Marco Polo

Silk Road Survival Mode

<Mayne Central Inc.>

IT265 – 002

GDD Written by:

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Overview

Elevator Pitch

Play as one of the four tribes [Roman, Chinese, Persian, Mongolian] and traverse the Silk Road to be the last one standing and collect the talisman that gives you lifelong prosperity. You can become of these classes in order to give you the skills to overpower your various enemies [Swordsman, Poleman, Archer, Shieldman]. Many are called, but few are chosen to wield the power of the talisman. This battle royal styled game will have you being cautious of every person challenging you.

Brief Project Description

Marco Polo: Silk Road Edition is a 3D Mongolian Era style game developed on Unity. The player starts off by selecting a race and class in order to gain the skills needed to cross the perilous Silk Road. Using the skills, the player must traverse through the road gaining items to boost their stats and collecting the talisman pieces while focusing on staying alive. Everyone one is on their own in this game, and the board has its own dangers build in, so there is no trusting anyone. Backstabbing can come from any angle.

Demographics

This game is targeted toward individuals 16+, who are in the board game community. It also tries to reach individuals who like the history from the Mongolian era as well as an interest toward Roman, Chinese, and Persian Culture.

Genre

- Fantasy

- Adventure

- 3D Virtual board game

Influences / Inspirations

- Marco Polo

- Netflix Original Television Show

- This show inspired The Mongolian empire theme because that is the time period where the whole show is taken place. Some of the weapons were taken from this show. In addition, the Silk Road aspect is also taken as well, where young men are sent on the silk road to gain wealth and riches.

- Darwin's Game
- Japanese Manga

- Aspects of this Manga was adapted into the storyline for this game. Specifically, the parts where the students start playing a game but unbeknown to them they would be forced to kill each other, and the only way out is death is taken from this literature.

- Talisman
- Adventure Board Game
- This board game was chosen as an inspiration because of the similarity of game mechanics. How to move from tile to tile you need to roll a dice, and its based around a battle mechanic of comparing stats.

Core Gameplay Mechanics

- Game Board

    - Layout - Square format with 10 by 10 squares (36 squares total) for the outer square. On the inner square there is 6 by 6 squares (20 squares total)

    - Design – The game tiles design will be split up in groups of 4. One section for each race [Chinese, Roman, Mongolian, Persian]. This way it adds more of an experience when the players are traveling throughout the regions and truly experience the Silk Road.
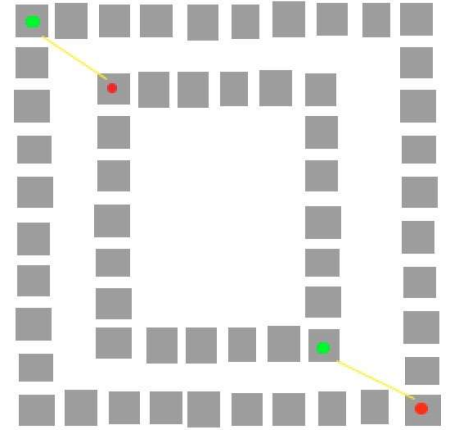
- Health Tokens

    - Each player has 5 health tokens which can be lost to the enemies from the board, and to other players. Once you lose all 5 health tokens you have died, and you are unable to continue playing. The health will be displayed in the form of a meter. [see User Interface section for more details]

- Selecting a race and class/skill

    - Each player has rolls the dice to see who has the highest amount, and in descending order they get to choose which race they want to become for the remaining of the game. from the tribes [Roman, Mongolian]. Each player

RACES: Persian Roman Mongolian Chinese

SKILL: Swordsman Poleman Shieldman Archer

They can choose Chinese, Persian, has a choice of

these classes [Swordsman, Poleman, Archer, Shieldman].

- Each class/race comes with different individual stats, which makes you selection that much more important because you can easily set yourself up for failure based on how you set up your stats.

- Below are the stats break down

Mongolian +1 Defense +1 Attack
Roman +2 Defense
Chinese +1 Defense +1 Attack
Persian +2 Attack

Swordsman +3 Defense +2 Attack
Poleman +2 Defense +3 Attack
Archer +1 Defense +4 Attack
Shieldman +4 Defense +1 Attack

- Character triangle

  - Swordsman → Archer → Shieldman → Poleman → Swordsman

- Items

  - At the end of each turn the player whose turn it was picks up one from the pile. There are 2 types of items, reusable and disposable. Reusable can be used more than one, while disposable items can only be used once. There is also the 5 amulet pieces that do not take up an item slot in your space. Items in this pile can be one of the following:

- Reusable (5 of each in game):

