



CRAPULAS

GAME CONCEPT DOCUMENT

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INTRODUCTION

The starting point: our will to create a **funny** and **simple** game with a beautiful message of **inclusion** and **peace**.

Valparaiso in Chile is a beautiful and **colorful city**. Its **topography** facilitates the representation of inclusion and mix of population we wanted to focus on.

The representation of storytelling through missions and a final quest has existed for years and provides an interesting way to present stories and goals to **young people**.

To represent the **dynamism** of the chase, the confrontation phase is **easy and fast** to understand. It doesn't require much reflection and looks much more like a family board game.

All in all, this game will offer a **short** and **funny** experience that uses a mix of RPG structure and family board game gameplay. *Crapulas* has a strong visual identity to create a memorable narrative experience.

PROJECT DETAILS

Pitch

Follow the mission of a teenager band composed by demon, human and monster.
Bring the population together and REKINDLE the dialogue between species.
Prevent your opponent from catching you during chase!

Details

- **Platform:** PC
- **Language:** English
- **Target public:** ~ 10 yo. Watch cartoons and animated movies. Play toy and board games. European
- **Themes:** Solidarity, camaraderie, cohesion, complicity.

A small RPG based around exploration and confrontation for a funny and important values player experience.



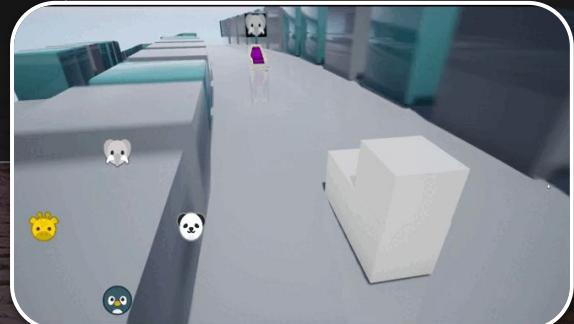
USP & KSP

USP

- Unique mix of turn-base / real-time combat system, inspired by board games like Dobble or Jungle Speed.

KSPs

- **Confrontation** → Accessible combat rules for children.
- **Dynamic RPG** → Fast combat and parallax effect.
- **Exploration** → Open circulation in Valparaiso.
- **Narration** → A funny and important values player experience.





