

Warpoint Game Pitch Design Document

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Title: Warpoint

Genre: Full Genre Description is as follows:

- Primary Genre : *[MOBA]*
- Secondary Genre : *[Extraction Shooter, Action RPG]*

Style: 2D Top-down pixel-art

Platform: Android and iOS with possible expansion to PC and HTML5

Market: "Casual mobile players" / "Asia"

Elevator Pitch: "A fast-paced Battle arena that takes advantage of the unique mobile platform and starts simplifying the MOBA genre for the casual mobile player."

The Pitch

Introduction

Warpoint is supposed to expose the MOBA genre to the casual gamer, "dumbing" the core mechanics of the genre to better suit it towards its platform rather than following the basic principles of a good complex MOBA.

Background

The creators of this genre for the mobile market (which unfortunately takes up most of industry revenue) are trying too hard to please their PC communities and therefore weaken their design choices when the game is suited for a new platform. This, I believe, creates a nice gap that can be taken advantage of with decent exposure to the public. We have seen game-developing companies trying to move towards battle arenas with the coming of "Brawl Stars" from Supercell which pioneers this genre from AA+ studios. This project could create something simpler within this genre, maintaining more feel-good elements in its core gameplay. I am trying to achieve this by borrowing mechanics from the MOBA implementation used inside minecraft servers, better known as the "annihilation" mode.

Setting

Because of the genre that I am trying to display, the narrative will be minimal. "Show, don't tell" will be the key component when trying to display some sort of world-building. There will be description text boxes while shopping and multiple similar instances which will be used to try to get a sense of a narrative. Patches after the initial release can be used for a sense of change in the plot. Your gear will determine your class, which eliminates any chances of character storytelling within the basic model of this game.

Features

While trying to analyze the possible success of Warpoint, I tried to analyze a game which made a similar design intention with the rogue-like genre. The game is called "Soul Knight", this project utilized multiple design directions to ensure its success:

- A solid design base, Simplified the roguelike to its base skeleton to suit this project for mobile, while keeping needed complexity to keep the game engaging
- An option to play with friends by utilizing local multiplayer

- Great visuals which took the full advantage of a pixel-art developers kit
- Very simple input control set, which is crucial in mobile development

These four simple and effective design choices implemented the most of the genre/platform ratio and made the game engaging in its market. The overflow of unplayable games on mobile platforms is very well noticeable which makes well designed games more of a hidden gem rather than a standard.

