, etc* |

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| Concept 4 ¦ RPG Companion Mechanics  **Key features:**  Hireable companion, talk to companion, follows & fights for player, player and companion have separate inventories, can be given items to equip, individual stats  **Used in genre:**  RPG  **Influential products:**  Fallout 3  **Feature detail:**  Hireable – Character won’t follow until they have joined the player’s party  Talk to – Some amount of text dialogue for different functions (hire me, follow, trade, stop)  Follower – Player guides the party as leader, party will engage enemies with player  Inventories – Companions hold items in separate inventories  Equip items – Items give companions different stats, possibly different visuals (animation, 3D models)  Stats – Stats for each character (hp, dmg, defence) |