

# KNIGHT ON MOON



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# OVERVIEW



## PROJECT SCOPE

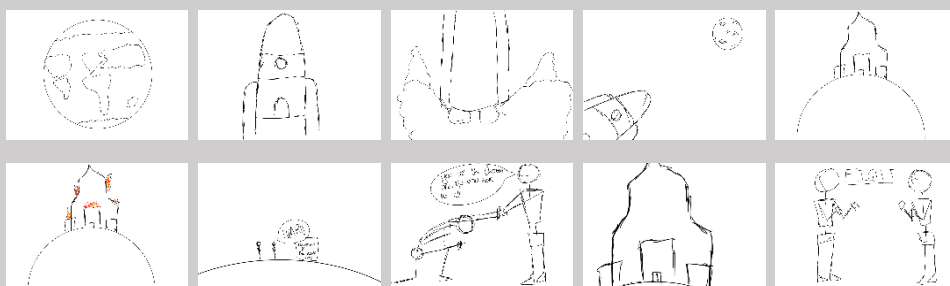
- **BUDGET:** TBA
- **TIMELINE:** 6 MONTHS
- **TARGET AUDIENCE:** 10+
- **TARGET DEVICE:** PC AND CONSOLE
- **GENRE:** PLATFORM FIGHTER (RPG)

## ELEVATOR PITCH

*A human civilization on the moon is in danger from the local species (Endymions). A knight was chosen to fight the enemy in a one-on-one combat. if the knight is victorious, they would be known as the moon hero and save the humans.*

## STORY

*A long time ago, the earth was dying. Human decided to move to the moon before it was too late. When the humans landed, they built a majestic castle that could be seen from Earth, but soon after the castle was built, the humans were attacked; they realised that they were not alone. The creatures presented themselves as Endymions and they were angry and wanted the humans gone leading to a declaration of war under strict conditions: no weapons and no more than 6 participants (The Endymions were not aggressive creatures and hated the idea of war, but they desperately wanted their home back). The humans chose one knight to represent their species in the battle and the Endymions chose 5 worriers along-side their leader who volunteered to be the final warrior. The winner of the war would be the sole ruler of the moon.*



# GAMEPLAY



## GOALS

Defeat the Endymions and save humanity.

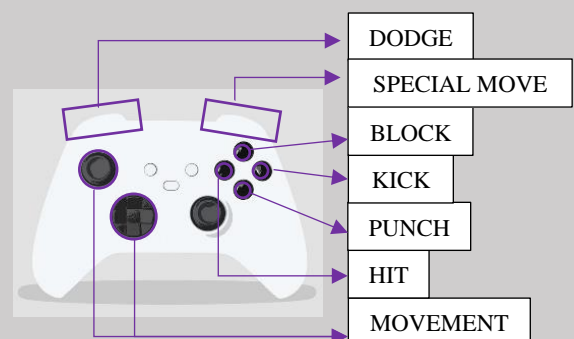
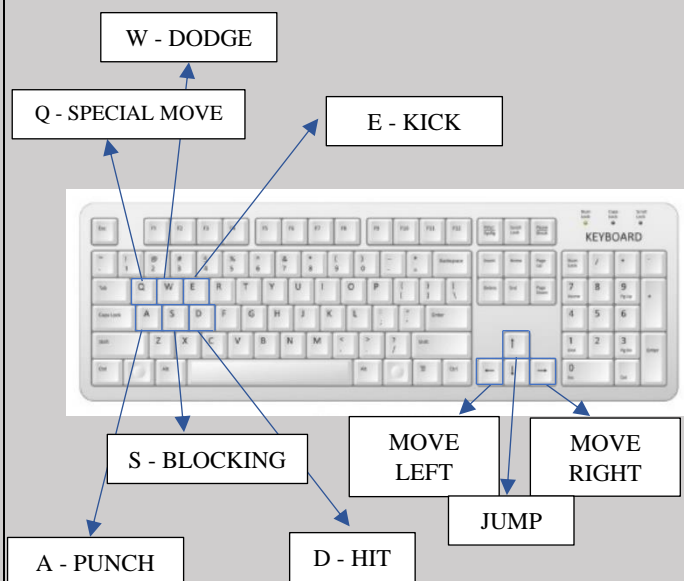
## CHALLENGES

Finding the correct move combination to defeat the Endymions.

