Look Back

Version 1.0

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# Introduction

This document specifies a design for the gameplay of a game with the provisional title “Look Back”. It is based on ideas that popped up during my sleepless days looking at the yellow bulb working continuously 2 days since my birthday on March 9.

## Scope

This document is intended to be read by programmers, artists and producers involved in the design, implementation and testing of *Look Back.*

## Type Conventions

Things which have been discussed are presented in this document using Arial font, like this.

Things which have not been officially agreed on but which are suggested by the author are presented in Times font, like this.

## Genre:

* RPG
* Multiplayer
* Action
* Survival
* 3rd view
* One player
* Horror

## Setting

The game will be set in a corupt future world where the sun has fallen down. The world is bathing in darkness, leave it to new planet is the only way.

There was a rumor about the ATK (cơ quan bảo vệ nhân loại) are gathering all earth citizen to move to new promise planet. Thus, everyone are counting on that to survive.

## Development Aims

The aim of *Look Back* is to produce a fun, addictive, thrilling and interactive survival which uses 2D graphics.

# Game Overview

# Gameplay Mechanics

## Action

Players will be able to move around with 4 direction (left, right, up, down). Players cannot jump.

Players using mouse to control his vision (there will be only one third of the map be visible, corresponding to the eyes).

Players can attack the animals, other people, supplies.

Players can heal other people and themselves.

## Objective

Main objective of the game is to live until the ATK found you.

Side objectives:

* Collect supplies
* Kill monster
* Save people

## World

The playing world will be in a big rectangle map, with random objects

The world is covered in darkness so there are no minimap.

There will be no landmark.

## Landscape

The landscape will consist of:

* Lot of trees
* Bridges
* Water
* Stones
* Bones
* Lều trại bỏ hoang
* bush

The landscape is fixed, and cannot be altered by player actions.

The landscape will include maximum two level in the bridge case.

The landscape will be in a pristine yet polluted land, desolate, with unusual terrain.

## Ground Type

Types of ground will include:

* Desert
* Forest
* Toxic water
* Bones

## Objects Type

Objects which can appear include:

* Animals: harmful and unharmful, both received power of darkness
* Zombies: human lacking light too much would turn into zombies.

## Control

The game will be controlled by mouse and keyboard

6.6.1 Direct Control

When

## Physics

# Progression & Rewards

* 1. - \*\*Hệ thống level / XP\*\*
  2. Ingame: Tăng chỉ số theo thời gian
  3. Ngoài: thể hiện kinh nghiệm 1month experiences…
  4. - \*\*Hệ thống vật phẩm, trang bị\*\*
  5. Thu hoạch vàng về để mua nâng cấp
  6. Trang bị: vũ khí, đồ cho pet, giày, giáp, máu, hồi phục
  7. - \*\*Nhiệm vụ & thành tựu (Quests & Achievements)\*\*
  8. 4 nhánh nghề: miners, killer, healer, petter
  9. - \*\*Hệ thống gacha / loot box (nếu có)\*\*

# Monetization

* 1. In-app purchase: Đổi nhân vật nhìn mượt hơn, đẹp hơn, đổi trang phục, battle pass
  2. Quảng cáo (chơi càng nhiều quảng cáo càng lâu) cấp số cộng, cách nhau 6 tiếng, ý là bắt người chơi nghiện bằng cách cho chơi ít lại. và mong chờ vào lượt chơi tới
  3. Gacha:
  4. DLC:

# Art & Audio

# UI/UX

* 1. - \*\*Bố cục UI\*\* (Main menu, HUD, Inventory, Map)
  2. Main menu thể hiện khung cảnh sinh hoạt
  3. - \*\*Trải nghiệm người chơi (UX)\*\* (Cách giúp người chơi hiểu game dễ dàng)
  4. Dùng manga để kể truyện

# Technical Aspects

# Market & Competitor Analysis

* 1. - \*\*Đối tượng người chơi mục tiêu\*\* (Casual, Hardcore, Mid-core)
  2. - \*\*Phân tích đối thủ cạnh tranh\*\* (So sánh với game tương tự) :
  3. - Identify V: đa dạng mục đích hơn, không cần phối hợp đồng đội nhiều
  4. - \*\*USP (Điểm khác biệt của game)\*\*
  5. - đa dạng mục đích hơn
  6. - cơ chế che tầm nhìn

# Development Plan