

TweeKracht

The Energy Game

Design Document

Julian Tekstra
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Story

Welcome to the world of professional wrestling! You are a recruit to the prestigious TKW. The choices you make will impact your career forever. What will you do? Will you be a beloved team player, or be on top of the world?

Gameplay

In The Energy Game, you play as a professional wrestler. You will play a spark notes version of your career, where you will be presented with choices to make. These choices will shape you as a wrestler and tell you something about yourself as a player!

Elevator pitch

Discover what makes you strong through the eyes of a professional wrestler in the Energy Game!

Game Flow

The game starts with the player character training, they can forge their career through here. Whether they become a solo star or tag team topline shapes their career forever.

The player will be presented with several choices throughout their career. These choices are translated from The Energy Game's physical version. This puts the choices in a real-life context.

In the end, the player character will go down as one of several archetypes which are, again, the results obtainable in The Energy Game.

The Energy Game is played twice, once with your hard side, and once with your soft side. Your hard side is more rational and expressed outwardly, while your soft side is more emotional. This maps perfectly with "heels" and "faces" in professional wrestling, where faces are good guys, and heels are bad guys.



Character and controls

Character

The player plays as a professional wrestler. Their gimmick will change depending on the result of the Energy Game. For example, the creator will be known as a very creative, cinematic character. This character will not only change visually, but also in their way of acting and talking.

Controls

The game will be controlled by making choices in the HUD, this will be either buttons or dialogue options



Game World

The game takes place in the fictional company of TKW, a prestigious professional wrestling promotion. Big decisions are made at major pay-per-view events, but decisions are also made at smaller televised events, house shows, or even backstage.

Interface



Certain choices will be presented like in picture one, these choices will be for dialogue. Other choices will be presented like picture two, where text at the screen gives a brief hint of what the options mean

Note: None of the actions described above are translated from The Energy Game and thusly will therefore not be in the final game

Mechanics, Dynamics & Aesthetics

Mechanics

- Decision making
- Introspection/Self-reflection

Dynamics

- Making choices based on your personality
- Watching your wrestler grow based on your personality

Aesthetics

Discovery, story

Inspiration



