

# Assignment 3

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**PREPARE DESIGN DOCUMENTS FOR A GAME WITH SOME ASSISTANCE (P3)**

**PREPARE DESIGN DOCUMENTS TO A GOOD TECHNICAL STANDARD WITH ONLY OCCASIONAL ASSISTANCE (M3)**

**PREPARE DESIGN DOCUMENTS TO A TECHNICAL QUALITY THAT REFLECTS NEAR PROFESSIONAL STANDARDS WORKING INDEPENDENTLY TO PROFESSIONAL EXPECTATION (D3)**

**Prepare design documents for a game with some assistance (P3) / Prepare design documents to a good technical standard with occasional assistance (M3) / Prepare design documents to a technical quality that reflects near professional standards working independently to professional expectation (D3)**

### **(P3, M3 and D3 combined)**

**Introduction:** In this document I will be showing a plan on what is going to be included in the development of the game.

### **Stimulus**

I am working as a junior developer for a game creation company. As part of my training I have been asked to prepare a series of reports and give a presentation to show my understanding of the elements that go into game creation using the idea of a computer game that I may choose to design at a later stage.

### **Brief/Game overview**

The name of the game is called W OR L. The **slogan** of the game "Will you catch the W or will you catch the L". This game is a **fighter** made to be competitive for gamers fight against other users or the AI. Since this game is a **fighter** it will have a mix of different protagonists and it will also give you an insight about the antagonists. In this game you will be conflicted on who's side you will take and who relates to you the most on what makes a great leader. This game is going to be an **original intellectual property** meaning everything done in the game will be owned by me however I will be inspired by other individuals' creativity to create my own. The reason why it isn't a franchised property is because this game is a standalone game which isn't linked with any other companies and is entirely made by me. The **genre** of the game is a fighter and the game is about different **character** who are fighting over ownership over a land.

### **Pseudocode (Step by step written or flowchart)**

(The game will include three modes these include story, arcade and options)

#### **Pseudocode 1**

1. Clicking Start game
2. Main menu will be displayed on the screen
3. Clicking on narrative will bring up the story of the game
4. You will be reading cut scenes describing what the game is about
5. After every cut scene a fight will be involved

6. Once narrative is complete a percentage will be shown and the credits.

#### Pseudocode 2

1. Clicking Start game will load up the game
2. Clicking arcade battle will load up the arcade mode
3. This step will be displaying a character selection screen where you choose your character. During this selection screen, player 2 can connect to play multiplayer.
4. Once you have chosen your character, you can now choose the terrain.
5. This step will put you into a fight with an opponent
6. Match end (Win or lose)

#### Pseudocode 3

1. Clicking start game will load up the game
2. Main menu will be displayed on the screen.
3. Clicking options will load up all the configurations for the game.
4. Clicking sound will allow you to change volume of the game for example the sound level of the dialogue or music. Backing out will return you to the configuration menu and all the changes made will be saved.
5. Clicking controls allows you to learn what the controls are. Backing out will return you to the configuration menu and all the changes made will be saved.
6. Clicking difficulty allows you to change the difficulty of the game. Backing out will return you to the configuration menu and all the changes made will be saved.
7. Clicking display settings allows you to remove/add HUDS or change the brightness of the game. Backing out will return you to the configuration menu and all the changes made will be saved.

### Language

The language used in the game will be English throughout the whole game for all the mode selections, configuration dialogue and subtitles.

### writing style (Professional language, second person voice)

The writing style in the game will be second person because there will always be a narrator describing what is happening in the game.

### Sound effects

The sound effects included in the game will be the typical combat sounds when it comes to hand to hand combat for example, the clapping sound when one character punches another and the thud sound when one character kicks another characters. Movement will also include sound made when characters are moving back and forth creating a wind sound.

### Market research/marketing strategies

To promote the game, I will be creating **gaming pages** on **social media** sites such as Instagram, Facebook and twitter. These **social media** sites will periodically provide

information about the game and also provide support for users who are having problems. I will also create an **email** for the game so gamers are able to send in their own ideas and queries about the games. **Forums** for this game will be published on the World Wide Web which will include questions and answers for the community of the game. A beta will be released to the public to help gather information about what gamers think of the game and they will be given a questionnaire to fill out. **Advertising** the game will mainly be done through **social media** sites with animated banners and the game will also be promoted on video viewing sites such as YouTube. I will also be releasing a game **questionnaire** to help explain what users' needs are in a game.

