

Capture the Sword

Documentation

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Game Concept

Executive Summary:

Capture the Sword is an exhilarating team-based game where Red and Blue teams compete to steal the enemy's sword and return it to their base. Teams must defend their own sword, strategize their attacks, and manage their resources like stamina and power-ups. With real-time score tracking and a 5-minute time limit, the team with the most points at the end wins. Gear up for fast-paced action and teamwork.

Genre & Core Audience:

Capture the Sword is a dynamic blend of Capture the Flag (CTF), team-based arena combat, and action-adventure genres. This exciting multiplayer game caters to casual to mid-core gamers who thrive in competitive team-based environments. The gameplay is straightforward and accessible, featuring easy-to-master controls and clear objectives, making it perfect for players who appreciate fast-paced action without the overwhelming complexity of more hardcore games. With its short round durations, quick respawns, and engaging power-ups, the game offers a thrilling experience that balances accessibility with strategic depth. This makes it an ideal choice for players who enjoy quick, fun, and competitive gameplay while still providing enough depth to maintain long-term interest and teamwork dynamics.

Unique Value Proposition:

Capture the Sword stands out with its unique combination of Capture the Flag mechanics, dynamic role-switching, and strategic power-up collection. Players tag enemies in their own territory, adding a tactical edge. The game features a power-up trinity system—Divine Shields, Speed Boosts, and Water Potions—culminating in the powerful "Juggernaut" status.

Roles constantly switch between offensive sword carriers, defensive territory defenders, and supportive power-up collectors, encouraging adaptable strategies. Managing resources, controlling territories, and making risk-reward decisions are key to success. This accessible yet strategically rich gameplay makes **Capture the Sword** a thrilling choice for casual and mid-core gamers who crave engaging team-based competition.

Game Mechanics

Core Gameplay Loop:

1. Pre-Game Phase:

```
if (gameState === 'awaitingPlayers') {  
    // Show team selection UI  
    // Wait for minimum players to join  
}
```

2. Round Start:

```
if (gameState === 'starting') {  
    // Show countdown timer  
    // Players get positioned at their team bases  
    // Swords spawn at each team's base  
}
```

3. Main Gameplay Loop:

```
if (gameState === 'inProgress') {  
    // Players can:  
    - Move and sprint (using stamina system)  
    - Tag enemy players in their territory  
    - Pick up their team's sword  
    - Collect power-ups:  
        * Water Potions (restore stamina)  
        * Divine Shields (protection from tags)  
        * Speed Boosts (golden sword)  
}
```

4. Core Objectives: Offence

```
// Try to:  
1. Infiltrate enemy territory  
2. Steal enemy's sword  
3. Return to own base without being tagged
```

Core Objectives: Defence

```
// Try to:  
1. Protect team's sword  
2. Tag enemy players in your territory  
3. Stop sword carriers from scoring
```

5. Scoring and Reset:

```
// When a team scores:  
1. Point awarded  
2. Players reset to bases  
3. Swords respawn at bases  
4. Round continues
```

6. Round End:

```
// When time expires (5 minutes):  
1. Team with most points wins  
2. New round begins
```

Key Mechanics and Features:

1. **Movement System:** Players navigate the map using WASD controls for walking and running, with a stamina-based sprint system activated by holding Shift. Jumping is allowed only when grounded using Space, and movement speed varies between walking (4 units/s) and running (8 units/s). Players cannot move while in the air, adding a strategic element to movement.
2. **Territory Control:** The map is divided into Red ($x > 1$) and Blue ($x < 1$) territories. Players can only tag enemies in their own territory, making territory control crucial for both offensive and defensive strategies.
3. **Tagging System:** Players can tag enemies who enter their territory, freezing them for 10 seconds. Tagged players respawn at their base, and sword carriers reset all players if tagged, adding a layer of risk-to-reward if both teams have captured the sword.
4. **Sword Mechanics:** Each team has one sword at their base. Players can pick up and carry the enemy's sword, but carrying a sword makes all players vulnerable to a reset. Scoring requires bringing the enemy's sword to your territory, emphasizing strategic movement and coordination.
5. **Power-up System:** Power-ups enhance gameplay with:

Water Potions (restoring 80% stamina), total of 4 spawn on the map every minute with 2 for each team.

Divine Shields (temporary immunity from tags). Shield immunity lasts for 0.5 seconds after the shield breaks. Total of 2 spawn on the map with 1 for each team.

Gold Sword (increases movement speed by 33%) Only 1 sword spawns in the very center of the map.

