

# High Level Game Design

## Team 4

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## Competitor Differences

Competitor	Competitor Gameplay	Competitor Differences
Call of duty	COD has zombies in which players have to defend against waves of zombies and constantly get new weapons and upgrades as well as repair any area zombies come through.	Our game has a similar mechanic where players defending against constant waves of aliens from within bunkers and having to get new types of magic weapons as well as level up skill trees and repair bunkers but also add defences such as magic traps to it.
Fallout	Fallout is set in a post-apocalyptic world where the world lives in bunkers and the outside is a ravaged world full of monsters etc.	Our game is set similarly however unlike fallout the world was not affected by nuclear incidents and the players aren't going up against mutants but instead using magic and fighting aliens and bunkers here will have slightly different mechanics.

## Target Audience

- People who like to play open world action games.
- FPS gamers as well as 3<sup>rd</sup> RPG gamers and people who enjoy games with magic systems.

## USP

The player is able to use magic within this game to accomplish different feats as well as unlock different skill on top of this they are able to use magic to enhance different types of gear such as weapons.

## Platforms

PC, XBOX, PlayStation.

## Overview

### The world

Post-apocalyptic RPG in which the player has to embark on different quests in the outside world in order to help bunkers that need help and stop any aliens from attacking whatever remains of humanity.

## Setting and Location

The game is set in the far future with missions based in a bunker and there would be missions based outside the bunker, in the real world. The bunker is a military base that has been abandoned due to the apocalypse. The outside world will be based on real places.

## Style & Tone

This section defines the look, feel, set design and audio of the world.

- End of the world/post-apocalyptic. The bunker would be quite plain and dull looking, to give of a vibe that it's the end of life as we know it.
- The outside world would have some places that are desolate due to fighting the aliens.
- The world would be destroyed and abandoned in some areas due to the aliens taking over
- The game will feature both night and day settings

## Threats

When in the outside world, there will be a fear that the aliens could get you, and attack the bunker and other areas, due to this you could die during any wave of attacks. Other threats include losing resources that you have gathered such as electricity, water, food, etc if you do not progress in the game or the aliens defeat, then you'll have to build your resources back up by going out and gathering more through tasks and defeating aliens.

## Environment

The environment will include bunkers in the military camp, and they will start off small but as the game progresses, they will expand and upgrade overtime due to the more supplies that are found.

The bunkers will be quite dark and plain on the outside and feature bunk beds on the inside and boxes that are filled with supplies. Many survivors will live on the military camp in the bunkers alongside the main character, Steven, hence why the bunkers will need to upgrade more overtime to accommodate more survivors found. Inside the bunkers there is also other rooms such as a kitchen, toilet, generator room and a washroom as they are living in the bunkers everything they need to survive will be in the bunkers.

The military camp is in a deserted, isolated location.

There are also alien fortresses built by the aliens when they arrived on earth which they use to keep a foothold on humanity.

The outside world will also have camps and such for raiders or for the player whilst on a quest.

The mechanics for the environment will also allow it so that it provides a real-world experience so there will be a need for different types of physics when moving objects or destroying buildings. As well as that there will be a need to map out whether something is a usable item or not so the player can pick it up and make use of it. As well as that the world should make sure to have a greater level

of detail to ensure the player can truly lose themselves in the world and feel as if it's somewhat close to a real world. We can do this through such techniques as lighting effects making sure shadows and lighting appear through gaps where they are supposed to and all objects possess even the smallest details such as writing on a can of beans.

## The Story

The gameplay itself will feature a narrative in which the player will be introduced to different people. Similar to Fallout in the sense they will need to have conversations and have different routes which will allow them to form their own path somewhat. However, such scenes will be presented more cinematically to enhance the player experience and immerse them into the game. There will also be the use of cinematic cut scenes to show the events of the fall of earth and give players a greater insight to the events of the past. It will also use narrative from Steven to immerse their role as Steven so they can truly become the character whilst playing.

## World Backstory

Sometime during the 21<sup>st</sup> century humanity was going on about life as normal however an event, later known as the fall of earth, pursued. Aliens had invaded earth, they possessed magic power that humans could barely begin to comprehend, being able to use different elements such as fire and powers such as telekinesis. Combining magic with the alien's high level technology humanity simply didn't have a chance. As such the aliens wiped out most of humanity leaving the rest scattered across the earth and forced to retreat into bunkers. However, a defector of the aliens decided this bloodshed was pointless and there should be a better way and as such came to the humans and gave them knowledge of magic and how to use it. This allowed humanity to fight back and reclaim some areas outside the bunkers however there was simply not enough manpower or weaponry capable to fully drive out the invaders. Humanity was split, there are the raiders, simply the people who don't desire to live in bunkers for whatever reason. The bunker folk, divided in rich and poor, the rich live-in bunkers with great conditions and more than enough resources, whilst the poor live in squalid conditions barely surviving. There are also the special units sent out to fight the aliens. For now, all that is left is for humanity to keep making a stand until one day they can prevail.