### **Who are the audience (Age gender, casual gamer, communities, preferred game genres)**

The target **audience** of the game will be for ages 12 - 49 and it will be mainly for the male gender because the game will only include boy characters since it is a political war full of representatives who are male. This game isn't preferred for **casual gamers** because this game will require you to learn and get better at the game since the game is competitive however the game can still favour **casual gamers** because the skills and the buttons used in the game are simple and easy to learn. This game is looking to create its own **communities** as part of the fighting genre and it will look to be interested by fans from other fighting gaming titles. These communities that I look to build for the game will be on forums and social media sites. Since this game is a fighter, the game be **preferred** for people who are interested in action, beat em up type and competitive gameplay

### **Target platform**

The target platform is PC because the game can easily be configured and updated to add more options for gamers over time which helps them enjoy the game much more and return to play more. With a PC you can also create a bigger community such as users inputted their own ideas into the game Having a constantly updated game will keep the community alive and outspoken about their passion for the game. Having a PC can also allow the game to be more compatible and accessed anywhere as long as you have a PC or laptop because the game will not require much memory or a good graphics/sound card.

### **Gameplay**

#### **Interaction model**

This game is a two dimensional fighting game and the purpose of having the game in 2D is to see all the cool movements your **character** and your opponent does. Not only do you get to see the movements of both on screen **characters** but this also gives users more options on what their **character** can do because the buttons will only relate to your **character** and nothing else in comparison to third person games needing buttons to turn the camera angle. If the game was third person then it will be less fun because there are less options in terms of combos and more time would be needed for the world around you to fit the third person view. If the game was third person, the area of the fighting ground/**world** would need to be

expanded and this can result in players chasing after each other which can be frustrating in comparison to a normal 2D fighter. The way you interact with each **character** can differ depending on how you use their abilities.

### Single player

This game contains what most fighting games include but much less because the game is mainly focused on the movements of the characters and how they fair off against each other however the **single player** content included will still keep the player coming back to this game because of the addicting gameplay. For some gamers, fighting games are seen as **multiplayer** games where you verse to see who is the better fighter however this game will give you the challenge and also the practice to continuously get better at the game because of the clever AI with different difficulties. The game also has a strong **narrative** which is designed to keep the gamer in suspense throughout the story of the game.

### Multiplayer

This game includes an offline **multiplayer** mode which gives gamers more realism like they are actually in a fight to win because real players are usually much more competitive than **AI**. Fighters are known to be a fun game for gamers to see who is a better fighter since fighting games can be found in arcades so the game helps that fun experience by trying to give both fighters the opportunity to win depending on the characters and the gamers skills with the characters.

### Game setting

The **Game settings** in the game include game options, sound, brightness, controls and adding subtitles. The games settings this game includes helps change the way you want to play for example, the positioning of the camera angle or having removing HUDS such as health bars and number that appear on the screen. In the sound options you are able to adjust the loudness of the music and sound effects for example you may want the music to be much louder than the sound effects used in the game. The controls in the game settings tells you what button does what in the game and it also gives you the ability to configure them to suit your style of gameplay. **Difficulty** can also be found in the **game settings** which adjusts how hard the AI is in the game. Also during the game, you will be able to buy new moves which can alter the button configuration on your control when in combat.

### Goals/objective

The **goal** of game focuses on going through different opponents and successfully reducing their health bars to the lowest possible before the time runs out through a challenging **difficulty**. Other than wanting to win matches against AI or friends, learning about the **narrative** of the game is shown to be the main focus of the game because choosing your favourite character doesn't happen from just how good the character is but also what their background and position is in the story. In the game you will also be commended for completing the narrative with different characters.

### Player actions

The **players' actions** are based on the characters move sets during gameplay. The usual player actions in the game includes is walk, run, crouch, kick and punch. Different characters have their own style of movement and combat for example one of the characters is heavily influenced by boxing so he would rarely use his feet and only concentrate in his punches and other characters such as a martial arts type character would have more acrobatic moves such as a spinning wheel kick and a lot more sway in both kicks and punches.