## PLAY THROUGH

The player will watch the cinematic on the first-time launch, thereafter the player will be able to skip over it. The player will then choose which character they would like to play (there is no difference in the characters- just simply their physical appearance.) The cinematic will continue, showing the choosing of the knight to fight. The game will then start with the player in front of the castle ready to start their adventure. The player will make use of their chosen control scheme to move the character towards the endymion camp. The player will come across the first endymion and the fight will start automatically (The player will always come to the endymion no matter which way they go when they leave the castle.). For the player to progress, they need to win the battles, otherwise they will have to start again - once the player has completed all 5 levels by defeating the enemies, they will come to the Enndymion king. To save the humans, the player needs to defeat the king, otherwise the humans will be sent back to Earth.

## CONTROL SCHEME



## ⚙️ MECHANICS



The fighting mechanics can only deduct health if it is done within a certain distance.

### Mechanic #1 Hitting



This move will deduct 2 health points.

### Mechanic #2 Punching



This move will deduct 5 health points.

### Mechanic #3 Kicking



This move will deduct 3 health points.

### Mechanic #4 Dodging



This move will move the character out of attacking range.

### Mechanic #5 Blocking



This move will bring the characters arms in an X form in front of them, preventing that attack from dealing damage.

### Mechanic #6 Side to side



The player can move toward and away from the opponent.

### Mechanic #7 Jump



The player can jump up.

### Mechanic #8 Special move “finishing move”.



Move will only become available when the player has deducted 15 health points from the opponent.

This move will deduct 15 health points.

Comprised of an upper punch, followed by a headlock, and finished with a body flip and slam.



## ▲LEVELS



To progress in the game, the player will need to defeat the endymion opponents and then beat the endymion king.

### Level 1

- Beat endymion 1 > proceed to level 2.
- Defeat > try again.

### Level 2

- Beat endymion 2 > proceed to level 3.
- Defeat > try again.

### Level 3

- Beat endymion 3 > proceed to level 4.
- Defeat > try again.

### Level 4

- Beat endymion 4 > proceed to level 5.
- Defeat > try again.

### Level 5

- Beat endymion 5 > proceed to level 6.
- Defeat > try again.

### Level 6

- Beat endymion king > win the game and saved humanity.
- Defeat > start from the beginning.

## 🏆REWARD

The reward to completing the combats would be the saving of the human civilisation. Allowing the humans to stay on the moon.

## 🔄PUNISHMENT

If the player loses then the Endymions will take back their land and send the humans back to earth and destroy the castle.

# GAME ELEMENTS



*The game starts with the backstory of the humans landing on the moon, followed by the construction on the castle, declaration of war and the start of the war. The player is represented by a knight in amour.*

*The fights take place in a mood crater. The knight will walk between the arenas on his journey to the endymion castle and fight various strengths of the Endymions.*

## CHARACTERS

### Main character

- The knight
  - Health: starting at 20 and will increase by 20 each round.
  - Combat skills: start at 10% and doubles each round.