## Player backstory

The protagonist of the game is a male called Steven. He is just an average man and was previously working as a carpenter anticipating the arrival of his first child with his wife. However, during the pregnancy his wife began to experience unexpected complications in which she became fatally ill and passed away. Although the child was saved through an emergency c-section, Steven, though could not bear the weight of knowing he would never see his wife again and had started using substances to cope with his struggles. As a result, his child was taken away by social services, so that they could have a better future.

In present Steven is currently defending in the bunker after being rescued by the people living in the bunker shortly after the invasion of the aliens. They managed to help him and get him off drugs and an alien defector has taught him how to use magic. Since then, he has been fighting with his new powers to defend and help those who saved him. However, as an effect of using magic Steven gained a unaging body and has been living on for over 100 years.

## Protagonist aims

The main aim of the player is to protect those around him and keep them safe from the dangerous aliens that threaten to invade the bunkers day by day. Steven is able to support the bunker by venturing into the outside world and completing quests, allowing him to bring help that ranges from weaponry to resources such as food to help the bunker folk or further improve security.

When encountering aliens, Steven is able to use magic against them to which they are susceptible to, which makes magic the main form of combat. They are also supported by different types of artillery that may have been modified to fight.

## Player progression

As Steven progresses through the game he is able to level up his character. The more progression is made in the game the more abilities he will be able to access on his skill tree. As well as that he is able to learn other forms of magic which maybe be useful against certain enemies or needed in certain situations. As the player gains more access to skills, he will be able to use more skills and as such when he levels up his magic power increases allowing for less cooldown on such skills, and he is able to recover stamina much quicker at higher levels.

## Player stats

Due to Steven's experience as a carpenter, he has a vast knowledge of construction, which is a high and valuable trait for him when improving the bunker defences or having to create weapons. As well as that Steven should also have a decent stamina and combat stat due to the nature of the game. Could potentially gain access to more stats as the game progression is made.

## Animation and combat

The game itself will require specific mechanics for combat to ensure gameplay is fluid for the player and does not seem out of place.

## Magic

The player will be able to make use of skill trees, this will mean whenever they level up, they can unlock new skills with points the level up will have gained them, or they can improve skills they already have.

The skill tree will work in a way the player can choose what path of magic they want to focus on and as such be given a class for it. Be it a fire main build or an earth main build. The build in magic they choose will also slightly determine the class they would be considered such as earth considered a tank player and water being considered a support player. Such mechanics would also be considered in multiplayer modes.

One of the key features of our game is the class-based system which will be put in place. The playable character will be able to choose a primary class and a secondary class based on their style

of combat. Primary classes consist of 5 classes which are element based which includes rock, fire, wind, water, and electricity.

Rock- The tank class, be prepared to be the frontline for you team with extra resistances and health to withstand the weapons and magic of the enemies. Your movement may be slow, but you carry powerful attacks which hit hard. Melee based with a few longer ranged abilities.

Fire- The all-rounder, every game has an all-rounder, they're good at everything but not amazing at everything. Expect to be every-where on the battlefield because you can do it all. This class can go in any direction the user wants with specific gear and skills whether you want to deal higher damage or be a semi tank. Ranged/Melee with varied abilities.

Wind- You like speed, this element allows you to have the highest agility in the game. Hitting a flank like out of nowhere is your thing. You're an assassin type with high amount of damage to get in for a kill and out a second later. But be careful you're not the healthiest, one wrong move or you're too slow will get you killed. Melee based with movement/ stealth abilities.

Water- The support, every team needs a support, and I'd argue it's a very important role. You provide healing, shields, damage increase, ammo and more to your team. Just because you are a support doesn't mean you don't pack a punch. You deal moderate damage with a higher mobility than others.

Electricity- Damage. Your class is the glass cannon with huge AOE abilities you can clear waves of enemies in seconds there's just 1 problem you are basically dead if somebody touches you. With the health bar of a mouse don't expect to be front lining save that for the tank class.

## Abilities and skills

There will be a wide range of abilities and skills due to the fact that I feel it's important that a player is able to make the perfect character for their type of playstyle. There will be a 2 primary abilities, a secondary ability and an ultimate ability based on your class. Abilities can vary from movement, damage, support, dome shields and much more.