Mockups

MOCKUPS

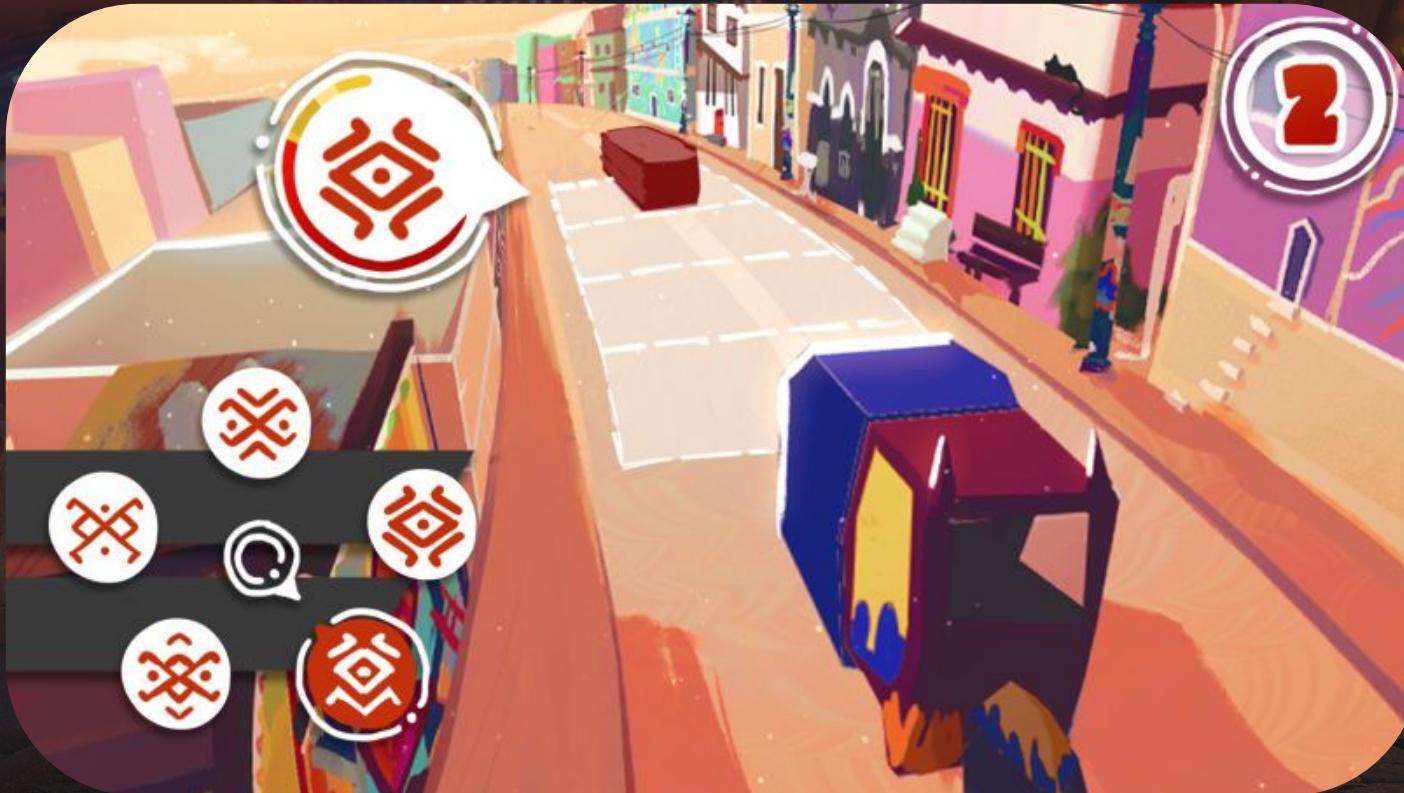
Exploration



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MOCKUPS

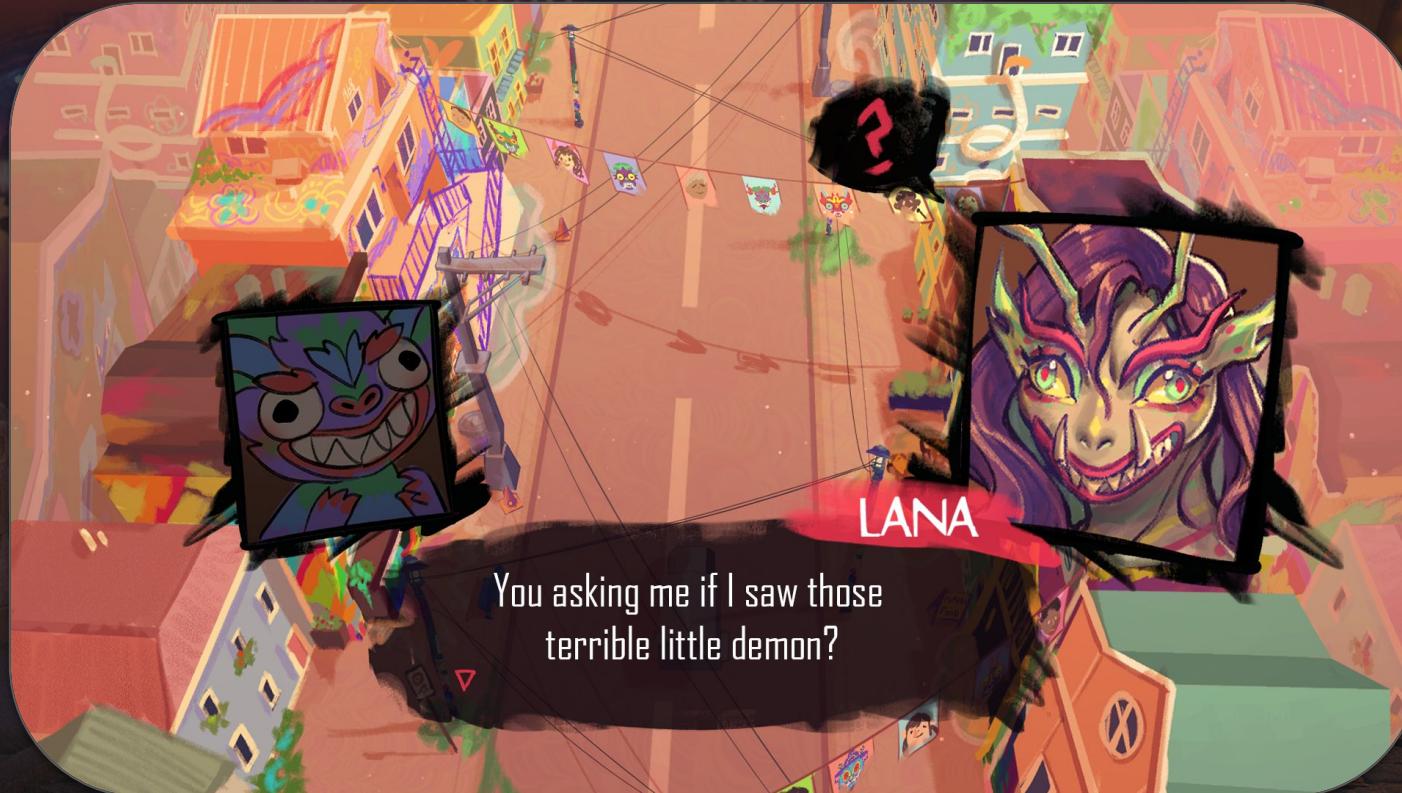
Combat



This image doesn't represent the final product.

MOCKUPS

Dialogues



This image doesn't represent the final product.



Story and universe

THEMES AND OPEN QUESTIONS

Communication is the basis of agreement.

VALPARAISO

Cohesion
Solidarity

PLAYER TEAM

Camaraderie
Complicity

WORLD CONTEXT

The game takes place in the city of Valparaiso in Chile.

About two decades ago, the city was disrupted by a rare and natural event. A rift of several kilometers long appeared, causing serious damage to the city. But the most disturbing for the people of the city was the apparition of some strange creatures following the rift. Monsters, demons and other chimeras straight out of their folklore seemed to come to life before the eyes of the inhabitants.

The first years that followed were very complicated for the populations who considered these species as invaders. It was just as complicated for these creatures, many of whom had lost their home with the opening of the rift.

After years of quarrel, each people signed a peace treaty, committed to respect, mutual aid and kindness between species for a more beautiful shared life. Valparaiso became the city of the Demon-Monster-Human agreement. They share tasks, jobs and their daily lives.

The date of the rift's opening has become the new national holiday.

WORLD LOGIC

Species

HUMAN

They've been living there for thousands of years. They know the same history of the world that the player does.



DEMON

They have been there for millions of years but live below the surface of the earth.

They go out very rarely and humans have always believed in myths when they come across one. They are teasing and very smart.



MONSTER

They have been there for millions of years but live below the surface of the earth.

They go out very rarely and humans have always believed in myths when they come across one. They are kind and love to be around.



When the rift opened it destroyed parts of the city. Demons and monsters helped humans to reconstruct the city. That's how they first integrate in human society and achieve to make sign the peace treaty.

