High Concept Document - Revision 1
Team Roshambo

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Game World

This game takes place in modern times within a desolate and harsh environment. The general landscape has been devastated by a very destructive war and society has broken apart. Within this world you will find mostly blown up buildings, makeshift shacks and the odd tree.

Background

After 20 years of intense war, a once thriving city has been torn to shreds. The few residents that are left are fending for themselves and will do anything it takes to live another day. Only the most resourceful and cutthroat will be fortunate to enough to survive when winter arrives.

Character Motivation

The character will become hungry and therefore will need to scavenge the environment for food. In addition, winter approaches and in order to stay warm the character will need to find wood to make a fire. Once the character realises that other individuals are contesting the limited resources, traps will need to be created.

High Concept

Features

1. Traps: Customize traps by using resources and supplies on the map. The function of the traps are different depending on what kind of resources are used to make the trap. (Traps can stop players for a few seconds or a round and make players lose some resources.)

2. Maps: Two maps can be chosen in the game with different terrains and climate changes.

3. Resources: Resources are limited in the game and will be randomly setup when the game starts. It will be used on crafting.

4. Hunger: A measurement which determines if the character is starving. Hunger will drain over time in the character's turn. If hunger reaches 0, health will begin to drain.

5. Health: A measurement of overall physical conditions. It is lost if the character is trapped by certain traps, outside of the warm circle or the hunger reaches 0.

6. Winter: As the game progresses, players are restricted into a smaller and smaller warm area. If player moves outside of the area, the health will begin to drain.

Player Motivation

Survive longer than the other players. Players can use different strategies to win the game!

Genre

The Genre of this game is a multiplayer, survival game that is also turn-based. Players need to gather resources and make unique traps to survive while being restricted to limited time within a rotating turn system.

Similar game that this game is inspired by

1. Worms series: worms is a famous turn-based multiplayer game and it inspired us to use a turn-based structure and a multiplayer competitive mode. The interaction between the player and terrain(terrain is destroyable) is a good feature we can borrow from the game.

2. This war of mine: an excellent indie game that provided us the idea of survival and resource collections. It is fun to play because the resources are limited and the player needs to think about the strategy regarding distributing resources on different aspects. Also, every action by the player in this game has cost. It's a good feature since player need to think about every single step with limited resource.

3. Don't starve: an great example of survival game and it inspired us on the survive feature and background stories. Health, hunger and crafting are also good features that we can borrow

from. The challenge from the weather, the monster and traps around the treasure are also excellent ideas for a survival game.

Target Customer

The basic game set is for any players that were interested in survival type game but do not have much time to spend on game(Since the game has simple and clear mechanism and each game is around 15-20 minutes). This game is also targeted at people who enjoy competition with others.

Design Goal

Player's Goal

To have their character survive longer than the other players. This includes not starving or freezing from lack of resource gathering. In order to achieve this goal the player must scavenge for food and supplies. This could include finding things in the environment or taking things from other characters.

Winning Conditions

A player is living while the other players are dead. This is achieved by starving slower than your opponent (collected more food) or not being frozen by cold weather (sufficient proximity to heat sources). Winning

does not occur if all players do not survive but this would still trigger a termination sequence.

Resources

There several kinds of supplies and natural resources in the game stage as it was initialized at the beginning of each game. The total amount of resources of each game is limited. The supplies and resources are different types of food (which refills hunger and may restore some health for different values depends on the kind) , drinks, gear (which used to craft traps), spring and wood (which used to make a campfire).

Traps

Player can use different combination of resources to create different traps. The basic trap can stop the player for a few seconds. Players can also use food or gears to create advanced traps. These will further obstruct the other player from gathering resources or performing actions and deal some damage.

Player's Role

The player's role is to control the game characters who are trying to survive in an isolated island. They have to compete with other players and they need to be selfish since the amount of resources is limited and winter is coming.

Player's Interaction

Players can interact with the game using mouse buttons. Left click will be the interaction on certain items and right click will be general menu.

Players will be able to move left and right with "A" and "D". They can also perform special action with "Space". For example, if there's a gap, player can press space to jump. If there's a ladder, player can use space to climb up.

Camera Movement

The game scene will scroll as the player moves around. The camera will keep the player in the center of the screen until the border of the game stage. The camera will remain at the maximum or minimum value of height or width until the player leaves that area. Player can also drag the camera to see other place from the mini map, but the camera will back to player-centered as soon as the player start to move

Non-Open World

The game is non-open world and the players' action will be limited. They are allowed to move freely in a map which has been predesigned. Players are enforced some restrictions in the game environment (e.g.Worms).

Artistic Design

Graphic Style

This game will feature a dark and somber 2D pixel style. The goal with this type art direction is to impose a sense of desperation and dread onto

the player. This will involve having a focus on shadows and bleak environments
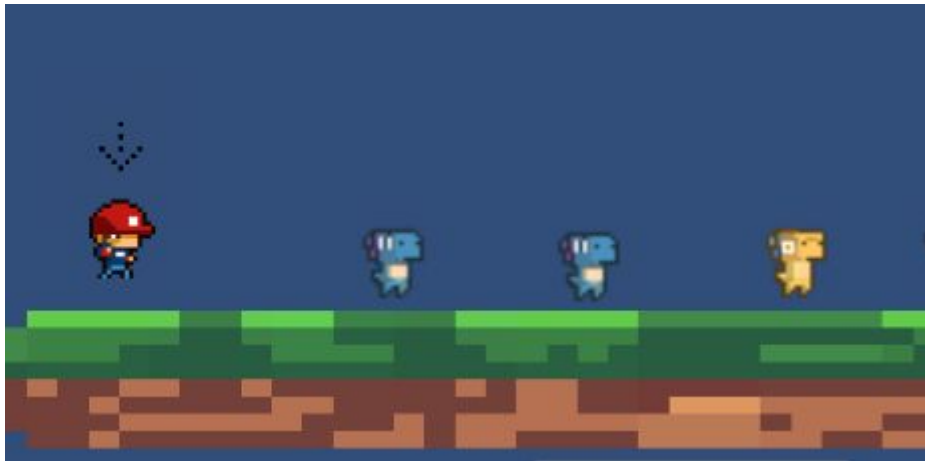
Sample Character and Game Object

Hand Draft Art by Sam

Sound Style

Slow, simple and sad music will accompany the game in order to invoke a depressed feeling for the player. In addition, sound effects will be an important part of the sound design in order to make the player actions have some weight behind them. Noises such as metal creaking

and clunking will be used to try to immerse the player in a modern war scenario.