Sword +2 Swordsman Attack

Helmet +2 Swordsman Defense

Pole +2 Poleman Attack

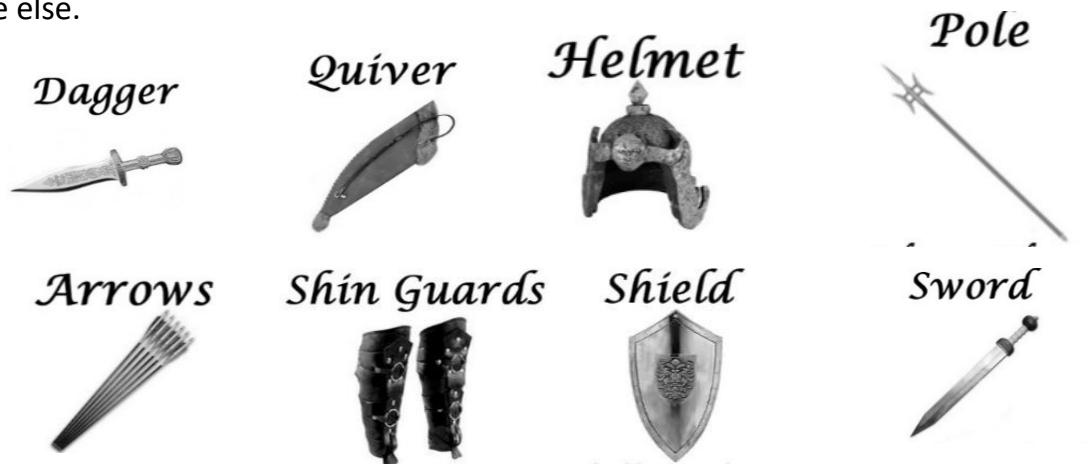Shin Guards +2 Poleman Defense

Shield +2 Shieldman Defense

Dagger +2 Shieldman Attack

Arrows +2 Archer Attack

Quiver +2 Archer Defense

All items give +1 Attack or Defense if they are not the correct item for the class. For example, the Sword would be +2 Attack for the swordsman but +1 Attack for everyone else.

- Talisman Pieces (5 in the game)

- Collect all 5 to win the game. If you have a piece and you lose a battle, then you must discard one. If you lose to a danger card then it goes back into the bottom of the deck, and the deck is reshuffled. If you lose to a player, then the amulet piece goes to the victor.

- Disposable Items (2 of each in the game)

- Smoke bomb – Escape Combat (only usable on Defensive turn)

- Bag of Gold – (1) Extra Dice Movement Roll

- Cup of Revival – (1) Extra health [max health 7]

- Mule – Lets you hold 6 items instead of 5 [Disappears when you lose a health below 5 health. So if you have 6 or 7 health and you lose a battle you are still able to hold on to your mule.

- Enemies / Danger Pile

- If you land on the danger tile then you have to select a card from the danger pile. You must battle this enemy before you end your turn. These may include: [Attack Stats / Defense Stats]

> Falling in Love (Instant-Defeat)
>
> Fight A beast (15/5)(5/14)
>
> Fight an army (5/15)(14/5)
>
> Scuffle with tribe (8/8)(8/6)
>
> Temptress (9/9)(7/8)
>
> Thief in the night(5/2)(2/7)(6/4)
>
> Local Bandit (2/5)(7/2)(6/4)
>
> Work with spy (Pick up free item card)
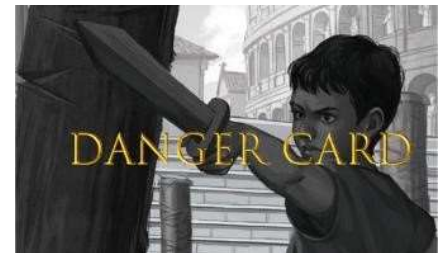
General Controls

- Movement
    - The player uses the traditional arrow keys (left and right) to choose which direction they want to move in. How you know how many tiles you can move is based on how much you get when you roll the 6 – sided dice.
    - All other movements require the use of the mouse to click the screen.

- Battling
    - If you land on an opponent then it would be your attack against their Defense to determine a victor. In the event of a tie, then it reverses and it becomes their attack against your Defense to determine a victor. In the event of a second tie then you each roll a 6 sided die and the victor is the one with the highest roll is the victor. In the event of a 3rd tie the attack is voided and nothing happens. Both individuals can remain on the same square for that turn without further conflict.
- Card Drawing
    - How you obtain items which affect your individual stats, and it is also how you find out what environmental effects will happen to you. When you land on a square you draw a new card whether it be a danger card or an item card
- Shuffling
    - When you run out of danger cards or item cards shuffle all the discarded cards and continue playing.
- Item Collection
    - You can carry a limited number of items in this game, but it does not include the treasure. The main items increase your stats in battle so that you can overpower your enemy, but the treasures allow you to win the game even with everyone still alive.
- Unique Board Events
    - Going to the Inner Ring
        - When you land on the square in the upper left with the arrow then you can go into the inner ring. If you still have movement left in your roll you may choose if you want to move left or right for the remaining spaces.

- Going to the Main Ring

  - When you land on the square in the bottom right with the arrow then you can go into the outer ring. . If you still have movement left in your roll you may choose if you want to move left or right for the remaining spaces.