Efforts has been made by the municipality to open existing infrastructure to all species. School, museum, etc... However, humans didn't understand that creatures have a different culture than them, as they don't put the same importance in some activities than humans (*like visiting a museum*). So humans thought creatures were not interested in being one with humans and prefered to stay secluded with their own population, so they did the same.

The city management didn't change with the arrival of creatures. Chili is a decentralized government composed of region, provinces, municipalities. Municipal government are composed of 1 mayor and a council of 6 to 10 persons changing each 4 years. The council is still mainly human because creatures didn't bother to participate into political choices yet.

Creatures learned to live among humans by doing similar jobs. They were firstly in competition due to the novelty effect of creatures presence. But as the time passed, people started to go only to shop from their own species since they do what fits best for the said species. (*ex: appropriate size for furnitures / quantity of food / etc*)

WORLD LOGIC

Upheaval



World that player knows.

Period of discussion in which species act the peace treaty.

Species live among each other but never really tried to understand other's way of life. So they are more and more reclusive with themselves. And bear each other as mutual agreement only.

STORY OF THE GAME

The story takes place 20 years after the upheaval, 15 years after the signing of the peace treaty between the creatures and the humans. This date is very important. However, a cold atmosphere prevails in the city and among the inhabitants.

It's time to make them remember the values and friendship that once animated the city of Valparaiso!

[*Player Character*] is sick of not being considered by others species of the city these last months. An animosity between species has grown and spread in the city. S/He wants team spirit back among the adults. S/He calls her/is friends to help her/him to organise a surprise to the inhabitants and gather the population.

MOOD

Valparaiso is a city in Chile located in South America.

Urban and dynamic, Valparaiso is full of life, especially since the arrival of the creatures. The rift has redesigned the structure of the city, some parts have been consolidated to allow the inhabitants to **live serenely**.

The creatures have settled in the city, **remodeled** human houses and built new structures to suit their needs. The city's infrastructure has been adapted to **accommodate the creatures**.

Mood: Dynamic, colorful, urban.

The player must feel confident in the city. It is his/her playground. In parallel with the confrontation phases, the player must feel safe while driving around the city, encouraging him/her to explore the city.

NARRATIVE AND GAMEPLAY STRUCTURE

Progression of narration :

Main quest : succeed in bringing the inhabitants together in the square. To do this the player must complete 2 missions.

These contain scripted confrontation, fooleries, confrontations, lore discussions.

MAIN QUEST

MISSION 1 / Tutorial

MISSION 2

Start mission with your team mate

scripted confrontation

lore + fooleries

fooleries confrontation

trigger a discussion with neighbors characters

lore + fooleries

Scripted confrontation

lore discussions

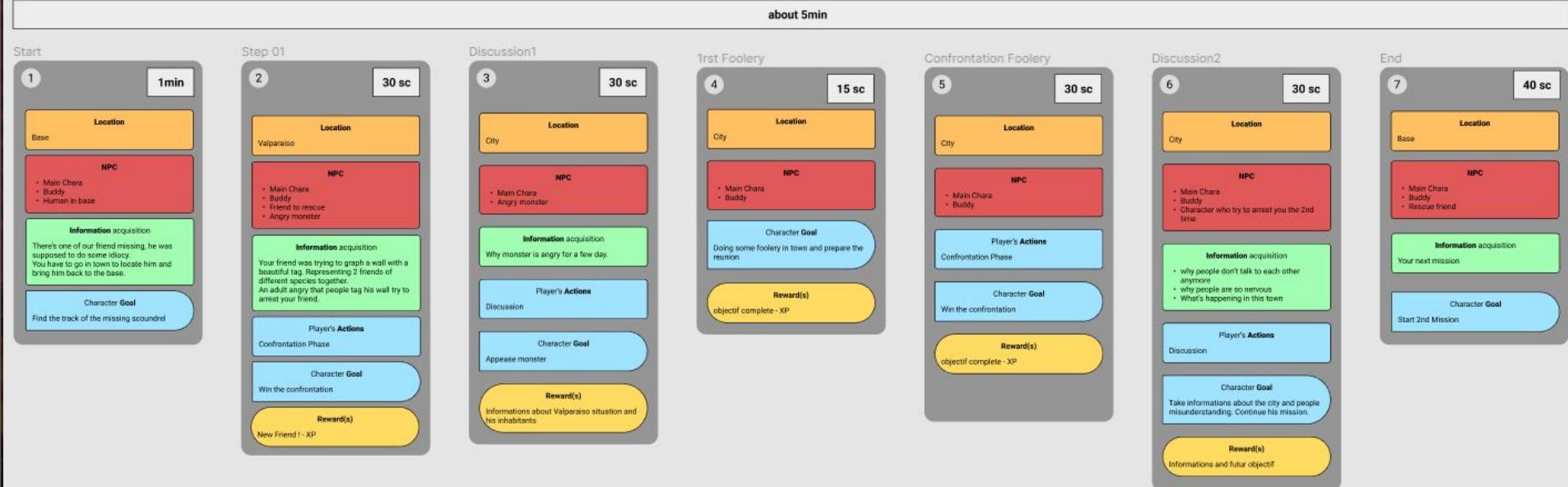
- discussion with your friend in car
- discussion with friend before confrontation
- discussions with characters in town

- discussion with your friend in car
- discussion with your friend after a foolery
- discussion friend confrontation
- discussion with characters in town