### Opponents (aliens)

- |   |  |
|---|--|
| <ul style="list-style-type: none"><li>• Endymion 1<ul style="list-style-type: none"><li>○ Short and skinny</li><li>○ Health: 10</li><li>○ Combat skill: 5%</li></ul></li><li>• Endymion 2<ul style="list-style-type: none"><li>○ Slightly taller than 1 and average build</li><li>○ Health: 20</li><li>○ Combat skill: 15%</li></ul></li><li>• Endymion 3<ul style="list-style-type: none"><li>○ Medium height and slightly above average build</li><li>○ Health: 40</li><li>○ Combat skills: 30%</li></ul></li></ul> | <ul style="list-style-type: none"><li>• Endymion 4<ul style="list-style-type: none"><li>○ Above medium height and bigger build</li><li>○ Health: 60</li><li>○ Combat skills: 50%</li></ul></li><li>• Endymion 5<ul style="list-style-type: none"><li>○ Tall and large build</li><li>○ Health: 80</li><li>○ Combat skill: 70%</li></ul></li><li>• Endymion King<ul style="list-style-type: none"><li>○ Tall and round build. Far larger than any of the other endymions.</li><li>○ Health: 100</li><li>○ Combat skills: 90%</li></ul></li></ul> |
|---|--|

## LOCATION

Main: The moon.

The combat scenes will take place in a moon crater.

The cinematic will start on earth and end on the moon.





# ASSETS

## ART

For more images please refer to the appendix found at the end of this document.

### Character mood board

The player will be able to choose from a range of 4 knights per gender.

Knight 1: no armour

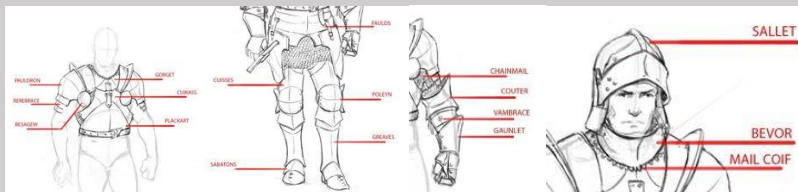
Knight 3: medium armour

Knight 2: light armour

Knight 4: heavy armour

The type of knight is purely S driven. (The type of knight does not impact the capabilities- not yet)

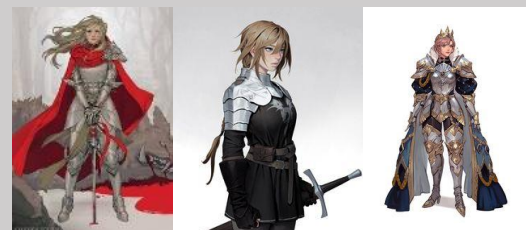
### Armour in general



### Male options



### Female options



### Colour options

These colour samples are colours that could work well together, as well as allow the character to stand out from the environment.

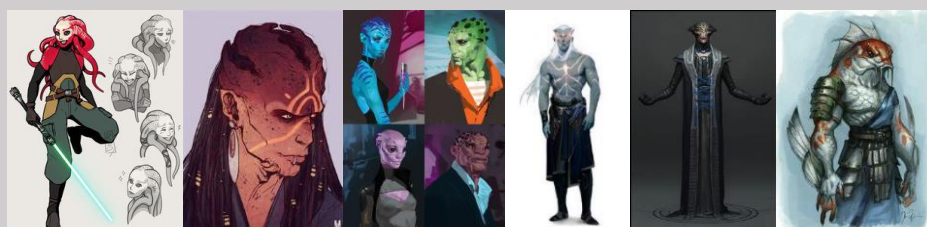
The colours start from base colour options and progress to shadows and highlights.



### Endymions mood board

The Endymions need to be distinctly different to the humans as well as range between male and female.

The species can share characteristics with humans.



## 🎨 Colour options

The colour of the Endymions need to be different from that of the knight, but to not different.

The endymion also needs to stand out from the environment to allow the player to see them.

However, with the moon being their endymion land the bright colours could be presented as warrior paint or as a combat mechanism (I.E, they light up in certain parts during combat in an attempt to distract their opponent)



## \*🌄 Environment mood board

### 🌑 Moon



### 🎨 Colour theory

The moon does not have to be as we see it from earth.

It can have bright colours on it.



### 🏰 Castle

The castle needs to be tall, slender, and majestic. it needs to appear as if it can be scene from earth.

It also needs to be big to house all the humans that made the journey to live on the moon.