Unlock special "**Juggernaut**" status when all power-ups are collected by a player (no actual benefit just broadcasts warning to all players).

6. **Team Management:** Players choose teams by approaching team captains, with automatic team balancing and size limits to ensure fair play and a maximum of 5 players on each team. Players cannot switch teams during active rounds, maintaining team integrity.

7. **Game Flow:** The game features a 1-minute warmup period and 5-minute rounds(if all players have joined a team, warm up is automatically reduced to 10 seconds). Score tracking, full resets after scoring, and victory fanfare and announcements keep the gameplay engaging and dynamic.
8. **Resource Management:** Players must manage their stamina for sprinting and power-up inventory, strategically positioning themselves within the territory. Team coordination is essential for success.
9. **Combat & Interaction:** Players engage in territory-based tagging, with animations and sound effects enhancing the experience. Power-ups are used with the E key, and collision detection adds realism to interactions.
10. **Feedback Systems:** Visual and audio feedback, including animations, UI updates, and sound effects (e.g., cannon fire, footsteps), keep players informed. Chat announcements for important events and team-colored messages and indicators ensure clear communication.

Level Design and Overview:

The map in **Capture the Sword** is medieval-themed, perfectly complementing the game's adventurous atmosphere. It is (fairly 😊) symmetrical, ensuring balanced gameplay for both teams. Each base features a small castle at the far end, with up to five accessible routes leading to the second floor where the sword is stored.

On the left side of the base, a brick and wooden structure houses various power-ups and provides strategic ambush points. Meanwhile, the right side hosts a wooden maze, adding complexity and opportunities for strategic maneuvers.

Throughout the base, numerous trees serve as both physical and visual obstacles. The tall trees near the castle create unique gameplay dynamics, allowing players to hop from tree to tree to avoid taggers and potentially reach the castle through this arboreal route.

The center of the map features a sand berm that blocks players' views and acts as a small barrier. Players must ascend this berm to enter the enemy's territory or return to their own with the captured sword, adding an extra layer of challenge and strategy.

The map's design ensures that every inch is utilized for strategic play, offering various paths, obstacles, and tactical opportunities for players to outsmart their opponents and secure victory.

Progression and Reward:

Once players have the ability to integrate a Hyplay account into **Capture The Sword we intend to build in a leaderboard that tracks victories on Hychain, and rewards a season's top players with Topia.**

Main Storyline and Lore:

In the mystical land of Hytopia, a realm steeped in ancient magic and bound by destiny, two rival factions—the Red Clan and the Blue Clan—stand poised on the brink of an epic showdown. An ancient prophecy foretells this ultimate battle, where the legendary Lava Blade and Rain Sabre, once united as the Sword of Unity, must be reclaimed to restore peace to the kingdom.

Each clan's territory is a testament to their unique essence: the Red Clan's lands are a fiery expanse of volcanic landscapes and blazing flora, while the Blue Clan's domain is a serene haven of crystal-clear lakes, enchanting caves, and lush greenery. At the heart of each territory stands a majestic castle, symbolizing the heritage and strength of the clans.

Whispers of ancient guardians echo through the tall trees near the castles, their branches forming hidden pathways for skilled warriors to traverse and evade their enemies. The central sand berm, a remnant of a long-forgotten battle, looms as a formidable barrier that tests the resolve and determination of all who dare to cross it.

The enchanting landscapes of Hytopia are enriched by the mystical waters of its lakes, blessed by ancient spirits. These waters possess the power to restore a warrior's strength and stamina, a gift from the divine that sustains both the Red and Blue Clans in their time of need.

Throughout Hytopia, powerful relics lie hidden, waiting to be discovered by intrepid explorers. The Golden Sword, a relic of unparalleled swiftness, grants its bearer the ability to move with the speed of a lightning bolt, becoming a blur on the battlefield. The Divine Shield, a symbol of divine protection, bestows a fleeting moment of invincibility upon its bearer, allowing them to withstand the fiercest of attacks.

But the greatest legend of all speaks of the "Juggernaut," a warrior of unmatched power who rises by harnessing the essence of all three sacred relics: the Golden Sword, the Divine Shield, and the Waters of Hytopia. The Juggernaut's strength is said to be limitless, their speed unchallenged, and their resilience unbreakable—a force of nature that no enemy can withstand.

As the Red and Blue Clans clash in their quest for dominance, the true essence of the prophecy begins to unfold. The battles are not merely about capturing the enemy's sword, but about learning from one another, forging bonds of unity, and discovering the true meaning of strength, wisdom, and harmony.