MISSION 1

Design

WIP



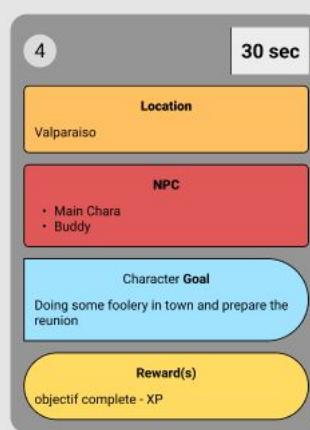
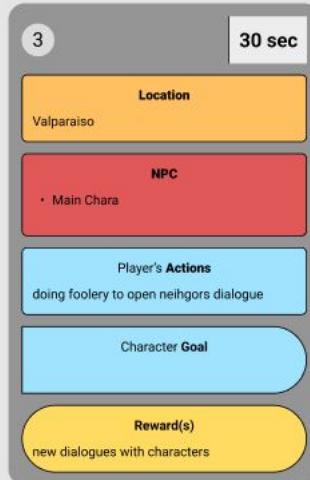
+ fooleries in town who don't affect the functioning of the mission

MISSION 2

Design

WIP

about 4min



+ fooleries in town who don't affect the functioning of the mission



3C



Characters

PLAYER CHARACTER

Main character

Name : to be defined

Species : demon any gender

Age : teenager



Nature : Playful, kind and empathetic. Very sociable, he often takes the position of a leader.

Possible actions:

- Lead the group (he is the one that wanted to bring people together)
- Say what to throw in a confrontation (he takes the decisions)

Expressions : 5

- natural (basic pose)
- happy

He seeks to bring the species together and remind them that they need each other.

He is always ready to do silly things. If he can find partners to play a thousand and one pranks he is the happiest.

Story : "Demon name" is part of a group of friends who know each other since childhood. A strong friendship unites them. For some time now, they have been seeing each other less because their parents are on the outs. He wishes that the tensions between the species calm down and that the good atmosphere in the city returns.

PLAYER JOURNEY

The player **evolves** in a universe he knows and which is **not dangerous** to him. Their goal is to **complete all the missions** and quests in the city for the gathering to take place.

During their journey, the player will steer the vehicle through the streets of Valparaiso. The player's points of interest will be varied and scattered throughout the city. They will be able to **interact with inhabitants**, see where the **confrontations** are going to take place as well as for the **pranks**.

Chara 2: Player Best friend in car

Name: Mathias / Camila

Species: human / any gender

Age: teenager/child



This image doesn't represent the final product.

Archetype

/

Tropes:

Playful,

kind

Best
and

friend.
curious.

Nature:

Social Class: Working class.

Possible actions:

- Drive (They took his parent's vehicle)
- Dialogues

Expression: 5

- Normal : basic pose
- Happy
- Sad, not so much
- Destabilized
- Laughing

Story: Brave and single child with two lovely parents. They live in harmony with the others species. Mathias/Camila and PP are best friends since childhood. Their parents are close since the upheaval.

Motivation: S/He doesn't want to lose his/her best-friend if the parents decide that they mustn't see each other anymore. S/He will do anything to help [Player Character] in his/her plan.

Chara 6: Player's friend making fooleries in town [Mission 1](#)

Name: to be defined

Species: Monster

Age: teenager/child any gender



This image doesn't represent the final product.

Archetype / Tropes: "The Youngest".

Nature: Look for friendly attention. Shy.

Social Class: Orphan, working class.

Possible action:

- Dialogues
- Confrontation (Throw Objects)

Expression: 1

- Panic/stress



Motivation: As an orphan, the monster is heavily affected by the separation between species. S/He is friend with [Player Character] but would like a parent-child relationship, that could only happen with open-minded adults.

Chara 7: Player friend making fooleries in town

[Mission 2](#)

Archetype / Tropes: Rookie

Nature : Motivated, childish, funny. S/He wants to help and do pranks in the city.

Social Class : Average class.

Possible action:

- Dialogues
- Confrontation (Throw Objects)

Expression: 1

- Amused by the situation

Motivation: S/He wants to have fun with his/her friends and support them in their goal. S/He thinks that laugh is the best way to open dialogue between people and will use it in any situation.

Name: to be defined

Species: Demon

Age: teenager/child any gender



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3C Exploration

ABILITIES

MOVEMENT



The player is **moving freely** on the exploration map.

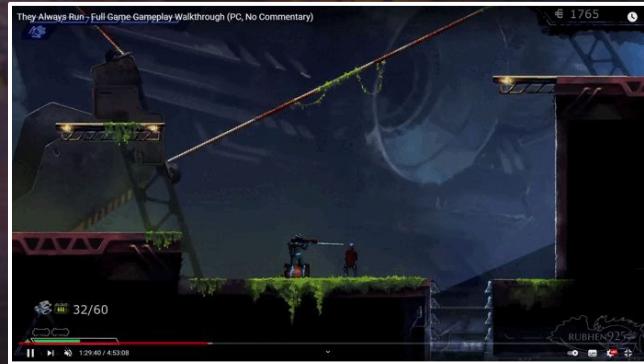
His **speed varies** depending on whether s/he is going up or down a slope.

When the player turns, the **inertia** is more or less important according to the speed.

ABILITIES

Action

EXPLORATION



Progression Mechanic

The player will unlock a sliding ability to move on rails or ramps. This will enable to take shortcuts and will therefore speed up travel time.

The player can interact when s/he stands in trigger zones.

It will trigger dialogues or confrontations.

Fig 3

Camera objectives

- Give enough information about the possible actions surrounding the player.
- Allow the player to easily take the game in hand without struggling with the camera controls.
- Avoid the issues a close 3rd Person Camera can cause.
- Give more dynamism and importance to the player's team.