### Rules

The **rules** of this game is to lower your opponent health bar as much as possible before the timer runs out. This can be done using characters' actions such as punching, kicking or using the special abilities with the character. This game will have many fighting sequences through its **narrative** and it is expected of you to come out victorious so you are able to learn more about the **narrative** and also be commended for your victory. The **rules** of the game also include setting a limit to how many times a character can use his special ability within a match to prevent people spamming strong attacks.

### Difficulty

**Difficulty** of the game can differ depending on what you choose in the options menu. What the difficulty does in the game is enhance the AI ability on how skilled they are meaning they are much more unpredictable and become cleverer such as being able to sense what attacks are coming their way. The difficulty options menu will include beginner, easy, normal and hard. Beginner mode will be for gamers who are new to fighting games and are trying to adapt to the gameplay style of the game whereas easy mode helps challenge beginners to help them improve upon their skills as a player. Normal is the recommended **difficulty** as that is the most balanced **difficulty**. Putting the game on hard mode is for gamers who find normal mode too easy and want more of a challenge.

### Feedback

The games music audio will work really well in the game as they will appear at the times needed. At the end of the game, the game tells you statistics such as who won, what they are rewarded and it will also present a replay on how the opponent won. The game will also give you details on how well you are doing during a fight with another opponent because a health bar will be displayed on the screen and also an on screen timer. The game will include cut scenes including dialogue to explain the narrative of the game.

### Balance

The **balance** of the game can differ depending on the difficulty you put in the game options and it can also be decided from how you are with the character you're using. The difficulty options menu will include beginner, easy, normal and hard. Beginner mode will be for gamers who are new to fighting games and are trying to adapt to the gameplay style of the game whereas easy mode helps challenge beginners to help them improve upon their skills as a player. Normal is the recommended **difficulty** as that is the most balanced **difficulty**. Putting the game on hard mode is for gamers who find normal mode too easy and want more of a challenge

## Addiction

There are many reasons to come back and play this game as it provides everything a gamer would need in a fighter such as having many different unique **characters** which can be matched up with each other for a hard fought battle. The game will include many achievements for defeating different characters and it will give you an insight each time on the **narrative** and it will make you want to return because you will be **addicted** to learn more. Another thing that may get you addicted other than the game play is the catchy soundtracks that is used frequently throughout the game.

## Visual style

### World

The **world** of the game is based on the land described in the narrative. The game will include two more or more levels. The level designs will look like forests with different variations to each level for example if it is night the forest may look haunted because there a lot of dead bodies who haven't rested in peace yet. The **world** in the game can play a big part in game play because different levels will be stretched out differently and you will be able to bounce off the edges of the terrains to fly over your opponent. The **terrain** may also include movement such as the movement of leafs in the trees and also the grass.

### Characters/NPC

The **characters** included in the game are expected to have similar expressions in the game but their **character** design will be distinctively different from each other. For example, one character may have a boxer attire where as another **character** may have a martial arts attire. The **character** designs will also be shown to be really colourful because the characters will be designed to be appealing and want gamers to choose them to play with in the game. The AI in the game can be referred as the **NPC** because you won't be playing as them during battle sequences but you will be fighting against them. The **NPC** can differ depending on the difficulty you put in the game options. Different **characters** have their own style of movement and combat for example one of the **characters** is heavily influenced by boxing so he would rarely use his feet and only concentrate in his punches and other **characters** such as a martial arts type **character** would have more acrobatic moves such as a spinning wheel kick and a lot more sway in both kicks and punches.

## Walu

**Age:** 20

**Height:** 5ft 7

**Description:** He is the brother of Lawu. This character is born in the land of magnolia where people live peacefully and civilised. This is what the land used to be seen as but Walu had a dispute with Lawu which braked apart the people of Magnolia. This dispute was about obtaining extra land where Walu wants the people of Magnolia to move and live there because it is much safer whereas Lawu wants to create an army to help protect the current land and use it to take lands off other rulers.



