

Game design document for:

Re: Invasion

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Description:

This game will be a Mech-simulator in virtual reality, where the user will play from the perspective of the pilot. The game will have a mission-based single-player campaign, where the player gets upgrades for your Mech after completing missions. The main mechanic will consist of moving your hands with the VR controllers as if you are moving the robot's hands. This way players will be able to hold a gun or sword with the robot's hands, in order to fight with their enemies.

Game genres: Mech simulator, Action, Shooter.

Platforms: Oculus Rift and/or HTC Vive.

Philosophy:

This game will be centered around immersion and its core fighting mechanic. It intends to put the players in the role of a Mech-pilot, and make them feel powerful while fighting their enemies. The core fighting mechanic is inspired in anime, where Mechs (or Mechas) have a humanoid form, and pilots move their Mechs as an extension of their bodies.

1. Pillars

- Immerse the player into the pilot role.
- Make the player feel powerful.
- The player must feel agency in the game

Feature Set:

1. Game View

The game will have a first-person view, from the perspective of the pilot, who will watch everything from the cockpit. Because of this perspective and the nature of VR games, most (if not all) of the HUD elements will be diegetic.



[Figure 1] Example of a cockpit with a big glass (Ace Combat 7)

2. Movement

We want the movement of the Mechs to be simple, so the players can focus more on the combat. For this reason, players will move by land (to keep movement in 2D) and the mechs will not walk, instead, they will move with tires or by floating. Because the player is the role of the pilot, none of the motion controllers will change the Mech position.

3. Combat

Players will move the VR controllers to move the Mech's hands, which will be holding weapons. Players will be able to fight with two types of weapons: melee, and range. The player will be able to have one in each hand, either two melee weapons, two range ones, or one in each hand.

Game World:

1. Overview

This story is placed in a far future where there are many intergalactic species, some living and working peacefully together in space colonies, some others at war. Technology is very advanced so traveling between planets is nothing amazing. This universe is no stranger to wars, either for power or resources.

2. Aesthetics

The art style should be futuristic in order to match the setting and the technology of the world. Preferably, I'd be able to work with a Mech design that doesn't give the impression that it's from space because the whole game will unfold over land.

3. Planets and missions

Because this adventure will be unfolded in many planets, there is room for having very different environments, with different colors and themes. Missions will be divided into planets, which will be analogous to each chapter of the story, this should give the player a sense of progression each time he/she changes location.

Development/Programing

This game will be developed in Unity Engine because it has free libraries to work with Oculus and Vive. Also, the programmer (me) is already familiar with this engine. The assets will be taken from free to use sources like OpenGameArt.org or made by myself.

Other systems

1. Upgrades

Players will be able to expend their gold in the store, where they will be able to buy upgrades for the Mech (e.g a larger sword, a stronger gun). Players will use experience points to level up, having a higher level will let them buy and use more powerful upgrades.

2. Character

We want players to feel like they are the pilot, that is why we are going to ask the player's name, to name the pilot.

Reference games



[Figure 2] Reference - Steel Battalion gameplay

In this game, players had the option to control their robot with joysticks, this can give us information on how to make a good control scheme using the VR controllers.



[Figure 3] Reference - Vox Machine VR game

This is a VR online game where players control their Mech in order to beat other players. Because of the similarities, there is a lot we can learn from this game like controls schemes, UI/UX, etc.