### 🎨 Colour options

The castle does not need to be standard stone colour. The castle could be made of glass, or metal allowing for different colours. The castle needs to be distinct from the moons surface but not to the point that it becomes an eyesore.



## 🎵 SOUND



I want the sound to set the scene for the player, the introduction music will tell the player that 'hey this game is in a sci-fi environment' and will prepare them for weird things.

I wanted the combat sounds to be interesting, but still be able to make the player think 'hey maybe that could actually sound like that'.

Sound is particularly important in creating the ambiance of the game.

### Introduction

- Evolution by Bensound.
- New Dawn by Bensound

### Combat

#### Hitting

- Body hit, impact with baseball bat or other similar club, hard whack with a crack and squelch of blood. Version 5. [Zapsplat]

#### Punching

- Heavy body impact or hit. Version 9. [Zapsplat]

#### Kicking

- Body impact, fall and hit ground of stone and dirt. Version 3. [Zapsplat]

### Background combat

- Epic. By Bensound

### Defeat

- Designed aggressive synth buzz. [Zapsplat]

### Victory

- Unknown
- Something spacy but still has a winning feeling to it.

### Trailer (maybe)

- Grand Canyon by BenSound
- New dawn by Bensound.

### Dodging

- Heavy body impact or hit. Version 5. [Zapsplat]

### Blocking

- Body impact, drop with a thud and bone break sound. [Zapsplat]

### Special moves

- Heavy body impact or hit. Version 1 [Zapsplat]
- Clothed body impact, hit ground with a heavy thud. Version2 [Zapsplat]
- Heavy body impact or hit. Version 8. [Zapsplat]

## ❁ SPECIAL EFFECTS

The combat will have cloud/ impact particle effects and maybe some blood splatter to emphasise the contact between the fighters.



## 🎬 ANIMATION

### Introduction

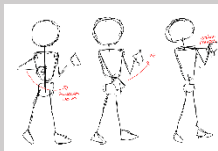
- A cinematic about the humans going to the moon and building their castle and choosing their knight.

### Movement

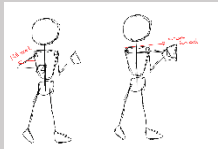
- Walking
  - Standard walk cycle
- Jump
  - Legs create a diamond shape and go up towards the chest.



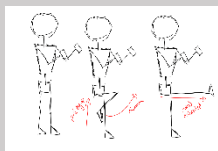
### Combat



- Hitting
  - The character extends the arm in a swooping motion.



- Punching
  - The character will extend arm in straight line.
  -



- Kicking
  - The character will rotate slightly as the leg pulls up and extends towards the opponent.



- Blocking
  - The characters arms will come up in an 'X' shape in front of their body.
- Dodging
  - The character will jump backwards away from the opponent.

# UI

## FONT



Aa

Android Insomnia Regular by True Type.

## TYPOGRAPHY

Heading 1 - Headings and combat complete scenes. In all caps.

Heading 2 - Health deductions.

Heading 3 - Used for buttons and in-game menu.

Heading 4 - Used for written narrative in cinematic, as well as credits.

## COLOUR THEORY

The colour theme of the game is very dark but still bright (think Injustice 2 meets Mortal kombat).

The colours need to work together but still set themselves apart- the player needs to be able to tell which is his side of the screen vs the opponents without having to check the character images. The player also needs to be able to see which level they are on, how much health they have left, and when their special move would be ready. Trying to get these to display coherently will be difficult as the game takes place in space where it is dark.



Some samples of what could work. Please also check asset design page for more colour pallets.

## BUTTONS

Colour of buttons will be determined by the final colour pallet of the game.