The ultimate goal is to reunite the Swords of Unity and restore peace to Hytopia, proving that the greatest power of all lies not in the might of the sword, but in the unity of the hearts that

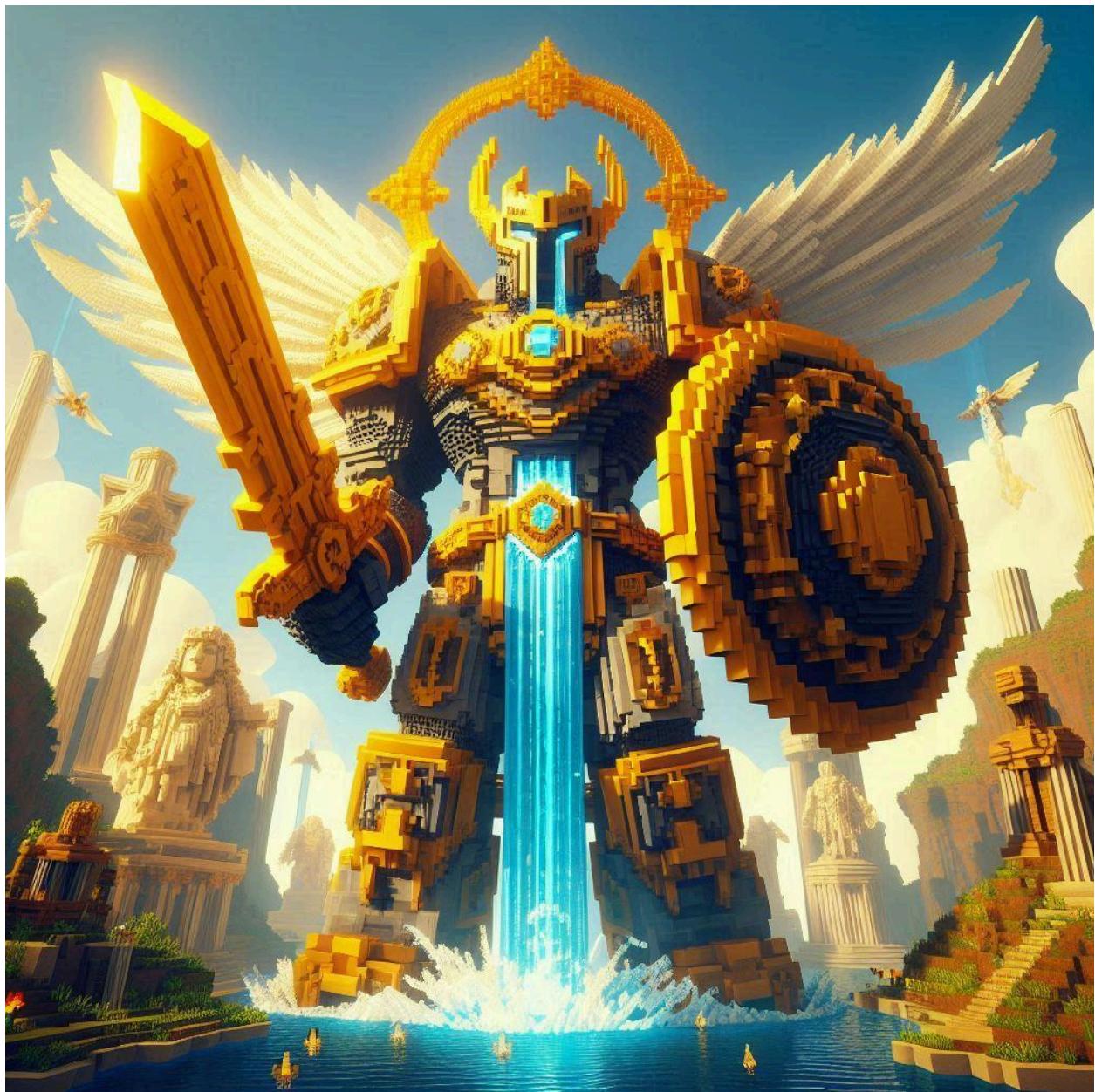
wield them. The fate of Hytopia rests in the hands of these valiant warriors, and the legend of **Capture the Sword** continues to be written with each passing battle.

