**Design Document for:**

# Up In Arms

**Against An Army I Stand**

“We Skip Leg Day™

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Version # 1.10

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Legend: green – still needs works

Red – not started

Yellow – come back

# Design History

This document’s purpose is to describe all aspects of Up In Arms and also the process it took to create it. In the development world it is a necessity to document your work and ideas. Its somethings that’s always good to have around incase unforeseen situations appear where you would need something like a game design document to help sell your game to a company.

Sept 10, 2019 – This Game Design Document was fabricated to record the concepts of the game. Along with any other content about the game to describe its story and goals to give readers context on what the game is about.

## Version 1.10

Version 1.10 includes some minor tweaks felt needed to be made after the making my initial pass at the design. Here is what I changed.

1. I rewrote the environment used in the game-space. At first the goal was to have a mixture between wasteland and jungle with only a few buildings. Now the game-space environment will be more of a post-apocalyptic city that has morphed into more of a jungle, with its overgrown green life bursting out of the inanimate structures proving that life always finds a way
2. Also, the main character was going to have a safe haven that would be open to visitors (enemies) but after review, I’ve decided to make the mail character’s safe haven a penthouse that’s elevated and will keep intruders out
3. Finally, live can get very lonely in a post-apocalyptic world which is why I’m considering adding a companion to the game for the main character to have by their side.

## Version 2.00

Version 2.00 is the first version of the design where a major revision has been made now that much more is known about the game. After many hours of design, many decisions have been made. Most of these large design decisions are now reflected in this document.

Included in the changes are:

1. Pairing down of the design scope. (Scope, not design)
2. More detailed descriptions in many areas, specifically A, B and C.
3. Story details.
4. World layout and design.

## Version 2.10

Version 2.10 has several small changes over that of version 2.00. The key areas are in many of the appendixes.

Included in the changes are:

1. Minor revisions throughout entire document.
2. Added “User Interface Appendix”.
3. Added “Game Object Properties Appendix”.
4. Added concept sketch for world.

# Game Overview

## Philosophy

### Philosophical point #1

This game is going to recreate the experience of FPS and revolutionize the genre. Starting with the basics fluid player motion is going to be among the smoothest transitions of direction. Unlike previous FPS this game will feature an interactable system allowing to player to interact with objects or actors.

### Philosophical point #2

Up In Arms will also encompass many symbols and ideals that our world has today. For example, the environment is a dead wasteland but some how life has still flourished and green-life is present throughout the world.

Philosophical point #3

Taking risks can lead to rewards, lessons and experience, each of these are valuable tools to accompany you in your journey.

## Common Questions

### What is the game?

This is a FPS that will serve as hybrid between objective-based and free-roam gameplay. The overall goal of the game is to eliminate your enemies and above all other objectives... Stay live.

### Why create this game?

Most first-person shooters survival games fail to capture an authentic, fast-paced, action packed experience.

### Where does the game take place?

Up In Arms takes place in a post apocalyptic version of Asia; In the year 2048, after a shortcomings of a relationship between America and South Korea.

### What do I control?

The player will be in charge of a humanoid character he then himself controls weapons the player will use to defend himself or clear out areas of scavengers and mutants and more.

### How many characters do I control?

Users will be able to controller one character.

### What is the main focus?

The main focus of Up In Arms is to stay alive on your quest to the safe haven and to protect any innocent from harm.

### What’s different?

This installment of the genre will accurately capture that authentic feeling of a first-person perspective movement and combine it with RPG theme of adventure and exploration.

# Feature Set

## General Features

Huge world

Mutant fiddle players

3D graphics

32-bit color

## Gameplay

List stuff here that is key to the gameplay experience

* Sense of adventure
* Weapons
* Exploration
* Survival tactics

List a lot of stuff here

Hey, if you got nothing here, is this game worth doing?

# The Game World

## Overview

The world space takes place in Pyongyang, North Korea after a failed sabotage mission leads to a nuclear missile head exploding above ground in its silo. U.S mercenaries were set on mission to stop the missile testing of hwasong-15. The mission was a success, but the missiles thrusters malfunctioned and exploded above ground.

## Landscape

One major feature of the world space will be that it will be filled with life, some you can bask at and marvel at its beauty, some life you have to run from, very fast or defend yourself, the choice is yours.

