The Great Thief

Game Design Document

Cover Image / Screenshot of Game By Regan Tracy

Version 0.069 / 5/14/2018
Gabriel Klope - Project Manager
Michael Hyer - Audio Manager
Foster Beal - Modeler

Regan Tracy - World Creator
Saige Cable - Graphic Artist
Evan Arner - Animator
Matt Fitzgerald - Programmer
Mary Aliche - Programmer
Yessiy Velasco - Programmer

Table of Contents

Game Concepts - Michael Hyer and Gabriel Klope

High Concept Statement - Michael Hyer

The Great Thief is a game about a spirit warrior who is trying to save the world from extinction, which has already happened. The goal of the game is to get to the final boss, steal the time jewel, and turn back time to before the extinction happened. The player has to fight through several bosses, and gain their abilities with their defeat.

Player's Role - Gabriel Klope

The player's role is to defeat big monster bosses and collect their ESSENCES.

Main Character - Gabriel Klope

Yes, the main avatar(which is the only avatar) is the "Watcher". The Watcher is a guardian of the earth, it's mission is to restore the tree of life and thus reset the world when it ends.

Gameplay - Michael Hyer

The nature of the gameplay is to go around the world and defeat large boss-like creatures to gain their powers and save humanity from extinction. The bosses that they faces can destroy them in only one hit, while the bosses take several hits to kill. The player will have to avoid traps and environmental hazards in the game.

Interaction Model - Gabriel Klope

The player will explore and experience the world through the being of the Watcher(or the main avatar).

Camera Model - Gabriel Klope

The player will be shown only through the 3d person perspective, specifically the isometric view.

Genre - Gabriel Klope

The genre of this marvelous game is that of the RPG/Adventure/Action genres.

Type of Play - Gabriel Klope

The Type of play will be solo, for this game was created in mind for a single player

Target Audience -Michael Hyer

People would want to play this game because of the challenges they would face, and the story that they would go through to get to the end of the game. The people who would want to play are people who like challenges, and also like an Adventure/RPG-like 3D game. These are people who are bored of the boring games that give them wins left and right, and want an actual challenge.

The domains of play are challenge and threat. It is challenge, because the bosses can kill you, the player, in one attack, while it takes several attacks for the bosses to be defeated. Since it only takes one hit to kill the player, it could also go under the domain of threat, since it would most likely make the player go into a form of rage. The target audience is one of which needs to have high patience, and/or likes to rage.

The age range is 13 and up, as most small children couldn't beat a game like that even if they wanted to. Their actions would most likely be sloppy and unthought through, which is the opposite of what this game is based off of, which is skill.

The Great Thief appeals to all genders, as the character doesn't have a designed gender. Although, it could likely lean to the male side of the spectrum, as an action RPG is what most of them like.

The audience would need to be very dedicated, as the game, in a nutshell, is a very hard, challenging game. It requires the player to have patience and a calm mind, because flailing around and attacking randomly won't work in this skill-based game. If they're looking for a fun challenge that could possibly be rage inducing, then this is the game for them.

Platform - Gabriel Klope

The platform of course will be PC. Console might be taken into account but probably not.

Setting - Gabriel Klope

After the world is destroyed, the apocalypse basically. The world will be in ruins, distorted and destroyed.

Levels - Gabriel Klope

The game will be broken to levels for each boss. The only way to proceed to the next level is by killing the boss on the current level.

Story - Gabriel Klope

Yes, there is a narrative story as the player progresses from level to level. The story goes like this; The world is dying and so the Watcher must restore the world by resetting it. To reset the world the watcher must collect all the main elements that create it; earth, wind, fire, water, and life. After collecting these resources from the essence of the boss', the watcher will then be able to reset the world.

Game World - Michael Hyer

Physical Dimension - Michael Hyer

The Great Thief requires a physical dimension, and it is used for moving around and interacting with the objects and characters in the world. It is essential for the gameplay, as you need it to actually play it.