Visuals and Art Style: Concept Art





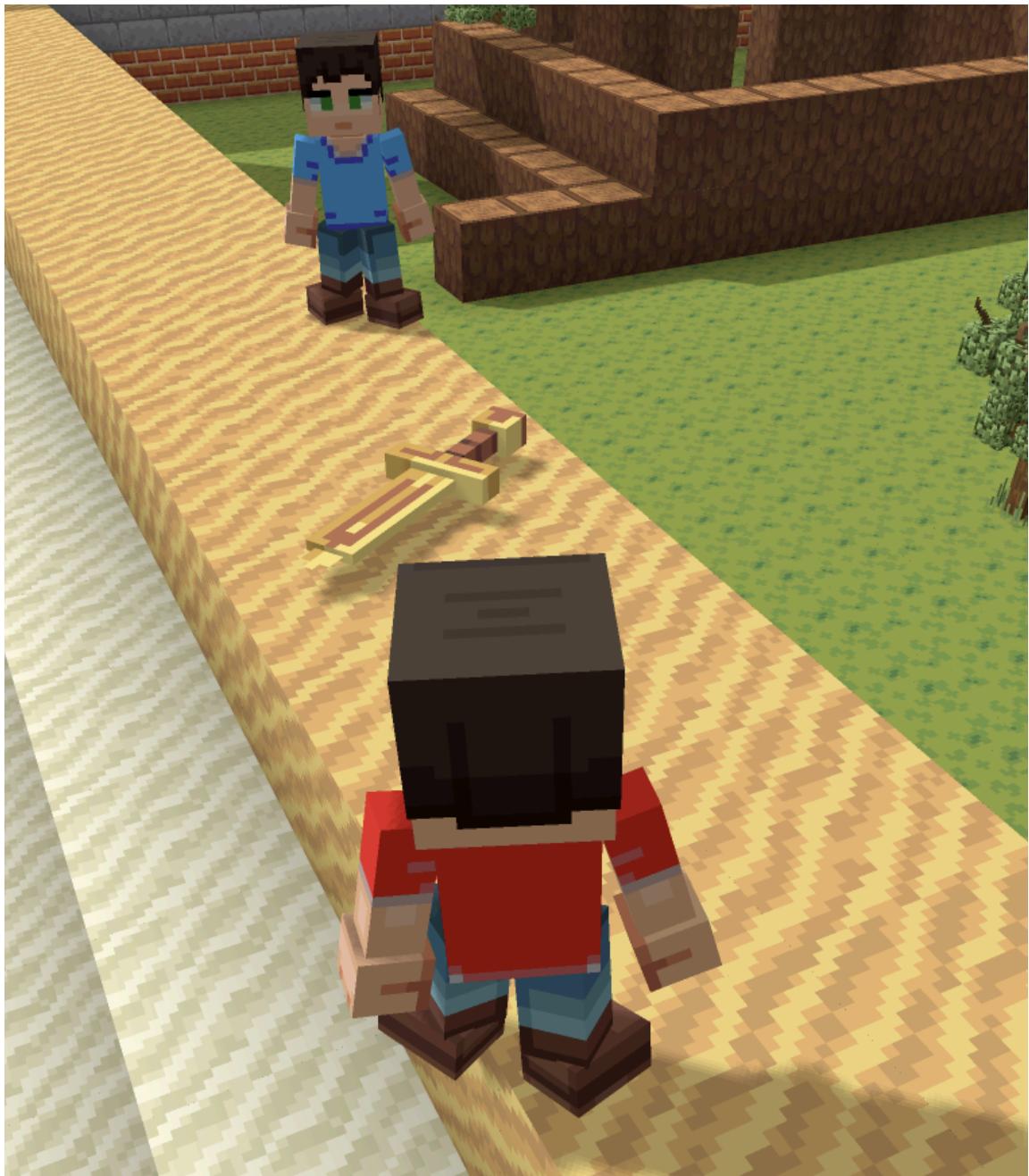




In Game Visuals:











Audio Design:

Capture the Sword Medieval Level Soundtrack:

https://drive.google.com/file/d/1aPUYEMUMLbjREI2OjZDGuaHSRGlpIDF/view?usp=drive_link

The audio design of **Capture the Sword** intricately enhances the immersive experience with thoughtfully crafted soundscapes. A continuous 1-minute medieval fantasy loop sets the tone, with a strategic rest that coincides with power-up respawns, ensuring the music complements the game's pace. Footstep sounds create a sense of presence, while the resonant metal-on-anvil sound signifies when players are tagged, adding an impactful audio cue.

