

DayDream..

A world born from isolation.

Theme

The theme is inspired by “**Forest Daydream**” as this was a big part of what made up this course last term and I thought it would be an interesting way to build a game based around a couple of abstract words.

Design

Pillars:

Pillar 1:

Fighting - Combat with the enemies teaching the player through a build up of smaller enemies before facing a larger “boss” battle.

Pillar 2:

Tight Mechanics - Mechanic design to teach the player through play/ Mechanics that feel crisp without any sluggish inputs.

Pillar 3:

Exploration/Socialising - Exploring the world and socialising with the NPC characters to receive quests and discovering the game world.

The game will be mostly about small battles with the enemies within the environment, the player’s interaction with the other non-hostile characters with a draw to action (narrative which is yet to be built and fleshed out)

My focus is mostly on being able to build a small scoped RPG which has the elements of larger RPG’s scaled down. This will mostly likely be a 3rd Person perspective which will likely be built in 3D but I am prepared to pivot to 2D if I feel my time is running short. (still to be determined)

Main focus is to build a small 3D island which inhabits 1 boss, approximately 2-3 smaller local enemy types, a village which has a quest and build a player controller system which requires food as hunger is generated over a time period (invisible timer) and stamina is consumed when overused.

Mechanics

Player:

Basic Attacks (primary goal) Extra Attacks (Milestone Goal)

Slash	Shoot-projectile	
Block		
Jump-Dash		
Interact	Dialogue with NPC	

Inventory:

Store item	
Remove Item	
Lose Items Upon Death	

Boss

Slow Melee Attack	Charges slowly when nearby doing large damage is hits
Fast Ranged Attack	Used from a distance to prevent the player moving in easily does small damage

Enemy1

This is to prepare the player for the boss's melee attack charge allowing the player to learn to dodge and hit in between animation cooldown.

Small Dash Attack	Charges up a dash then goes to player location dealing damage

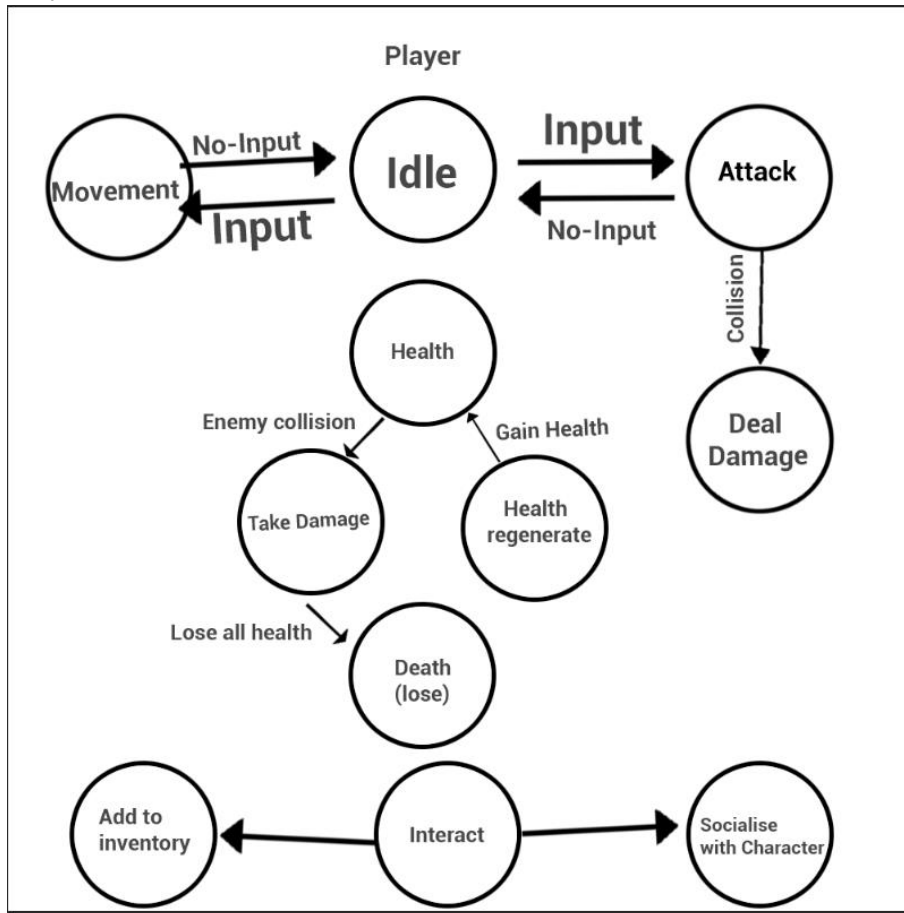
Enemy2

This is to teach the player how to fight at a range using the block mechanic to close the distance.