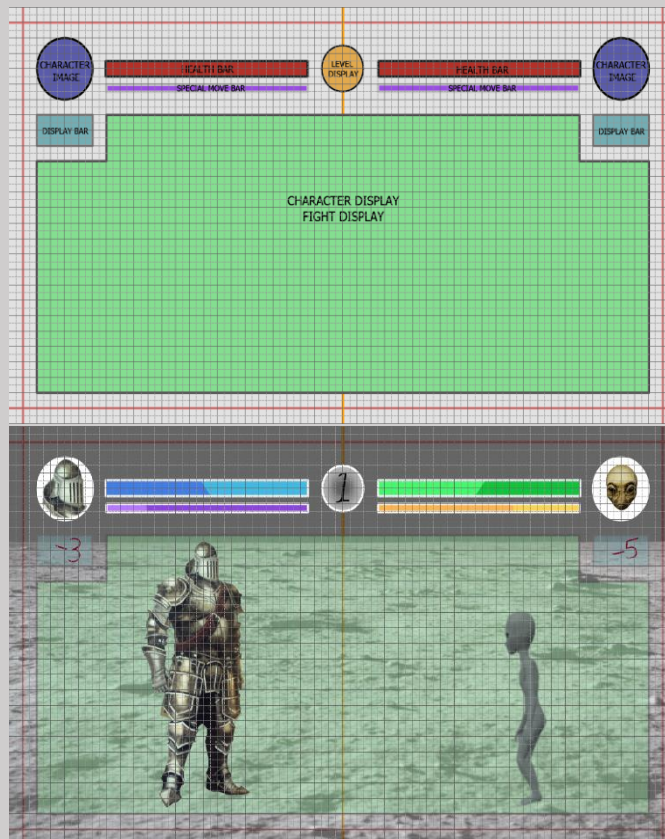
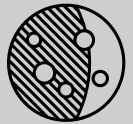
Buttons will also only be available in the in-game menu options.



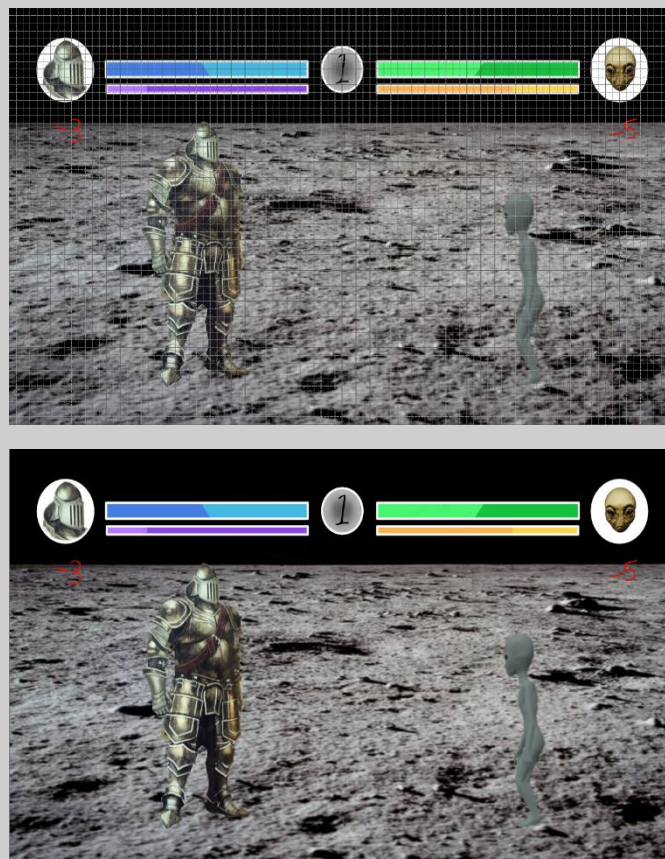
## SLIDERS

The health bars, as well as the special move bar will be sliders, that will decrease with damage taken during the combat.