The sound of a cannon firing signals the reset of all players, injecting excitement into the reset moments. When a player unlocks the Juggernaut status, a dramatic thunder sound effect emphasizes the significance of this achievement. Finally, a triumphant trumpet fanfare marks the end of the game, celebrating the victorious team and providing a satisfying auditory conclusion.

This layered audio design prioritizes spatial audio for immersion, volume hierarchy based on importance, and clear audio feedback for crucial gameplay events, creating a rich and engaging soundscape that elevates the fast-paced, strategic action of the game.

Technical Buildout:

Capture the Sword is designed to be played on any modern computer through a browser that supports the Hytopia Game engine. This ensures accessibility and convenience for players without the need for specific hardware or platforms.

The game was built using the versatile **Hytopia Development SDK**, allowing for seamless integration of various gameplay elements. Key tools and software utilized in development include:

- **Cursor AI:** To develop the majority of game code and (bit of Claude.ai for UI)
- **Blockbench:** For creating red and blue team skins for 3D models.
- **Song Generator at SongGenerator.io:** For developing the captivating medieval fantasy soundtrack that aligns with the game's atmosphere.

MVP Skeleton

Development Steps

1. Week 1:

- Day 1-3: Set up the basic map and player movement.
- Day 4-5: Implement flag mechanics (pickup, drop, scoring).
- Day 6-7: Develop a respawn system and simple UI.

2. Week 2:

- Day 1-3: Integrate basic multiplayer functionality.
- Day 4-5: Test and optimize gameplay mechanics.
- Day 6-7: Final adjustments and bug fixing.

Optional Enhancements (If Time Allows)

1. **Simple Power-ups:** Introduce basic power-ups like speed boosts.
2. **Additional Obstacles:** Add a few more obstacles for variety.
3. **Basic Leaderboard:** Implement a simple leaderboard to track wins.*Hyplay required*

Marketing and Engagement Strategy Overview

Core Value Proposition:

Capture the Sword offers a fast-paced team combat experience with unique sword-stealing mechanics, strategic territory control, and engaging stamina management and power-up features. It provides a fresh take on the classic capture-the-flag game mode, appealing to competitive and casual gamers alike.

Target Audience:

- **Primary:** Competitive multiplayer gamers (ages 13-25) seeking strategic and action-packed gameplay.
- **Secondary:** Casual party game players looking for fun, team-based experiences.

Marketing Channels:

- **Gaming Platforms:** Promote the game on Hytopia Game Boards to reach the broad audience of gamers who pre registered.
- **Social Media:** Utilize X and Discord to engage with the gaming community, share updates, and create buzz.
- **YouTube Content Creators:** Collaborate with influencers and YouTube gamers to showcase gameplay, tutorials, and reviews.
- **Esports Tournaments and Events:** Participate in or sponsor esports events to highlight the competitive aspects of the game.

Distribution Plan:

- **Release Phases:**
 - **Phase 1: Closed Beta:** Limited invites for bug testing and feedback.(Cloud Flared Tunnels)
 - **Phase 2: Open Beta:** Public testing with balance adjustments based on player feedback. (Hytopia Open Beta)
 - **Phase 3: Full Release:** Launch with all features enabled.
 - **Phase 4: Season Updates:** Regular content drops to keep the game fresh and engaging.
- **Platform Strategy:**
 - **Primary:** Web-based platform (current implementation) for easy access.
 - **Future:** Desktop client with enhanced features and potential mobile version with simplified controls.

Monetization Strategy:

- **Base Game Model:** Free-to-Play to attract a wide player base.
- **Premium Options:**
 - **Hyplay Battle Pass:** Offers exclusive rewards and progression.
 - **Cosmetic Items:** Custom flag skins, player models, trail effects, and emotes and power ups that can be purchased on Item-Marketplace
 - **Custom Map Creator:** Allows players to design and share their own maps using the world editor.
 - **Tournament Entry Fees:** For competitive events with prizes.

Engagement Features:

- **Daily Challenges:** Encourage daily logins and participation.
- **Weekly Tournaments:** Foster a competitive community with regular events.
- **Seasonal Events:** Introduce limited-time content and special events.
- **Custom Lobbies:** Allow players to create and manage private games.

Community Building:

- **In-Game Clan System:** Enable players to form and join clans for team-based play.
- **Custom Tournament Tools:** Facilitate the organization of community tournaments.
- **Community Map Sharing:** Promote creativity and player-generated content.
- **Replay System:** Allow players to record and share gameplay, fostering content creation.