



High Concept Document - Revision 0

Team Roshambo

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High Concept

The dangerous and inaccessible forest where resources and supplies for people to survive are limited, many players parachute onto it and scavenge for resources and equipments to stay alive as long as possible while avoiding getting killed by awful weather and other players. The last man standing is the winner of the game.

Features

- Customization traps by using resources and supplies on the map, the function of the traps are different depends on what kind of resources are used to make the trap. (Traps can stop players for few seconds or a round, or make players lose some resources.)
 - Numbers of maps can be chose in the game, different maps will have different terrain and climate changes.
 - Resources are limited in the game, and the weather in the game will getting worse and worse, forcing surviving players to make move and encounters.
- Resources and supplies can be stealed from one player to the other.

Player Motivation

- Be a king of survival, Be the last man standing. And there are many ways players can achieve this goal, for example: Camping, talking all the resources in the map or making traps let the other players lose their resources.
- Experience different kinds of maps, and climate change.

Genre

The Genre of this game is a roguelike Turn-based survival multiplayer game, players control the resources to survive and make unique traps. And the distance players can move is limited every turn.

Similar game that this game is inspired by:

Worms series: Worms is a world famous turn-based multiplayer game, it inspires us using a turn-based structure and a multiplayer competitive mode.

This war of mine: This game is an excellent indie game that provides us the idea of survival and resource collecting.

Don't starve: Don't starve is a great example of survival games and it also inspires us on the art style and background stories.

Target Customer

The basic game set is for any players (the age recommended 10 years or older). However this game may require internal decision tree style thinking and typically very high situational awareness. The game is also target at friends or couples to enjoy the game together or competitively.

Design goals

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 and it will appear as game goes on until it reaches the limit. The supplies and resources are multiple food (which restore hunger for different values) , drinks, gear, spring and wood.

Traps

Player can use different combination of resources to create different traps. the basic trap will consume a wood and a spring, and it can stop the player on it for a few seconds. Players can use food or gears to create advanced traps to further obstruct the other player from gathering resources or performing actions

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 stage with mouse buttons. Left click will be interaction on certain items, and right click will be general menu or a item specified menu if it's on an interactable item. Players will be able to move left and right with "A" and "D", and they can perform special action with "Space" while there is a hint, 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 stage will scroll as the player move around. the camera will keep the player in the center of the screen until the border of the game stage. Camera will remain at the maximum or minimum value of height or width until the player leave that area, and camera will keep player in center again. 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 on their choice which has been predesigned. Players is enforced some restrictions in the game environment like Worms did.

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.

Backstory of the Game

After 20 years of intense war, a once thriving city has been torn to shreds. The few residents that are left fend 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 the coming storm.

Character Motivation

The character will become hungry which will force their 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 its resources, traps will need to be made to keep the others at bay.

Artistic Design

Graphic Style

This game will feature a dark and somber 2D cartoon 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.



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