Background Story (Brief)

The setting for the game is the Mongolian era. Your history teacher sent you an app invitation and once you opened it you were transported to the home base of one of these lands [China, Rome, Mongolia, Persia]. Once you arrive you are sent out by the ruler of that land that if you can bring him back the lost amulet then you would be able to return to you home. Your other classmates might have also been transported, but they are no longer your ally. It's every man for themselves if you ever want to return to your loved ones. The map can end up killing you if you don't get stronger fast.

Gameplay Instructions

You start off rolling a die to see who gets to choose their region first [China, Rome, Mongolia, Persia]. The highest number goes first and the rest go in descending order. Then you can choose your skill [Archer, Shield man, Swordsman, Poleman]. Then the first player rolls a 6 sided dice for movement. A player can choose to go left or right. If they land on a normal tile then they pick up an item card. If they land on a red tile then they pick up a danger card, and they must battle that enemy. If they are successful then they can pick up 2 item cards instead of one at the end of their turn. A player can only hold 5 cards at a time unless they have a mule, so they must discard an extra card if they have reached their limit. If you land on an enemy then it would be your attack against their defense to determine a victor. If you win then you get one of their amulet

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pieces if they have one in their possession and they lose a health tile.

User Interface

- Roll the Dice button
    - Is used whenever the player needs to roll the dice. The dice is controlled by 6 2-sided dice. One side is 0 and the other is 1 and the total of all 6 are totaled up to get the result of your roll

- Player Tag
    - Let's you know who's turn it is currently, as well as your current stats after the item cards that you have in your possession.

- Total Stats
    - On the main interface you can see a total of all your attack and defense stats including the item boosters in your collection. When you click on it you are able to see your list of items.

- Life Meter
    - You have a meter that keeps track and displays how much health you have remaining, including overflow due to special items

- Talisman Counter

- There will also be an image of the talisman that you are trying to collect and a percentage will be lit up according to the amount that you have in your possession.

- Camera
    - The Main Camera will swivel around the game board when the players turn ends, and a new one begins. This way the current player has the best view of his game piece and everything around it.

- Animations
    - Movement of your game piece
        - After you roll the dice the game piece will animate its movement around the board so that it feels as if the character is gliding on the ground traveling on the 'silk road'.
        - When traveling between the 2 layers your character animates a cross the bridge and it breaks behind them so that they are unable to exit that way.
    - Switching Item Cards
        - When you discard a card it will either go beneath the deck of those cards or burn up
    - Gain or Loss of health/talisman piece
        - When you lose a battle and lose a health/talisman or gain a health through the items you will see the bar move up and down, and in the case of the talisman you will see more of the talisman image glow or darken accordingly.
    - Battling
        - When battling other players, when the battle is concluded you will

see your token knock over your opponent and a heart will break over their head.

- Death Animation
    - After a battle if a player loses their last life the player token goes through a death animation based on whoever killed them. For instance if they were killed by an archer then an arrow goes through them, if killed by a swordsman then a sword cuts their limbs off. If killed by a poleman then the pole goes through their eye into the skull, and the shield man would bash them into pieces.
    - If killed by a board event then the character uses the basic death animation where the player falls over and bleeds out.

Artificial Intelligence

- The AI aspect will come into role when there is less then 4 players and they want to have a full board. It will be predominately based on RNG (Random Generated) options. For example, when choosing a race and class, the AI players will choose their race after all the real players has selected theirs. The specific class, left and right movement, and card discard selection will be selected at random to keep the game unpredictable.

Platform

- It will be mainly be a PC platformed game, but it is easily adaptable to be able to expand to other platforms. Potentially could even work on mobile devices for on the go play.

Detailed Backstory (Detailed)

The setting for the game is the Mongolian era, but this isn't where it all began. You begin in the 10th grade and your world history teacher sent you an app invitation for a game that looks intriguing. You noticed right away that it was free so you and you're your friends decide to open it. Once the game was opened, you and your friends were transported to the Mongolian era. You notice that your each were sent in different locations (each of them are transported to different home base across the map) one in of these lands [China, Rome, Mongolia, Persia]. Once you arrive you are sent out by the ruler of that land that if you can bring him back the lost amulet then you would be able to return to you home. You are no longer friends with you classmates. It's every man for themselves if you ever want to return to your loved ones. The map can end up killing you if you don't get stronger fast.

This app is a ploy of the government to reduce the world economy to help reduce the current population while training the most cunning new generation.

Sounds

- Rustic Vibe Music for the loading screen
- Jolly/Happy vibe for the normal game play music
- Dramatic sounding music for the battle screen
- Sad depressing music for when a character died
- A walking sound clip when a character moved
- A marching sound clip if you are moving onto an enemy

Colors

- Earthy yet vibrant colors for the environment colors

Character Concept Art

Poleman

Swordsman

Archer

Shieldman