## Safe Haven

There is a small town that suffered minimal damage from the explosion on the east side of North Korea. Many people are staying there for shelter and protection from the savages that roam No Man’s Land.

## The Physical World

### Overview

The physical world space will consist of a range of modern style buildings, varying in the condition and aesthetic qualities; surrounded by wildlife, scavengers and mutants.

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

### Key Locations

* 사람이없는 땅 (salam-ieobsneun ttang [T:No Man’s Land])
* ?Hills?
* 안전한 도시 ( anjeonhan dosi [T: Secure Town])

### Travel

The main character will mainly travel by foot, switching between walking, running and crouching. And also have the option to fast travel to certain missions.

(may think about adding a scooter, dirt bike of some sort.)

### Scale

The scale of the world space will closely resemble our actual world, so everything- in development- will be “normal-sized” in a sense.

### Objects

Describe the different objects that can be found in the world.

1. Weapons
2. Medical Aids
3. Civilians
4. Hostiles
5. Ammo

### Weather

Sunny, clear skies

### Day and Night

Does your game have a day and night mode? If so, describe it here.

### Time

Describe the way time will work in your game or whatever will be used.

## Rendering System

### Overview

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

### 2D/3D Rendering

Describe what sort of 2D/3D rendering engine will be used.

## Camera

### Overview

There will be three cameras the first one being the main camera.

### Camera Detail #1

The second camera is the aim down site camera that allows the player to focus on objects.

### Camera Detail #2

The third camera is an overview of the surrounding area of the player.; a mini-map.

## Game Engine

### 

### Overview

Unreal engine is a powerful engine/

### Game Engine Detail #1

The engine will keep track of all enemies and ammo and actors health variables. Also the rate of fire for the weapons and the in-game objectives.

### Water

There will be water in the world that looks awesome and our game engine will handle it beautifully.

### Collision Detection

Our game engine handles collision detection really well. It uses the such and such technique and will be quite excellent. Can you see I am having a hard time making up stupid placeholder text here?

## Lighting Models

### Overview

Describe the lighting model you are going to use and then go into the different aspects of it below.

### Lighting Model Detail #1

We are using the xyz technique to light our world.

### Lighting Model Detail #2

We won’t be lighting the eggplants in the game because they are purple.

# The World Layout

## Overview

The world is a a simple landscape comprised of multiple smaller components.

## World Layout Detail #1

The forest; where the nasty monsters live and take their prey if captured.

## World Layout Detail #2

The safe haven; where all the survivors gather to live in tranquility.

# Game Characters

## Overview

The main character is a humanoid ex-swat member/

## Creating a Character

Users can select between two weapons.

## Enemies and Monsters

The nuclear material from the missile testings mutated its victims into horrible savages that look like their inside out.

# User Interface

## Overview

The character user interface will be a simple hud displaying information about the player.

## User Interface Detail #1

The hud will feature a health and armor bar along with a display for weapons and ammo.

## User Interface Detail #2

Mission objectives will also be displayed on the hud.

# Weapons

## Brief

Up in arms will feature realistic war standard weapons such has automatic rifles, semi-automatic pistols, burst fire weapons, projectiles and more. The final version of the game will carry a bigger variety of weapons and ways to defend yourself.

## Weapons Details #1

AK-47

* The main weapon the character will start with is an AK-47. I chose the AK because in a lot of FPS games it’ll will be the last weapon you unlock if it even makes the cut to a weapons list. This makes it harder to use the AK in most games because it take so long to unlock or the game doesn’t offer it as a weapon choice. The AK carries a fairly decent sized clip and is packed with a lot of fire power that’ll knock the socks off of anything chasing after you.

## Weapons Details #2

M4A1

* The second weapon the character will be able to find in their quest to safety is the M4A1. The A1 is a fan favorite for me personally, when I play FPS and they offer a vairiant of the weapon then most likely it will be one of my favorite weapons in the whole game. The A1 has a standard size clip, small than the AK’s but it has a high fire rate and is easier to reload. The main benefit of the weapon is the stability it offers as you use it, with having close to no recoil.

# Musical Scores and Sound Effects

## Overview

The music score provided in the game are going to be my own personal recordings. I will be using a few songs that I’ve made especially for this game just to add a cool effect into the project and expand my portfolio of experience and also who doesn’t want to hear their music in their own game.