There is only one spatial dimension in the game: 3D. 3D is a realistic-like dimension, where things normally look in the real world, except a game element to it.

The game world is a good size, with several layers. The accuracy of scare critical is cartoon-realistic.

The areas required are only two, which are the temple, and the pathway to the temple.

The speed and size of the objects and the avatar are realistic, although the movement animation is creepy.

The world is bounded by mountain-like walls and trees, as well as actual walls in the temple. If they player tries to go beyond the barriers set, they will be stopped and unable to pass.

Temporal Dimension - Michael Hyer

N/A

Environmental Dimension - Michael Hyer

The Great Thief is set in the dystopian future. The avatar is the last person able to save humankind from extinction.

There aren't any other people in the game besides the avatar, so there are several boss-like creatures.

The game takes place indoors and outdoors, as the path to the temple and the temple are both in the first level. The decor for the temple is a mysterious, old-like type of decoration. The geography outdoors is a rugged, wild-like type of environment.

The mood of the game is mysterious exploration type of mood. It's also an intense, but calm ambience.

The detail in the game is about in the mid-level area. It doesn't really affect the way the game is played, as the player would still be able to do the same thing with better or worse details.

Emotional Dimension - Michael Hyer

N/A

Ethical Dimension - Michael Hyer

The conflict in the game is represented as violence.

The player does not have any choices except to win or to lose. There are only violent ways to accomplish things in the game. The player is rewarded by being happy that they have completed the game.

The portrayal of violence is like most other games, because the player can die and the boss creature can die too.

Character Development - Michael Hyer

Character Style - Michael Hyer

The avatar is a story-based character.
The character doesn't have a personality or attitude. The gameplay suggests that the character is a person who liked to protect and fight stuff.

Stereotypes - Michael Hyer

By the way the avatar looks, the player will not be able to deduce whether the avatar as a race or gender.

Sidekick - Michael Hyer

N/A

Player Interest - Michael Hyer

The avatar is an ancient guardian that only awakens when the end of the world comes to reset the world and lets the humans destroy the world again over and over again. Earth, Fire, Wind, Water, and Life.
The avatar looks slightly cool, so the player will like it.

Character Growth - Michael Hyer

N/A

Archetypes - Michael Hyer

N/A

Character Sounds - Michael Hyer

The only sounds that the avatar will make are when it interacts with the world. i.e. Walking

Character Speech - Michael Hyer

N/A

Story - Michael Hyer

Actions - Michael Hyer

N/A

Type of Story - Michael Hyer

The Great Thief will be a nonlinear story, as the player cannot influence the decisions and actions of the avatar.

The story will branch off with which item the player chooses to take in the beginning. There will be no choices in defeating bosses or not.

The story will have three different ending, taking one item, the other item, or no items. The true ending will appear when no items are taken.

Granularity - Michael Hyer

N/A

Advancing the Plot - Michael Hyer

At the end of each boss, the avatar looks to the different areas where the other bosses are laying dormant.

Prologue - Michael Hyer

N/A

Narrative - Michael Hyer

The only narrative text in the game is a cutscene from the point of view of the avatar.

Non-Challenge Actions - Michael Hyer

N/A

Scripted Conversations - Michael Hyer

N/A

Story Parts - Michael Hyer

The story has only one part attached to it, and it'll be one game that we'll fit it all into.

User Experience - Michael Hyer

Controls - Michael Hyer

The controls of the game are the WASD keys: W to go forward, A to go left, D to go right, S to go down.

It will be possible for the players to control the camera. It won't be required for the player to win the game, but it is a function that many players enjoy. The controls will be available at all times.

User Interface - Michael Hyer

The game will be on the screen. That is all.

The camera is a common one.

The game's genre does not help to determine the UI, because the camera would be the same way if it was a different genre of game, although not if it was a 2D game.

Interface Details - Michael Hyer

The game does include menus, because the main menu is needed to access the game.

