

Multiplayer Game

Dev

Game Design Document



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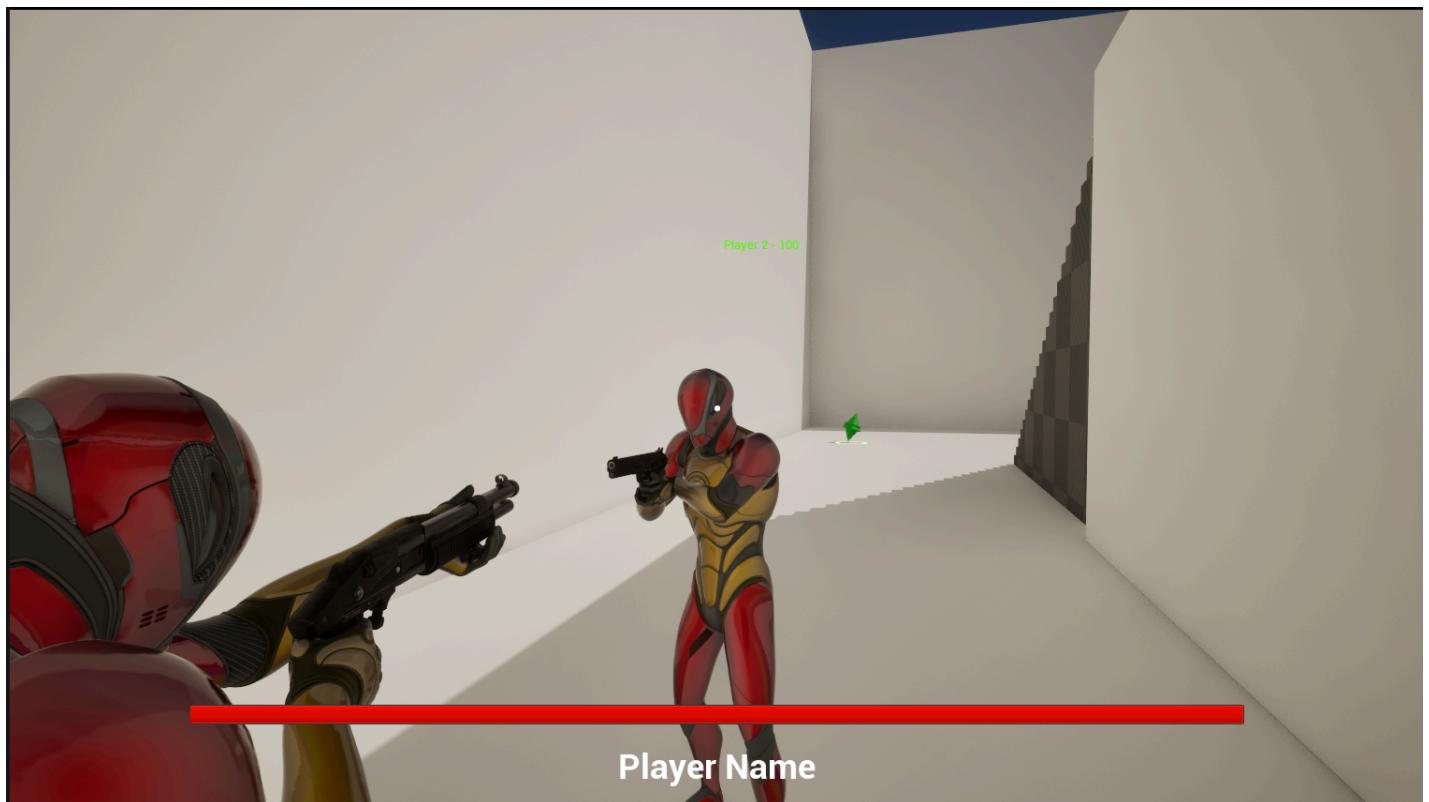
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Overview

Players are put into an arena to find out who is the most skilled marksman out of them. In a small arena with limited resources and weapons, the players must fight to see who can get the most Kills.

The Players are placed in a small arena with weapons scattered around the place and health packs/ Healing Items to help them take down their opponents. There's a kill cap of 25 and once a player reaches the Limit, the game ends and everyone gets reset back to their starting positions to go again.

There are 4 weapon types, there is the starting pistol and then scattered around is the assault rifle as well as the shotgun the normal types of weapon, and then there is the sniper placed on top of the tower in the center giving the height advantage to anyone who has it.