## Lawu

**Age:** 25

**Height:** 5ft 10

**Description:** He is the Older brother of Walu. This character is born in the land of magnolia where people live peacefully and civilised. This is what the land used to be seen as but Lawu had a dispute with Walu which broke apart the people of Magnolia. This dispute was about obtaining extra land where Walu wants the people of Magnolia to move and live there because it is much safer whereas Lawu wants to create an army to help protect the current land and use it to take lands off other rulers.



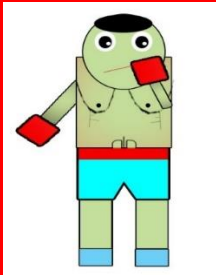


## Haji

**Age:** 24

**Height:** 5ft 8

**Description:** He is a boxer known worldwide for competing in many competitions and sometimes he is used by his nation military due to his destructive power in his punches. He has been asked by his leader to stop anyone from taking a land which is up for grabs. Haji personality can be described as blunt almost like he has no emotions.

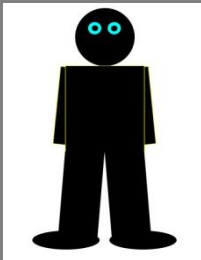


## Oath

**Age:** Unknown

**Height:** Unknown

**Description:** Unknown



## Norito

**Age: 21**

**Height: 5ft 4**

**Description:** Norito is a ninja from Kanaha. Norito was once feared by his land in Kanaha but then he became to be respected by everyone once he managed to get along with the fox demon inside him. Norito was a part of the world great war and one of the main characters who helped stop the war from continuing. Norito bright personality helped make a lot of people become fond of him as he befriended people from all around the world.



### **Feedback interface**

The **feedback interface** is really simple in the game and straight forward allowing all gamers to be able to play without any problems such as accessibility or other game settings. The **feedback interface** includes your health bar for your character and a red bar. During combat the screen will display numbers depending on how many combos you are doing and it will also show how much damage you have done to your opponent and vice versa. The **interface** of the game runs well but it can feel a little stiff when pulling off attacks however it is fast to move backwards and forwards. The game when using a gaming controller usually requires you to use all the buttons and analogue sticks during the game. Movement **interface** your character typically does is walk, run, punch and kick.

### **Perspective**

The **perspective** of this game is 2D fighting game. The reason for this is because it is easier to focus on game play mechanics rather than the texture of different objects. 2D also can help give more of an appeal because you can use bright colours use vector images more unlike it being 3D where most graphic would need to be made as bitmap. Vector images help make movement more consistent whereas if it was bitmap it may be more inconsistent because of the level of detail needed for the movement. 2D games also include less memory in comparison to 3D games which makes the game more compatible.

### **Character mood board**



**Terrain mood board**



**Menu mood board**





## Storyboard (Planned look of the game)



Since the game will mainly be based around a forest like terrain, there won't be a range of different colours used in the background for example it will mainly be brown, green and sky blue because of the grass trees and the sky however there will be shadows coming out of some of the areas of the background.

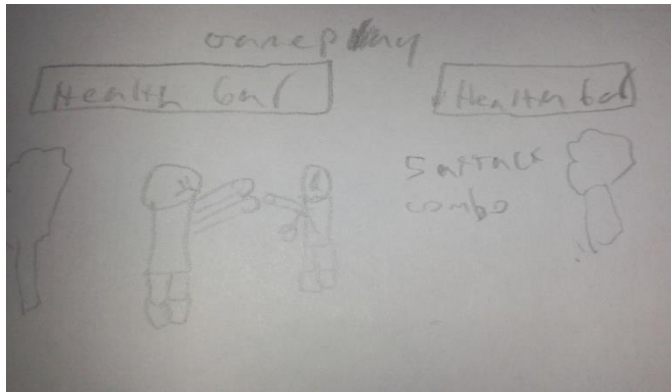
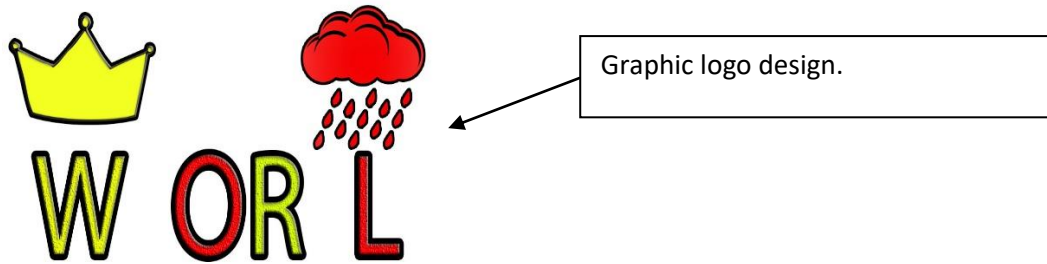
## Concept art