Small Ranged Attack	Goes to local "rocks" picks up and throws at player location
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State Machine:

Player:



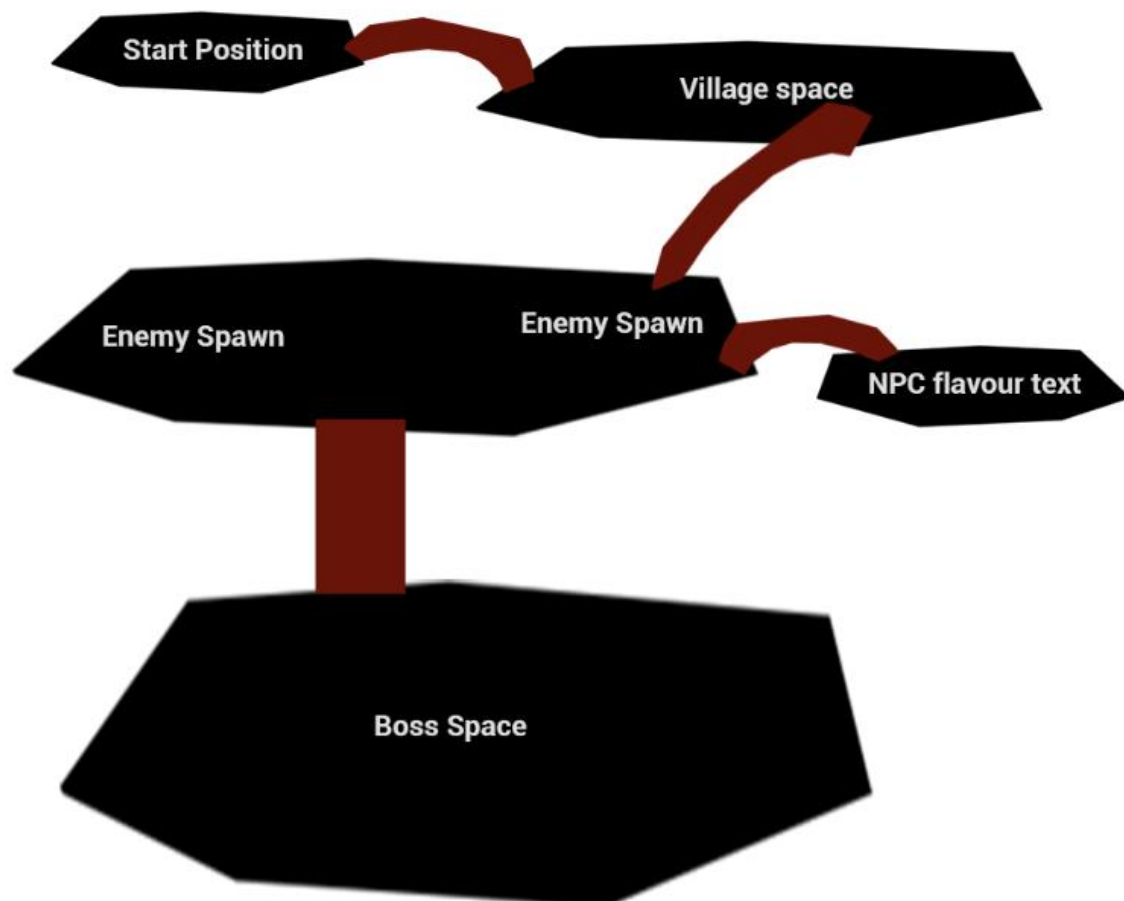
Level Design:

For the level layout I want this space to be almost the feeling of a floating forest meeting the direction of abstract forest spaces, this will be filled with different content but the bare minimum for the game will be prioritised as seen in diagram, I will place the player onto a plane where they can walk around hit some objects built into the environment and learn the mechanics. Then I will introduce the player to the socialising aspect with a small village where they will receive their quest to defeat the boss...