Market Research

Reference 1: Rogue Company

Rogue Company is a third-person shooter, where two teams fight to see who can reach a kill limit, the gunplay is fast there is a lot of moving around, and the map provides a lot of chances of high ground as well as a lot of different back alleys to help you sneak around the other players



Reference 2: Battlefront

The Mechanic I am taking from Battlefront is specifically their overheating system with their weapons, whereas the player is firing the gun will have a bar slowly fill up as this shoots and once it fills up they will need to reload, and while the Battlefront is mainly a first-person shooter they do have 3rd person perspective as an option.



Gameplay

Mechanics

- Gunplay

The gunplay is basic and follows much the same format as most other games where it simply just shooting, and while the reload mechanic will be slightly different as I intend to implement a sudo overheating system so that the fights are a lot more fast-paced and having a visual indicator on your screen of how much longer you can fire your weapon for will assist players in picking their fights more accurately

- Healing

All of the healing mechanics come from the pickups around the map that heal the player a decent amount and make sure that the players will always be topped up after a fight but still need to make sure they aren't too low

- Movement

The movement is incredibly simple and the players don't have extreme amounts of movement to allow them to escape fights easily which makes it so they need to pick their fights carefully and not try to overextend themselves too much or they might find themselves in a sticky situation

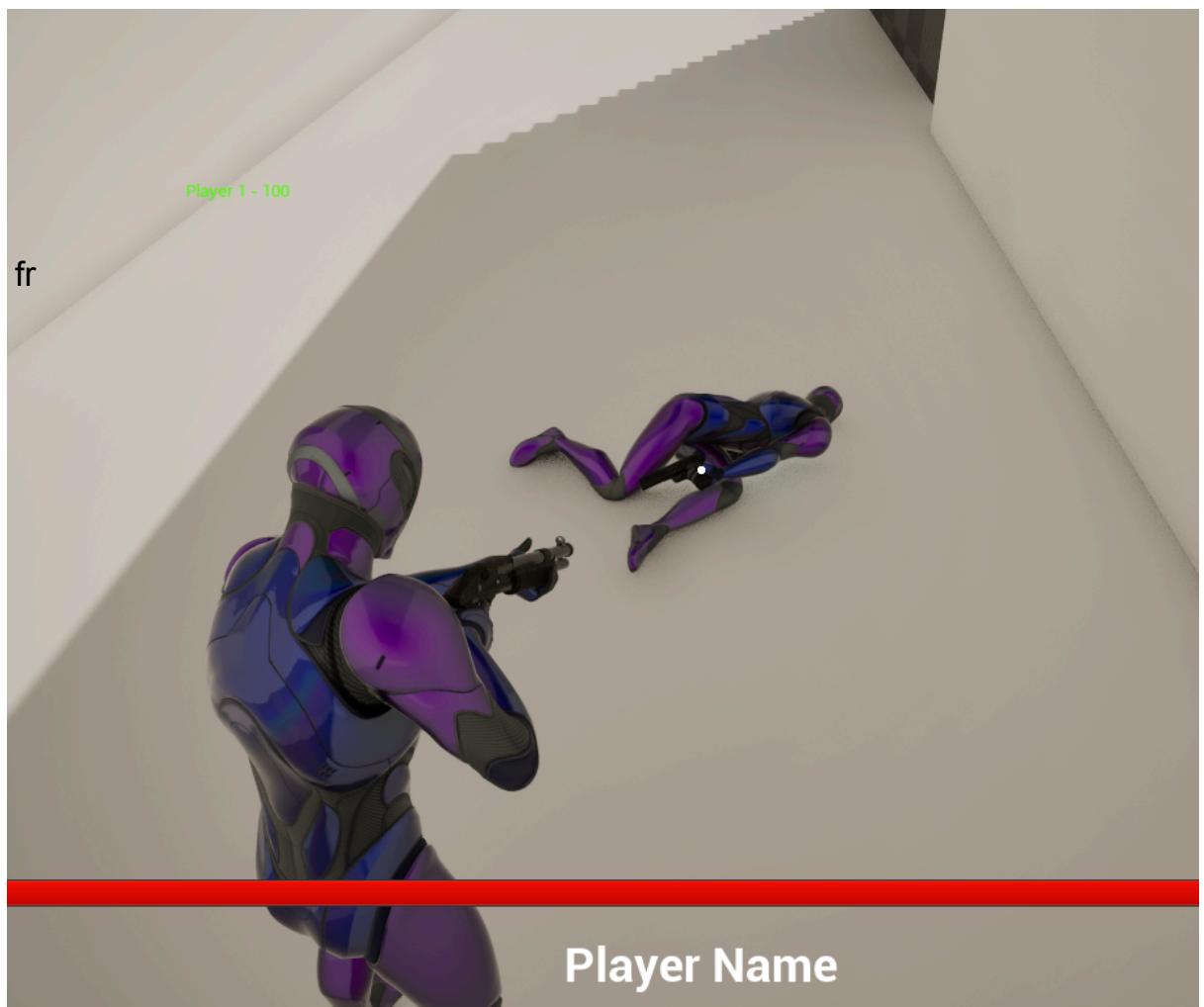