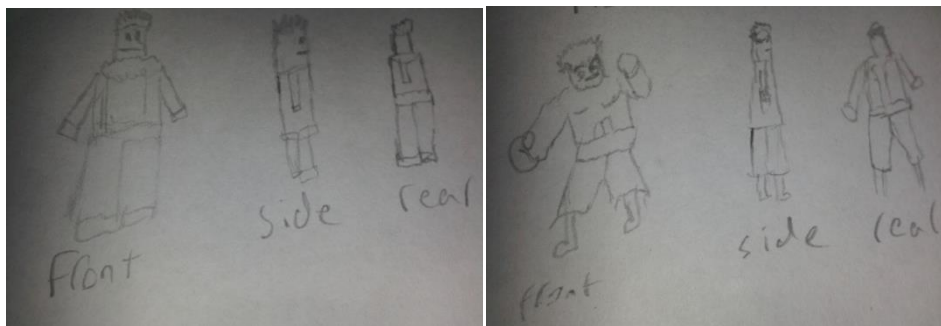
I will include effects help enhance the gameplay.

I will include different views in the character for example front view, side view and rear view.

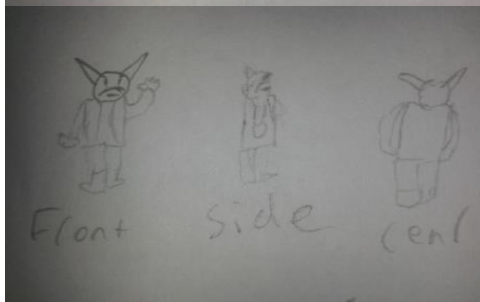
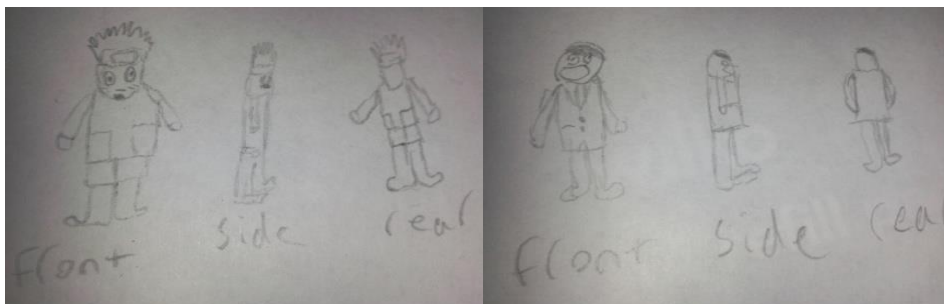
Face expression I may use in the game.



Here is a sketch of how I want my gameplay laid out. The game will include two characters with health bars above them. The terrain will majority of the time be based in the wilderness.



These are the sketches of the character designs that will be included in the game showing front, side and rear view.





This is the game cover of the game.

## Narrative

The story of this game starts with two brothers who created a village together with their own civilisation. One character is named Walu and the other is named Lawu. Over time the two friends fought over what was right and what was wrong about how the system is run. The two friend then had a huge battle which ended in a draw and it resulted in The game will describe many topics such as oppression and discrimination. who struggle to get along with each other because they both have their own claim over the land. This land is also wanted by many other people who want it for their own purposes such as making an empire, being an oppressive leader, building an army or just creating a peaceful land.

## Images

[http://vignette3.wikia.nocookie.net/tekken/images/e/ea/Jin Versus Hwoarang Tekken 4.jpg/revision/latest?cb=20111003195505&path-prefix=en](http://vignette3.wikia.nocookie.net/tekken/images/e/ea/Jin_Versus_Hwoarang_Tekken_4.jpg/revision/latest?cb=20111003195505&path-prefix=en) 01/11/16 10:26AM

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