Model Effect without using Tilt Shift



Francis&Co - Isart Digital



Drone Camera



CAMERA

Exploration Camera Behaviors

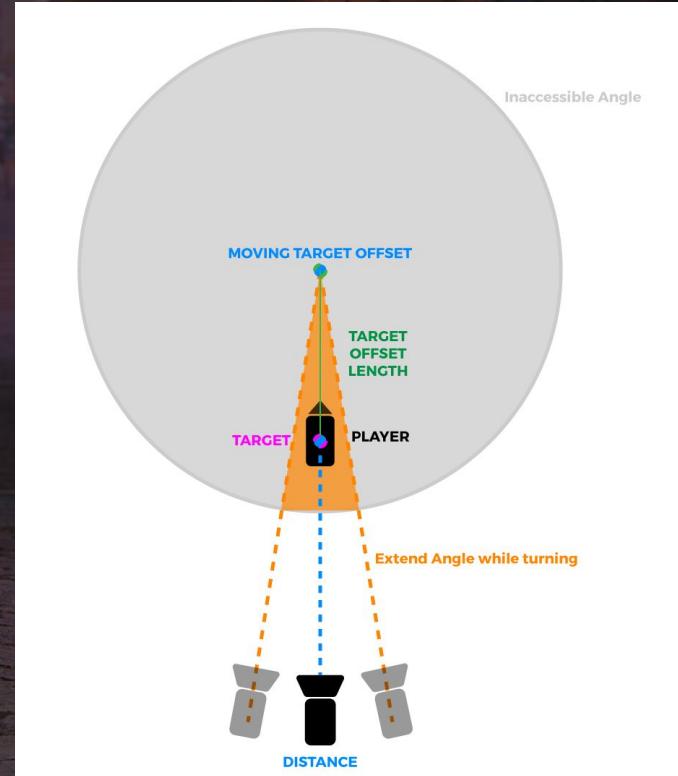


This image is not representative of the final rendering of the game.

Behavior:

A Top- Down Camera that follows the player. The player cannot control it.
The camera angle will always be fixed.

Check the camera effects.



CAMERA

Exploration Camera Behaviors - Effects



Highlight Shader for overlapping situations

Dialogue Zoom

Screenshake



CONTROLS

Exploration





3C Confrontation

ABILITIES

Action

CONFRONTATION

This image has only a demonstrative purpose.



The player can choose one symbol from a pool of symbols.

S/he has to orient the stick in a direction and then press the action button to confirm.

Symbols aren't representative of the final rendering.



There's a wide range of symbols we can play with.

Camera objectives

- Give the player the **feeling of being chased**.
- Create a **dynamic sequence**.
- **Empower the player's team**.

The Batman Trailer - On-Board Camera (Action Movies Camera)



CAMERA

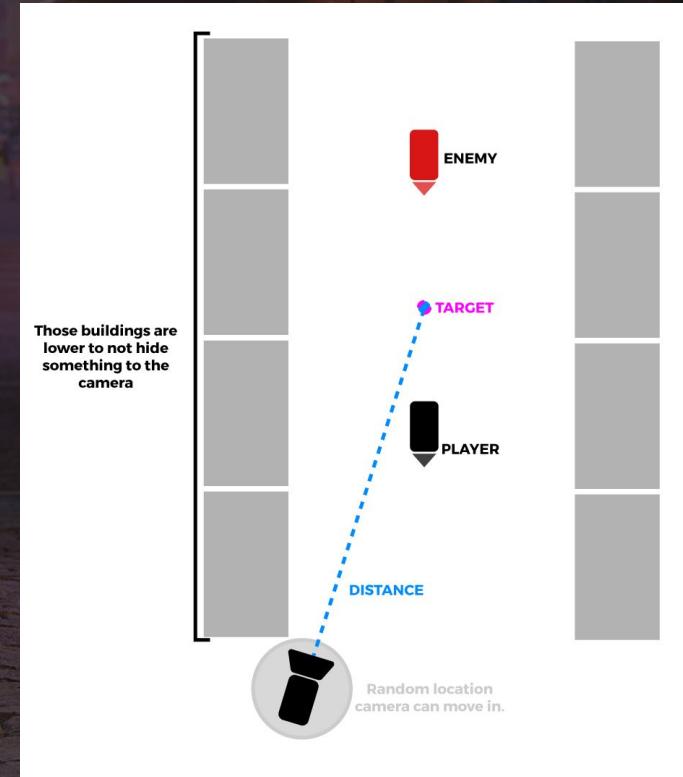


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Behavior:

A Fixed Front-View Third Person Camera that moves with the player.
The player cannot control it. [Check the camera effects.](#)