## 3D Sound

I’m going to be using various sounds I can find on the internet as far as foot-steps, obstacle collision and more the give of a realer effect.

## Sound Design

I developed a few beats to play as the character works through the missions and fends off hostiles.

# Single-Player Game

## Overview

The Player will explore the world and survive at all cost.

## Single Player Game Detail #1

Search the surround areas.

## Single Player Game Detail #2

Find a way home.

## Story

My Name is Kinico Jinx, I’m a member of platoon 118 Northern providence of the UNited stats Swat Team, Former swat member... Now I’m Special ops for the US government. my platoon was lucky enough to be selected by the government officials to deal with some overseas pests. North Korea, stronger than ever had the power and the information to end the US because of Russia. Kovorskee Chovlenof, USAA official sold us military strategies to North Korea to aid them in defeating the use and becoming one step closer to turning the world into a communist planet. After the devastating news government officials knew china could map out any next step the us could plan.. so the scrapped everything and Deployed a secret algorithm that’s been in the us arsenal exactly for the occasion and the process led to me and my buddies getting fucked! it was all a terrible idea, I tried to tell them plans were under developed. My platoons goals are to intercept the nuclear missile testing plans and to stop the initial test launch before the missile is released from the missile silo Me and my guys could have executed the plan perfectly and still failed. But me and my platoon had a special saying about protecting the innocent, Up in arms to stop all harm. We infiltrated north Koreas perimeter and intercepted the missile before it could launch, they found out we were behind their army's line and the missile test was started from a remote location me and the platoon managed to break thru china's defenses and stop the missile from achieving launch status, however the missile was left suspended above its hangar in the ground Rob and Cole stayed behind to disarm the missile while me and Kozy left to defend them against incoming chinamen. while defending our position Kozy was shot in the stomach and we had to evacuate. I radioed the situation in to and the missile exploded on the ground leaving a barren wasteland with a mysterious forest and millions of innocent dead. I’m sick of it. One the about war is it the cycle never ends… I just want to make it home.

## Hours of Gameplay

N/A

## Victory Conditions

Stay alive as long as possible. Find any survivors and look for shelter.

# Multiplayer Game

**N/A**

## Overview

Describe how the multiplayer game will work in a few sentences and then go into details below.

## Max Players

Describe how many players can play at once or whatever.

## Servers

Is your game client-server or peer-to-peer or whatever.

## Customization

Describe how the players can customize the multiplayer experience.

## Internet

Describe how your game will work over the internet.

## Gaming Sites

Describe what gaming sites you want to support and what technology you intend to use to achieve this. Perhaps Dplay or TCP/IP or whatever. It is probably a good idea to break the tech stuff out into a separate area, you decide.

## Persistence

Describe if your world is persistent or not.

## Saving and Loading

Explain how you can save a multiplayer game and then reload it. If you can or why this is not possible.

# Character Rendering

## Overview

The character will not be seen as the game is from first person perspective

## Character Rendering Detail #1

## Character Rendering Detail #2

# World Editing

## Overview

Unreal Engine 4 is a powerful 3D engine that can be used to create games. I will be using the tools that the world editing feature of unreal engine offers to achieve the desired landscape and atmosphere for this project.

## World Editing Detail #1

* The landscape is split up into 4 sections the character can explore. With each section containing its own theme.

## World Editing Detail #2

* The world will be post-apocalyptic-‘ish’ and set in North Korea Where the plot takes place.

# Extra Miscellaneous Stuff

## Overview

Drop anything you are working on and don’t have a good home for here.

## Junk I am working on…

I added actual missiles and take assets into the world.

# “XYZ Appendix”

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

# “Objects Appendix”

# “User Interface Appendix”

# “Networking Appendix”

# “Character Rendering and Animation Appendix”

# “Story Appendix”

Okay, that’s it. I wanted to spend more time on this and really make it a great roadmap for putting a game design together. Unfortunately it would take a ton of time and that is something that we don’t have enough of in this business. I think you get the idea anyhow. Also, don’t get the impression that I think a design should provide the information in any particular order, this just happened to be the way it fell out of my head when I sat down. Change this template any way you want and if you feel you have improved on it, send it back to me and I can pass it out as an alternative to anyone that asks me in the future.

Good luck and all that!

Chris Taylor