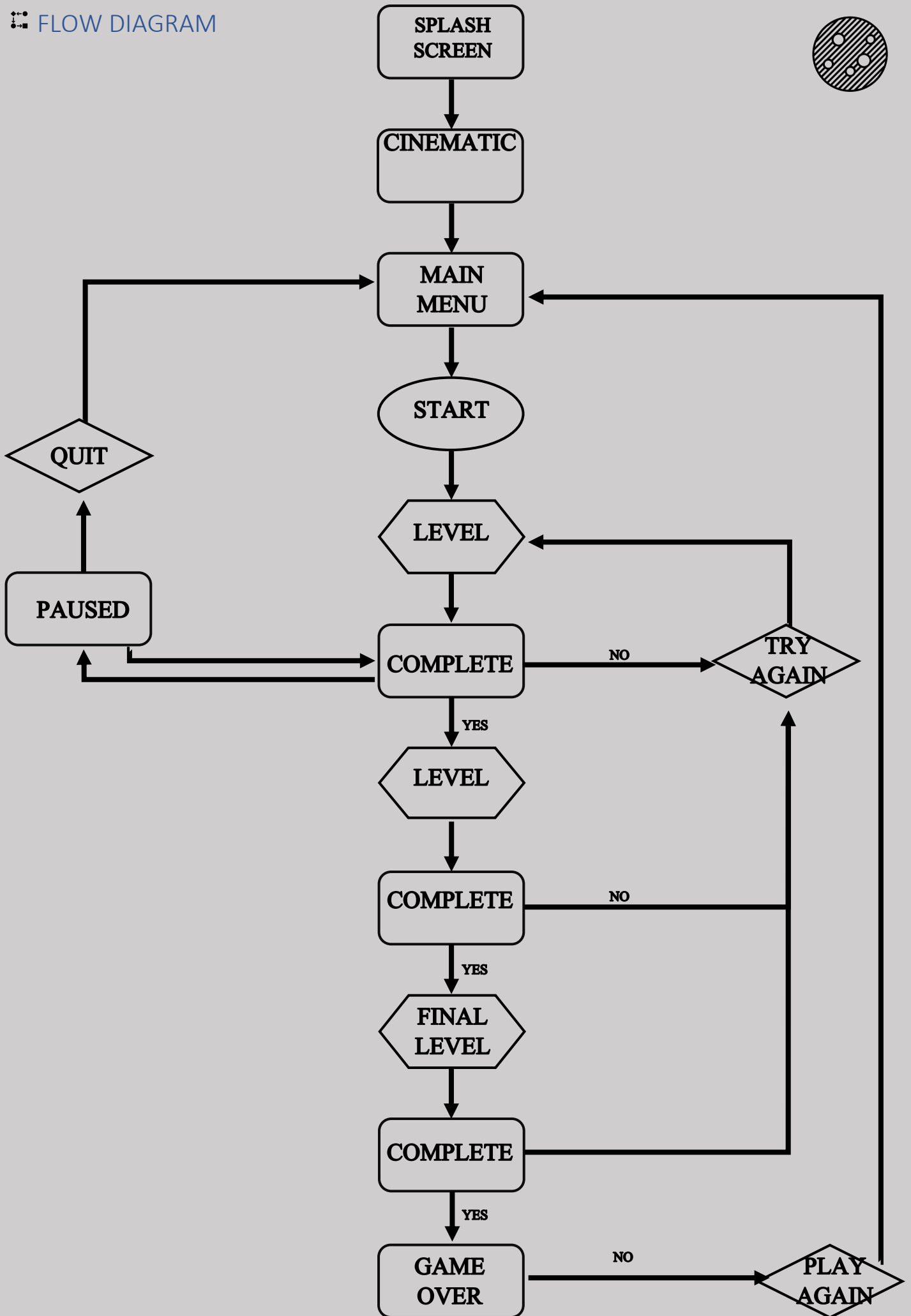
## GRID LAYOUT



## MOCKUP



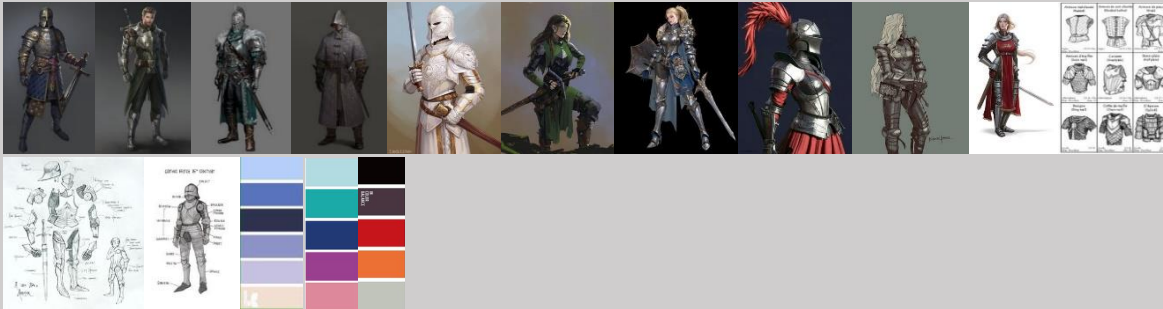