Combat Camera Behavior



CAMERA

Confrontation Camera Effects



Screenshake



Hitstop

CONTROLS

Confrontation

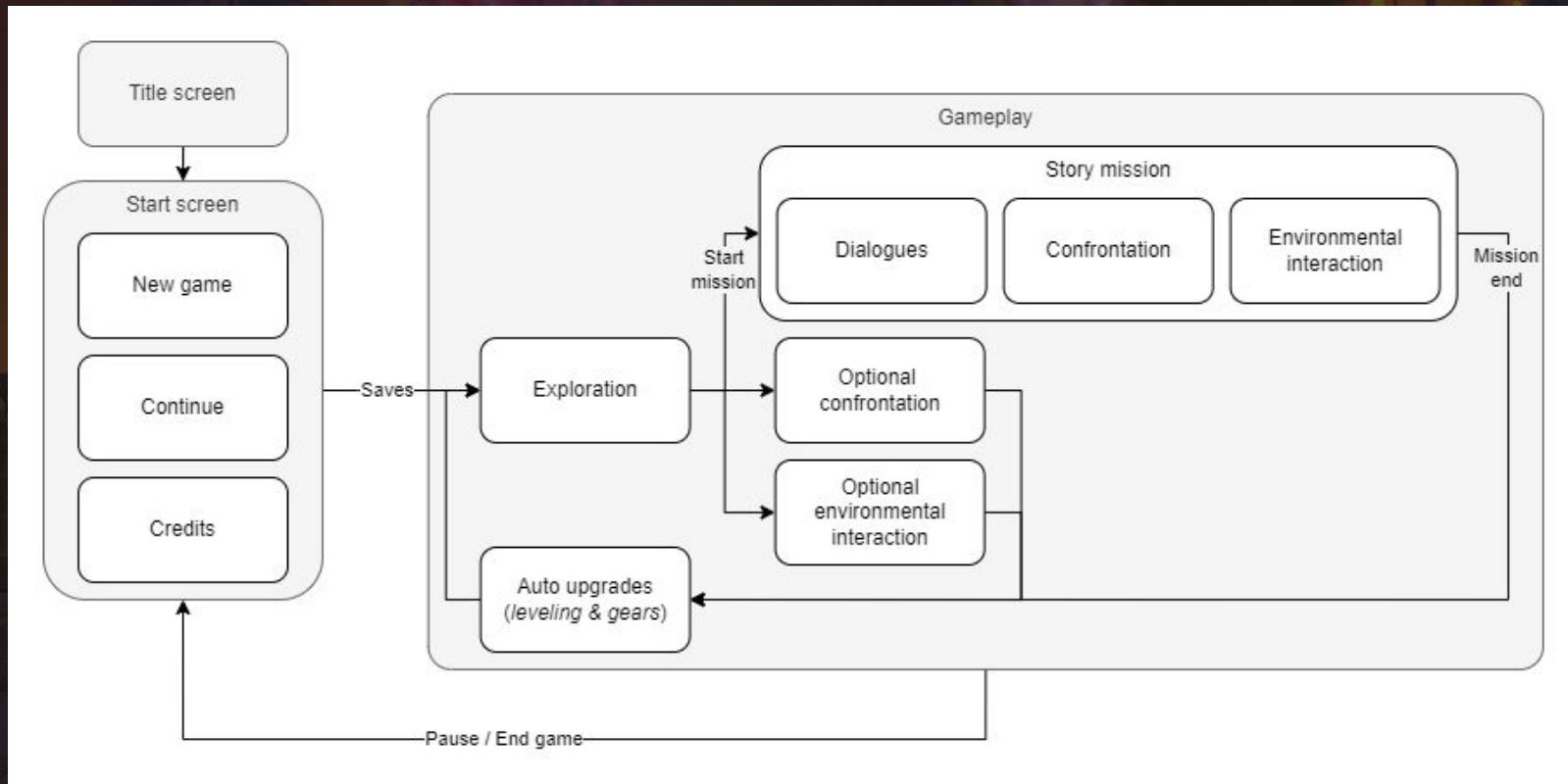




Game structure

Game structure

The game is only can only be played solo.



PROGRESSION

Upgrade System

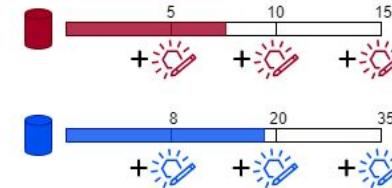
By doing stupid activities (environmental interactions) or confrontation activities, you'll increase your Fellowship Level or your Crew's Experience. This will allow you to do more activities on the map but it will also upgrade your statistics during confrontations.

Legend

	Fellowship Level
	Crew's Experience
	Custom associate to Teammates
	Stupid activity
	Story scene
	Custom associate to Crew XP
	Confrontation
	Custom gameplay (unique)

Unlockable

/Levels and quantities are not representative /



1

Stupid activity on the map
(optional)

2

=

3

=

Making all the stupid
activities unlocks a special
additional side tory scene



1

Confrontation on the map
(optional)

2

=

3

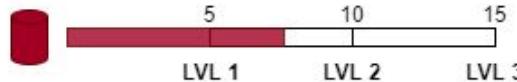
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Optional confrontations are by
default hidden on the map and
will only be revealed when the
player has enough Crew's
Experience

PROGRESSION

Stats upgrade

/ Levels and quantities are not representative /



/ Leveling up may not upgrade every parameters each time /

- | | | |
|---------------------------------|-----------|--|
| + LVL | = | |
| + Time on Timer | ⌚ | |
| + Damage when hit | 🗡️ | |
| + Player life point | ❤️ | |
| + Critical hit threshold | ⭐ | |

Confrontations Statistics Improvement

The more confrontations your team does, the stronger it becomes. Increasing Crew's Experience will enhance the pyour stats in the game is by fleeing chases, improving your driving skills, coordination ...

PROGRESSION

Vehicle Customization

As you increase your statistics, your vehicle will change accordingly. It can either be more customized on one side (Combat / Community), or equally customized on both sides.



Community Oriented
(Fellowship Level)



Combat Oriented
(Crew's Experience)



Both Balanced

PROGRESSION

Gameplay Evolution

To clearly mark the player's progression but also to give reward that gives a new perspective on the gameplay and, how we will evolve in the level, we decided to implement a slide ability.

In the Gold , this will only create shortcuts, but in a final product it will be used to create new areas to discover, secrets and backtracks.