The player will have something similar to a cooldown in which they will need to wait for skills to recharge however they will also rely on having enough magic energy in order to perform magic.

## Non magic

The okayer will also be able to make use of different gear and artillery such as armours made to withstand magic to a certain degree and guns and melee weapons which are empowered with magic allowing them to properly fight against aliens. Such weapons will need to make from salvage found across the world, this can be metals or if the player is able to take any alien technology this will give them greater advantage.

## Enemy combat

The enemies will use a magic based system like the player; however, they are able to use skills such as telekinesis and magic power at nuclear levels if they are high levelled aliens. They will also be able to use their own alien weaponry such as vehicles, turrets, and guns they possess.

## Gameplay

## Single player

In single player the players will play through a story-based campaign as the player Steven, the player will have to complete story-based quests and levelling up the character as they wish. The main objectives will be exploring the world and completing quests given by different NPCs to fight against the alien invasion.

## Failure Criteria

Whilst Steven may not die from ageing, he is not an immortal and thus if he dies in combat or say falls off a high cliff or even drowns, he will die. There are also other failure criteria such as letting people die due to alien attacks in which case the player will need to redo the mission.

For online play the failure criteria is if either the player dies, or they are unable to complete the given objective.

## Multiplayer

Endless wave defence mode- In this mode players will fight off against endless hordes of enemies, they will need to battle using weapons and magic abilities. In this mode players will be placed in teams of 4-8 and will be stationed outside the entrance to a bunker. Different maps modes could be a mansion with a basement entrance to defend, mountain bunker on which the players must defend certain points or a above ground bunker. In each map the player will need to defend against aliens, and they will be able to collect salvage from any alien technology dropped using that salvage between waves they can fortify the area to prevent aliens from heading in and to buy any new weapons. Throughout waves they will gain XP points and gain new abilities.

Bunker delivery mode- In this mode players will need to escort cargo from bunkers to certain areas on a set path and ensure that is defend from constant waves of enemies. The goal will be to make sure at least 20% of the cargo reaches its destination. In this mode the players will only be allowed to upgrade/buy weapons between the end of a delivery and the beginning of a new delivery. The game will go on until the players all fail.

Rescue mode- The players will need to infiltrate alien bases on the world map and rescue any civilians being held hostage, this mode will include the players making sure they are stealthily able to enter and leave bases without raising alarms as well as hacking systems to delay enemy forces and taking out any enemies on the way.

Robbery mode- The players will need to infiltrate alien bases and steal resources and data to use to fight against the horde, in this mode players can pilot transportation in order to steal whatever they need too, the first part will include breaking into the base and the second part will be fighting through and taking items to the vehicle bay where they will steal vehicles and then in the third part it will be the players escaping aliens being able to engage in vehicle combat.

## Random Quests:

The player will also be given a variety of side quests in story mode to complete, and gain rewards some rewards may vary from weapons to gear or cosmetic apparel or in game currency and experience points. Such quests can be obtained by the player being approached by NPCs or the player going to quest board in a bunker or going to an NPC who has a quest marker.



## NPCs

**Bunker Bosses-** Each bunker has a boss which oversees what happens in the bunker and they will have separate offices.

**Bunker Guards-** Each station in bunkers will have at least 2 guards, stations such as weapon holding may have more

**Librarians-** The people who will manage education, quest boards, as well as any knowledge about the world.

**Refugee dwellers-** People who live in the bunkers. These people may also play roles such as farmers, cooks, builders. There is no defined role for a dweller they just do whatever they can do since the world is short on specific workforces.

**Elites-** Soldiers sent out into the world for resources and battle. The player will also be considered one of these.

**Raiders-** Anyone who doesn't live within a bunker will be considered a raider regardless of whether they are good or bad.

**Aliens-** There are the attacking aliens. There is no defined ranking order for them however it seems that the ones that can use greater levels of magic power remain in the fortresses they have created on earth. Whilst those who use lesser magic are out on the frontline. Higher level magics would include powers such as telekinesis whilst lower powers would be just being able to use elemental magic. There are also the defectors, these aliens coexist in bunkers with the humans teaching them to use different types of magic. There is only one high level alien who is called "The First", being the first defector to help humanity.

## Encounters

Random encounters may include the player exploring the world and meeting raiders some who may attack others who may ask for assistance and give a quest.

**Aliens-** attack from aliens or aid from defectors. Some quests could be to defend people trying to get into bunkers others may be just attacking them head on. Could also have encounter to help defectors attack the aliens and sabotage them.

**Elites-** Meeting elites on missions and aiding them in small ways or going through entire missions with them.