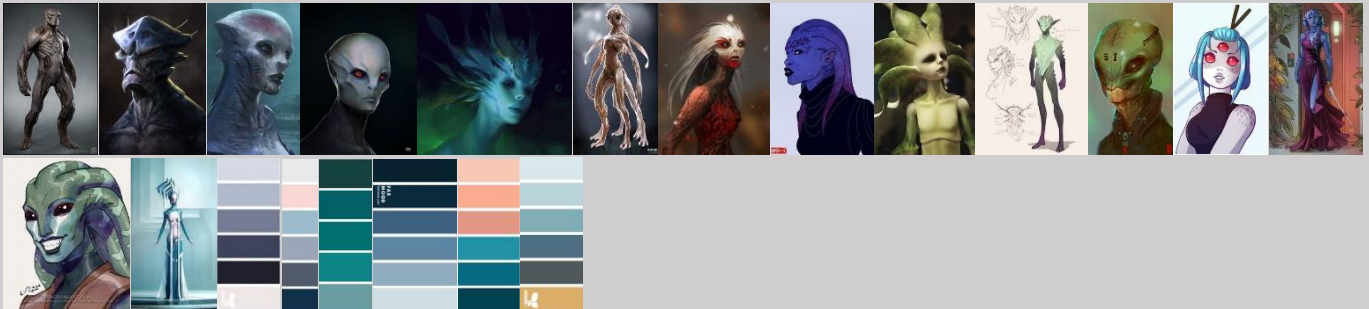


# APPENDIX

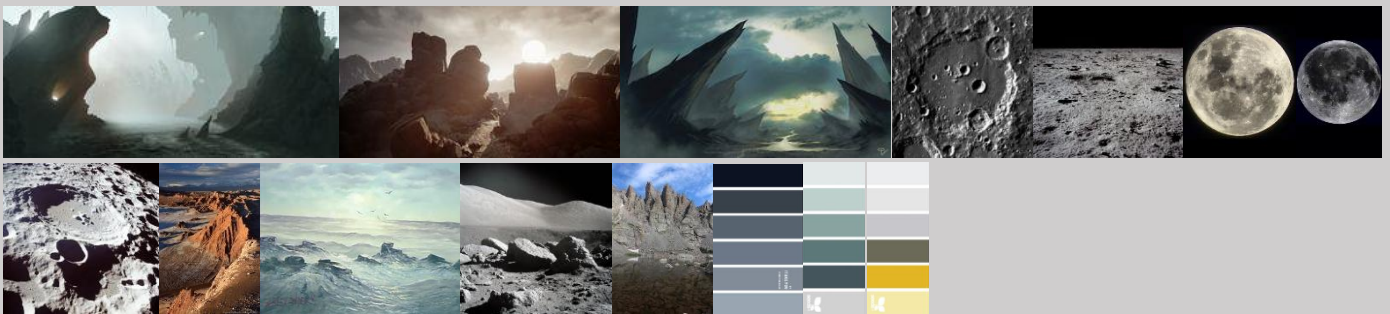
## CHARACTERS



## ALEIN



## MOON



## CASTLE

