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| J.R.F Studios |
| The Vault |
| Game Design Documentation |
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| **12/20/2016** |

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| *Documentation detailing the core design behind the game title: The Vault* |

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# Overview

## Delivery Date

Target launch is the spring/summer of 2017.

## Genre

3D platformer, first person free-running game.

## Similar Titles

Mirror’s Edge (Original & Catalyst), Titanfall franchise, Volume

## Setting

Simulation environment known as *The Vault*

## Art Direction

Neon, virtual environments – very little texture work, with a focus on a limited, but bright colour palette.

## Target Audience

With *The Vault* looking to blend the fast, rewarding structure of mobile games, with the polish and level of detail of an AAA game, the primary target audience is 11-25 year olds whom have spare time, but are looking for quick, gratifying bursts of gaming.

# Core Concept

*Taking place in the near future where vast amount of valuables are kept in virtual vaults, bank robbers have had to adapt to a computer generated environment. Being able to traverse virtual walls, leap over virtual spaces and collect gold at break neck pace has become a necessity if you want to make a name for yourself in the world of bank robbing. Though one thing hasn’t changed, you get in and get out as fast as you can.*

The Vault is a single-player, first person free-running game. Players take on the role of a bank robber breaking into a range of virtual vaults. With a set amount of time at their disposal, players must traverse each vault as fast as possible – collecting money as they go. Before time runs out they must deposit all of the money they’ve collected into a virtual safe house before they are locked out of the system.

# Core Mechanics

## Free Running

Players will have a variety of free running abilities at their disposal right from the get go.   
Players are able to perform the following actions:

* Jump
* Double Jump
* In-Air Jump
* Wall Run
* Ground Slide
* Air Dash

## Vault Flux

With vaults being set in a virtual

Players have the ability to alter the layout of the level. With a simple press of a button, players are able to turn certain geometry in the level on and off. This requires player to manipulate and alter their route on the fly. Falling from a high position? Turn on a platform just beneath you to cushion the fall.

Slow Time

Players can slow down time for a limited period in order to catch their breath and work out their plan of attack or better react to their environment. Slowing down time only works for a limited period

# Game Systems

## Level Structure

The player enters a level and is given a countdown from three. On the word ‘Go!’ they have a set amount of time in the vault, with the aim of collecting as much cash they can possible get their hands on.

Any cash that they’ve collected needs to be banked. Cash can be banked at transferal stations situated inside the vault. Any cash that the player has on their person that hasn’t been banked at the end of the level is lost and stays in the vault.

Additionally if the player has not exited the vault before the time allocated is up then they will receive a cash fine as the cost of having to get the out of the vault.

The amount of cash the player has banked at the end of the level is effectively their score. With a basic three star rating, the more cash the player has banked the closer they will be to achieving a three star rating for their heist.

## Unlocking Levels

# Game Flow