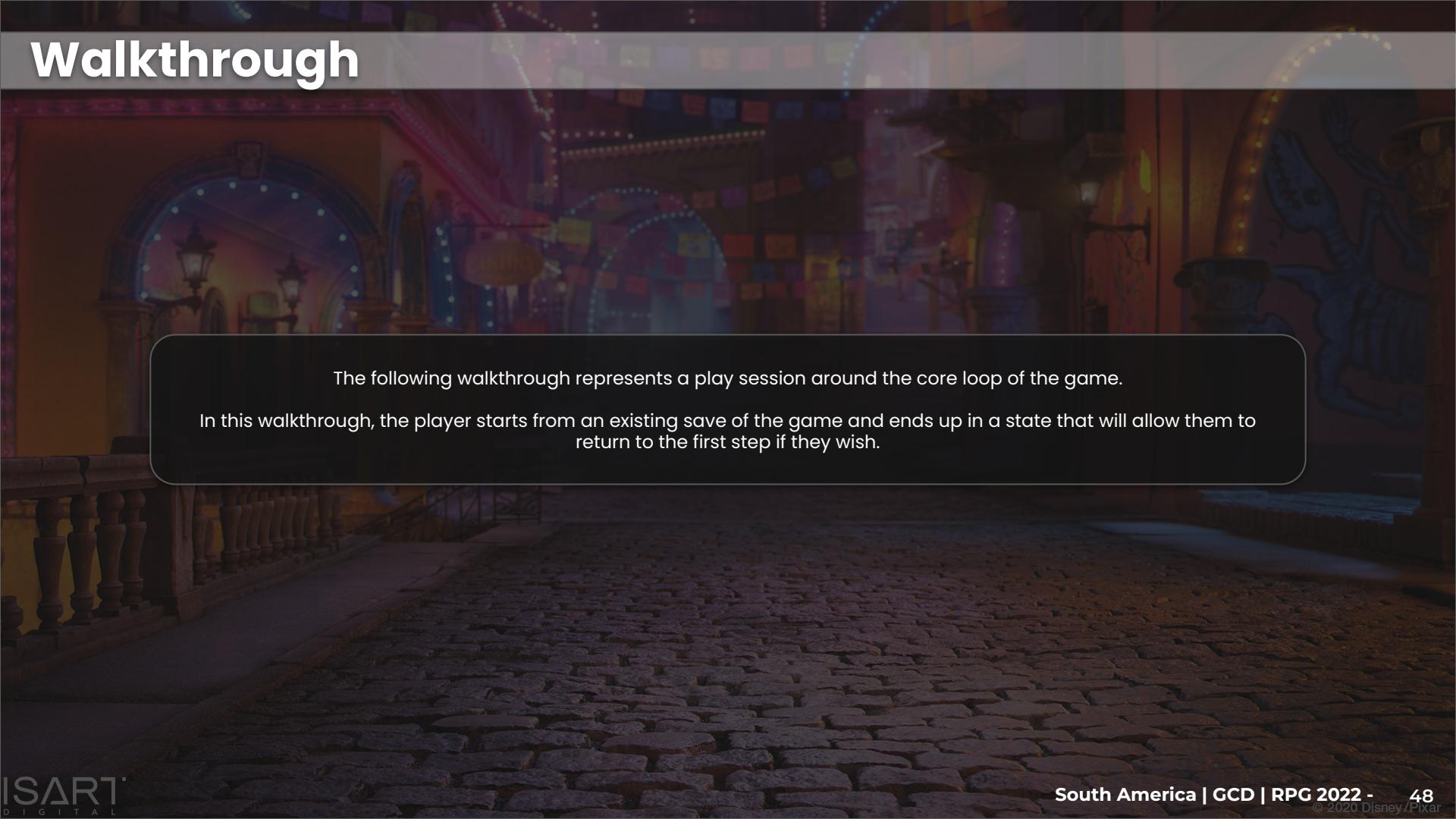


Walkthrough

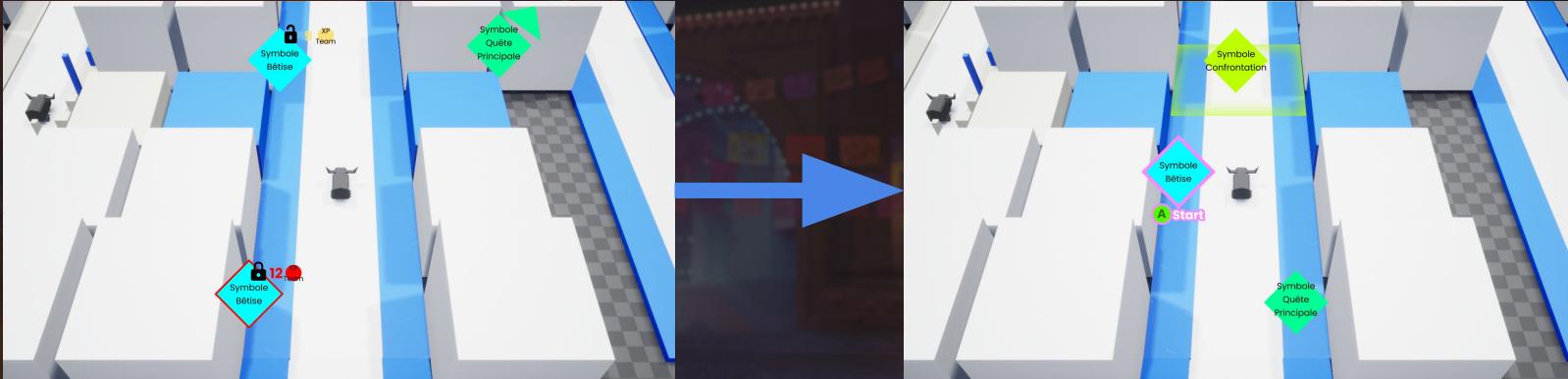
Walkthrough

The following walkthrough represents a play session around the core loop of the game.

In this walkthrough, the player starts from an existing save of the game and ends up in a state that will allow them to return to the first step if they wish.