The game doesn't include text on screen, other than the cutscenes.

The icons of the menu are universal, because there is a start button.

The player does not need to know numeric values, because health is one hit kill, so there is no need for a health bar type object.

Style Support - Michael Hyer

The aesthetic style of the game is an intense adventure type style.

The audios that will be present when the player is moving are the background music, the footsteps, and the death sound.

The music sets the tone for the game, and it is set for an intense battle, or adventure game.

N/A

Gameplay - Gabriel Klope

Types of Challenges - Gabriel Klope

The game will challenge the player's reaction time and problem solving
There will be a lot of action in the boss fights and a world to experience. No, that is not what is planned.
It will be mostly Implicit, where the player figures out what he is supposed to do.

Hierarchy of Challenges - Gabriel Klope

The player must defeat the boss on a level in order to proceed to the next one. It was planned to have 5 levels, but we might not get to that point. The Challenge on each level will change with each boss and how you defeat them. -
The playing will be forced to evade the attacks of the boss while trying to figure out a way to defeat them. The challenges are interrelated because the boss constantly shoots different types of projectiles at the player.
The player does not have a choice on which way to progress and how, the player has a set path to follow. It is all based on whether the player has enough skill to progress.

Difficulty Levels - Gabriel Klope

There will be no difficulty levels whatsoever, this is how the game is meant to be played. But is a mock difficulty system ranging from what item the player picks to take at the beginning of the game.

Actions - Gabriel Klope

The player will have to figure out a way to defeat the bosses without the ability to attack them directly. The player(if skilled enough) will be able to defeat each boss easily within a short amount of time.

Saving - Gabriel Klope

The only type of saving element in this game is the "Angel Feather" that allows the player to create save slots, but the player will not be able to save unless they accept this item.

Core Mechanics - Michael Hyer

Major Mechanics - Michael Hyer

The core mechanic that The Great Thief uses is Tactical maneuvering. The avatar does not interact with any other life form except the boss creatures, which it has to kill to win.

Entities and Resources - Michael Hyer

The only entities in the game are the avatar and the bosses.

Entities Attributes - Michael Hyer

The avatar is small and human-like. The bosses are large, creature-like entities.

Entities Mechanics - Michael Hyer

The avatar only fights the bosses, and the bosses only fight the avatar.

Global Mechanics - Michael Hyer

N/A

Source, Drain, and Conversion of Resources - Michael Hyer

The entities in the game are already in the game world, and more cannot spawn into the game world.

When an entity dies, it drains out of the game world and disappears until the game is restarted.

Deadlocks cannot happen, because in The Great Thief, it is either kill or be killed.

Equilibrium - Michael Hyer

N/A

Mechanics Actions - Michael Hyer

If the avatar is near the boss, the boss will attack the avatar.

NPC Mechanics - Michael Hyer

N/A

Game Balancing

PvP or PvE - Michael Hyer

The Great Thief is a PvE game.

Relationship Among Player Options - Michael Hyer

N/A

Control of Units - Gabriel Klope

N/A

Difficulty - Regan Tracy

The game challenges do not increase, and remains relatively flat. The game is designed to be played at the set difficulty. Within the levels, spike traps are programmed to be an obstacle on the map, appearing in timed intervals. The Spider Boss also shoots projectile webs as an offense to the player.

The absolute difficulty will remain the same, as the ratio of enemy difficulty to player skill/tools will be fair. After each level, the player will acquire an asset to help them defeat the next boss and ultimately, the final boss. The player's perception of the game's difficulty will remain relatively flat.

There will be no hints and shortcuts. The game is meant to be difficult, to the point of a player not being able to beat the game entirely. Since there aren't different difficulty settings, the nature of the challenges will remain unchanged. Enemies will also remain unchanged, and will stay with their programmed movements and strategies.

Feedback - Michael Hyer

The player will know what to do after defeating the boss, because they will be placed in the new level with a new boss.