The layout is very linear but with the space being open enough to allow the player to explore first of all before progressing to the next area with maybe a few smaller branches where they can choose to explore before ending the current level.

Bridges - Connectors

Playable area - Gameplay Content Space



Controls:

I will be making the control scheme available to keyboard and controller input, which is easily achieved by the input manager which by default maps to keyboard, controller axis. I will just

be required to allow for different button presses to cover the different input types which will be easily achieved.

Narrative

The setting being forestry and abstract looking and I took the idea of "daydream" to drive my narrative.. The game is focused around the idea of someone in isolation during the current times daydreaming about getting out into a world and exploring the outside. Which then the actual game is one person's daydream which eventually at the end of the game will loop back to the original scene of staring outside in front of a work laptop or such. Part of the game is about exploration of the space and the environment with the other part being more about how a person's imagination can take them into a world in which they're the hero of, fighting, collecting, and socialising.

Art Direction

2D isometric pixel art style, this is to reduce production time while also providing a 3D feel to the gameplay, this will allow me to create mechanics that are diverse on multiple axes.. The only player won't be able to utilise a "jump" axis which is traditionally on the Y axis due to the screen isometric viewpoint. However, we can deal with this by providing a "jumping" dash to still give the player that feeling of dodging and jumping into a direction.

Player:

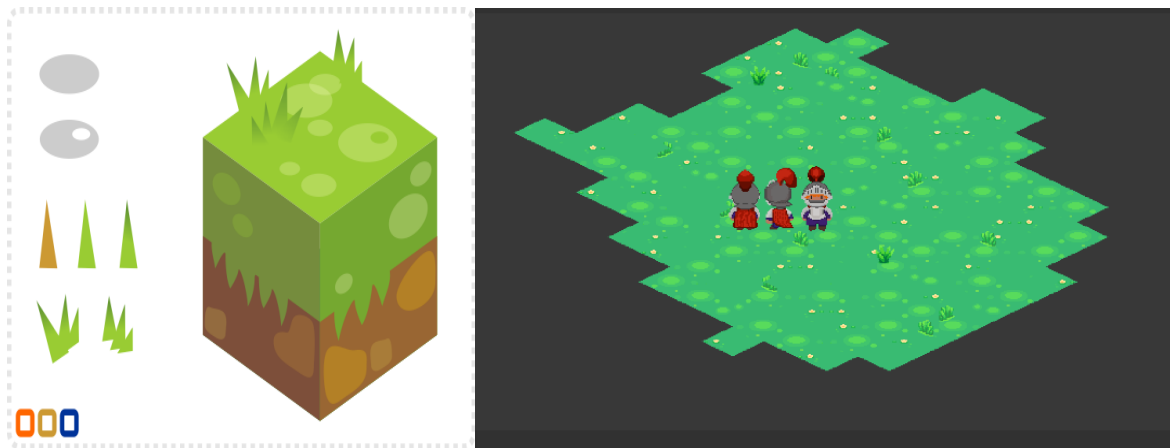
Current Artwork:



Environment:

Isometric Tile map, which will be based on forestry biomes

Sourced Example: Current Unity Scene, temp sourced tiles from unity asset store:

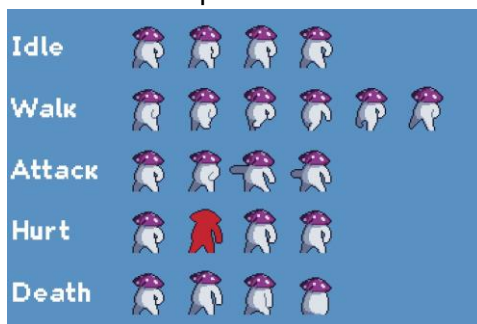


Enemies:

Potential mushroom styled enemies and other forms of fungi or insects.

Consideration of different enemy types based on day or night/light or dark sparking different play styles?

Sourced Example:



Moodboard

Style will be heavily Low Poly and very simple if 3D