Walkthrough



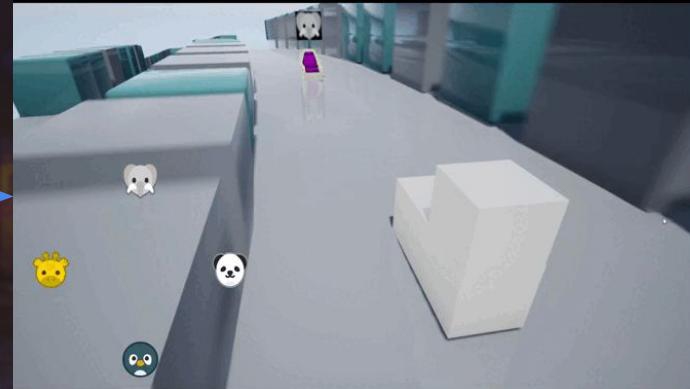
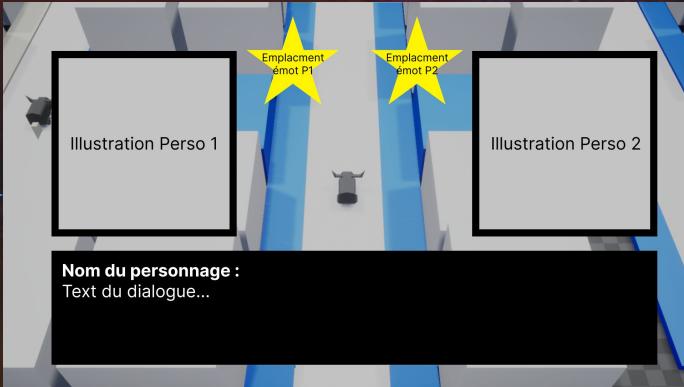
Search for a quest

When the player loads the save, s/he will spawn in the city, in the exploration mode. S/he will start looking for the next story mission to continue the main quest.

Start a quest

After finding the next area to trigger the mission, s/he will interact with it and it will then start a dialogue scene.

Walkthrough



Dialogue

During the dialogue scene, the player understands the stakes of the situation, and enriches his/her knowledge.

S/he then pranks people and get chased by them. A confrontation is thus triggered.

Confrontation Phase

During the confrontation, the player must match the enemy's symbol before her/his time runs out.

The player has a limited number of attempts corresponding to her/his life points.

The enemy has 3 life points that decrease each time the player matches a symbol. When it reaches 0, the player wins the confrontation.

Walkthrough



Rewards

The player gains "Crew's Experience" because s/he has overcome a confrontation.

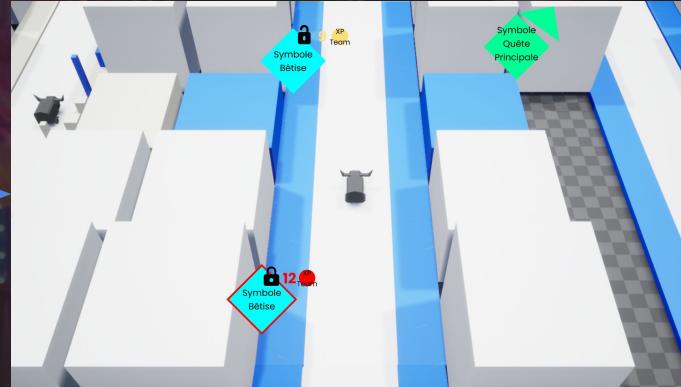
S/he also gains "Fellowship Level" since this confrontation ended the mission.

Upgrade

Her/is "Crew Experience" has reached a threshold! The player's statistics are then improved (life points, time during rounds, etc.). S/he also unlocked a confrontation-related customisation for the vehicle.

"Fellowship Level" has also reached a threshold! An exploration-related customization is thus unlocked for the vehicle. This new level also gave the player access to a new activity on the map.

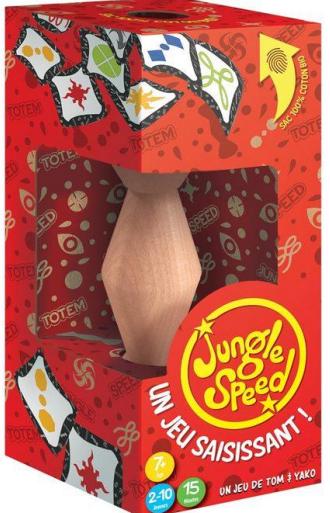
Walkthrough



End

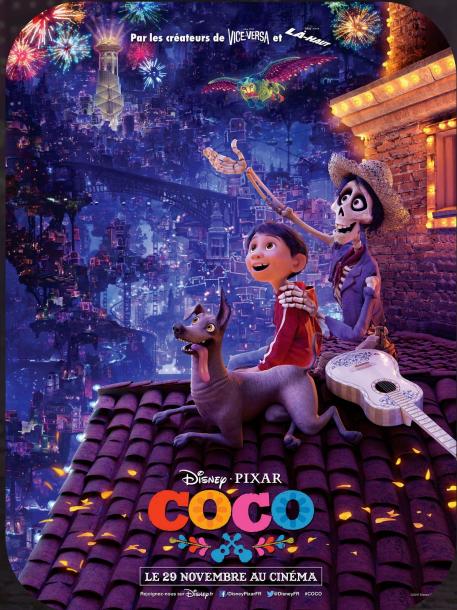
After that the player is back to exploration and can now do the unlocked activities, look for a new story mission to complete or save and quit the game.

REFERENCES



Jungle Speed

Confrontation Phase challenging reflexes and cleverness.



Coco

The Mood of the city, full of joy and colors.



Rabbids

Funny and endearing characters making fooleries in town.



Thanks for reading!