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| J.R.F Studios |
| The Vault |
| Game Design Documentation |
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| *Documentation detailing the core design behind the game title: The Vault* |

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# Overview

## Genre

3D platformer, first person free-running game.

## Similar Titles

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

## Setting

Virtual bank 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.

## Targeted Platforms

*The Vault’s* primary release will be targeted for PC, through distribution channels such as Steam and Itch.io. *The Vault* will launch in early access on Itch.io in order to gather feedback at an early stage.

Further release platforms such as the Xbox One, Playstation 4 and Nintendo Switch will be considered at a later date.

# Project Scope

## Delivery Date

Target launch is the spring/summer of 2017.

## Team Size

The bulk of the design and development will be undertaken by yours truly, however the majority of the sound design will be outsourced.

## necessary Software

* Unity Engine (Version 5.5.0f)
* Visual Studio Community 2017
* Autodesk 3DS Max
* Audacity
* Adobe Photoshop

# Influences

## Elevator Pitch

A bank heists game, where players have to free run through a neon, virtual environment stealing as much cash as quickly as possible.

# Project Description (Brief)

# Project Description (Long Form)

*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.

# Unique Selling Points (USP)

# Core Gameplay 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

## Flux

With vaults being set in a virtual space, the environment that makes up the vault is to a point, malleable. Some geometry in the vault has two states; on and off. Players have the ability to turn geometry on and off to create the route that they wish to take.

Players can toggle the environment as many times as they wish during a level, however all geometry will toggle at the same time, which means players will have to react fast to make sure they stay on their desired route.

## Slow Down Time

# Gameplay 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

# Menu Flow

# Controls

# Skeleton Schedule