Multiplayer Systems

The Game is entirely Player vs. player and the game is centered around trying to kill people more than other people (pretty simple concept) the area is built in a way so that other players will have cover for a lot of the time and you need to learn how to maneuver and place your self in places so that you can catch people off guard while not putting a target on your self.

There is also a scoreboard to help other players keep track of what people's scores are as well as how far ahead or behind they are. It creates a competitive environment where everyone is trying to be on top of each other.

There is also no player chat to try and entirely prevent toxicity as much as possible



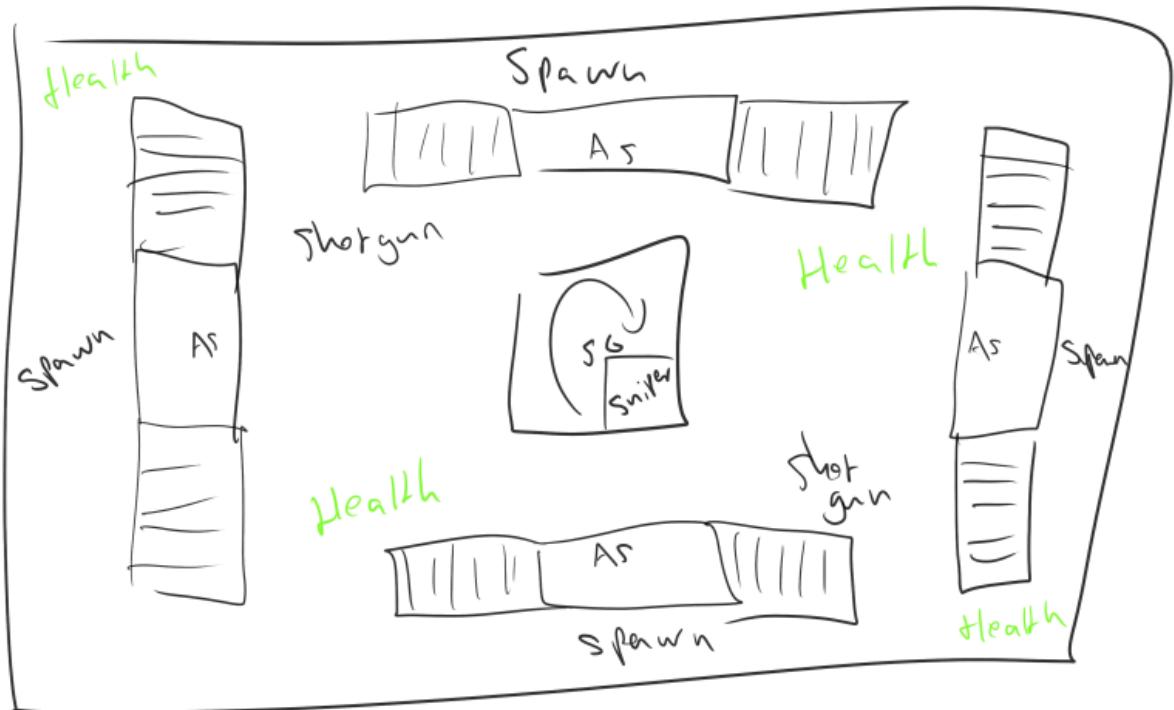
Game Lobby

The Lobby will consist of buttons to both create and Join a match as well as to change the color of your character and also display how your character looks. Keeping the design simply prevents the player from getting lost in any way through the menus and only giving the player what they need makes sure that they can keep playing without any issue.



Level Design

The Level Design is an open area allowing players to wander around more freely while providing enough cover that you can move around the outside freely, but once you go into the middle where all the weaponry is it becomes alot more dangerous, making going into the center or up to the high ground alot more risky but giving you a better advantage against other players and possibly giving you the win, and if your able to use the sniper at the top of the tower well enough, you might be able to win the game with it.



GitHub Link: https://github.com/JRip04/MGD_Project