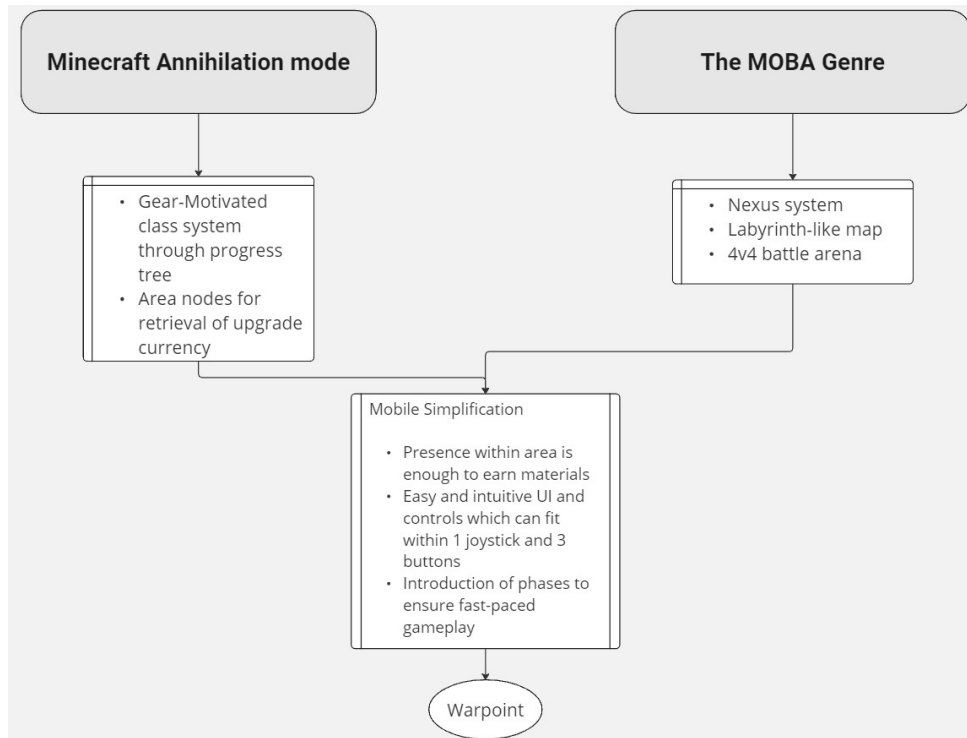


Figure 1: Simple graph to demonstrate Warpoint influences.

Platform

The core game is designed for mobile devices, however, can be improved upon on HTML5 and PC platforms (*a*). Battle arenas offer the developer control of the arena which can be turned to a level-editor mode with a couple of changes. Similarly to how Rust+ improves upon the core game (Rust) on PC by letting the player control electric switches within the game world, this level-editor can offer dedicated players a way to create their own battle arena with their own rules, utilizing third-party apps for networking outside of the game engine for a global server being a possibility within this PC mode.

Style

At the start of the game, the player is greeted with a main-menu like interface which will guide the player to a certain lobby which will start the actual game. The UI will be similar to a client-like strategy, being disconnected from the main game. These lobbies will be joinable with lobby keys that are unique for each active one within a naming convention.

Map design is focused on the map being close and narrow with multiple pathways connecting three main routes alongside nexus borders for both of the teams. Each team will spawn in a corner opposite of the other one on the map. The narrowness of the main routes will allow for more pathways in between to try to force a labyrinth-like structure.

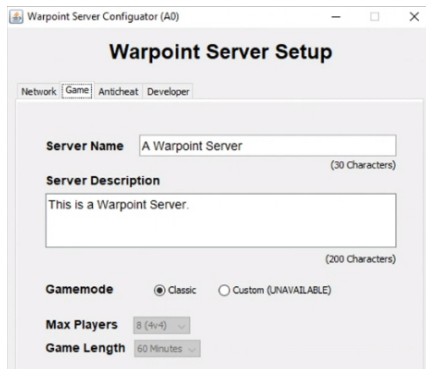
Crossroads will be the points of interests for multiple resource extraction spots. The rules being, if both teams are in the area, the node is disabled, mining only occurs if only one team is present inside the node, which is automatic. The player should only focus on defending this spot, not actually doing some sort of mini-task. Multiple material variations are distributed along different spots, rarer means closer to the middle.

After gathering multiple types of resources, the player can enter a shop and upgrade its gear only by making multiple A/B choices which will decide its class depending on its gear, being the weapon of choice ending the complete level of a tier set.

Multiple phases are introduced with different game rules to get rid of extensive late phases which are highly unpopular with mobile gamers. These phases are divided as follows:

- Phase 1: Players can't cross to enemy territory
- Phase 2: Borders open
- Phase 3: Introduction of legendary material in the middle
- Phase 4: Stat buff choices and PVE opportunities
- Phase 5: Nexus health starts ticking down

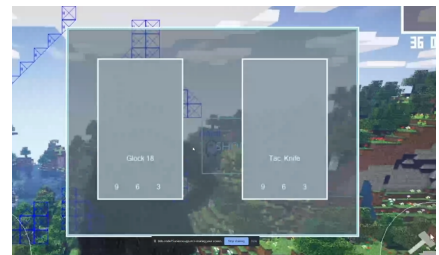
After dying in the game, the player loses his progression towards his new tier of items and is on the start of his current tier, players holding the highest tier achievable after phase 3 drop down 1 tier after dying. The Killer receives a portion of materials of his enemy while his gear despawns (With a exponential-type of a death timer which is max of 15-20s due to fast pacing).



(a) Warpoint Server configurator.



(b) Very easy territorial resource gathering



(c) Simple shop a/b choices