Level Design - Michael Hyer

Setting - Michael Hyer

The time is after the human race has died off. The place is in an ancient land that monsters have taken over.

Initial Conditions - Michael Hyer

The initial conditions of the level are that the player has to defeat the boss to move on to the next one. The player doesn't start with any resources besides the avatar itself.

Level Layout - Michael Hyer

The layout of the level is the way to the boss temple, and the boss temple itself.

Short-Term Goals - Michael Hyer

The player will have to defeat the boss of the level, and then move onto the next boss on the next level.

Challenges and Actions - Michael Hyer

The challenges that the player will face are defeating the bosses, which is the only part of the game, although it is immensely hard, as the bosses can kill the avatar in one hit, and it takes several to kill the boss.

Rewards and Punishments - Michael Hyer

The rewards for defeating the boss is the avatar will gain an ability pertaining to the boss. The punishment for dying is the player has to restart the boss fight.

Pacing - Michael Hyer

The pace of the game depends on the player, but the music pushes the player to choose a faster, more active pace.

Story - Michael Hyer

The events in the level that contribute to the story are the avatar killing the boss creature and looking towards the location of the next boss. Narrative events that might happen are there might be a cutscene with the viewpoint of the avatar.

Mood - Michael Hyer

The mood of the game is an intense, spooky type of mood. The audio makes it intense and fast paced, and the scenery inside the temple makes it seem old and spooky. The mood outdoors makes it seem like the player is entering something old and unentered for a long time.

Schedule - Regan Tracy ur mom

(Structure your development so that you complete each layer before going on to the next. Plan exactly what is entailed in each layer, and ==which team member is going to do each component==.)

1. **Functional Minimum**: minimal items to make something that you might call a game. You'd be embarrassed if you only got this far, but at least it'd be something. Many artifacts/unity projects, nothing linked.
   a. Foster Beal will create the Spider Boss model
   b. Foster Beal and Evan Arner will create the basic character form
   c. Michael Hyer will create the main menu music using Bosca Ceoil
   d. Mary Aliche and Saige Cable will create a main menu screen with operating buttons
   e. Foster Beal and Evan Arner will create character textures
   f. Regan Tracy will create 1 main Boss arena
   g. Evan Arner will create a walking animation for the avatar
   h. Evan Arner will create a walking animation for the Spider Boss
2. **Low Target**: Your target for what you want to get done--the least possible to feel sorta OK about the result. A single Unity project with most of everything linked.
   a. Evan Arner and Saige Cable will create 3 Bosses
   b. Saige Cable and Foster Beal will create a designed avatar
   c. Regan Tracy will create 3 Boss arenas
   d. Evan Arner will create a running animation for the avatar
   e. Michael Hyer will create environment sounds using Bosca Ceoil
   f. Mary Aliche will create a settings menu
   g. Evan Arner will create abilities for the Bosses

3. **Desirable Target**: This is what you're aiming for, if things go reasonably well. Interactable (but buggy) Unity project with UIs.
   a. Evan Arner and Saige Cable will create 5 Bosses
   b. Saige Cable and Foster Beal will complete the avatar
   c. Regan Tracy will create 4 Boss arenas
   d. Voice lines (unknown voice actor) will be completed
   e. Michael Hyer will create boss dialog/noises using Bosca Ceoil
   f. Mary Aliche and Saige Cable will create a keybindings menu
4. **High Target**: It might be possible to get this much done, if all goes extremely well. Exportable Unity Game - prototype tutorial level.
   a. Hood Physics Engine
   b. Evan Arner and Saige Cable will create all the bosses; Spider Boss, Dragon Boss, Sea Creature Boss, Leprechaun Boss

c. Regan Tracy will create 4 Boss arenas
d. All voice lines will be completed (unknown voice actors).
e. Michael Hyer will create impact noises, gameplay music, cut scenes, and sounds for each environment using Bosca Ceoil.
f. Cheat codes and Easter Eggs will be completed.