

Game Design Document 1.04b



PROJEKT: Eximus

Contributors:

Michael Wong, Ryan Hartanto,
Daniel Afework, Joshua Agerton,
Christian Segumalian

Version: 1.04b

Gameplay

PROJEKT: Eximus will be a 2D top-down, wave-based survival shooter. The core of this game lies in the wave-survival aspect of the game: players fight wave after wave of enemies. Every wave that the player survives, the enemies become progressively stronger and harder to kill, and the goal of the player is for them to survive as many waves possible to achieve the highest score.

Consider the gameplay for PROJEKT: Eximus identical to Call of Duty: Zombies, where the player fights wave after wave of enemies using what's available to them in an interactable and dynamic environment. However, given time constraints, our environment will not be as dynamic as initially thought, so we'll be sticking with basic enemy and player combat functionality, with built-in ability systems.

Live and Die by the Blade

The most important feature of our game will be the fact that the player's combat will be restricted to melee combat only. We decided to take this route, in irony of the fact that our game is supposed to be a "shooter," because placing the player in a fight where only melee is allowed could create a form of unique gameplay. Whereas Call of Duty: Zombies lets the player use guns, PROJEKT: Eximus lets you use different melee weapons to fight, each with its own fighting capability and functionality.

Some melee weapons that we're currently thinking of implementing include:

- dagger
- spear
- halberd
- war hammer
- sword and shield

Players will be able to select 2 weapons before the start of a round, and once they've selected their weapons, they can't change them until they die and end, thereby ending the current round and allowing them to start a new one. Balancing will be required for

Contributors:

Michael Wong, Ryan Hartanto,
Daniel Afework, Joshua Agerton,
Christian Segumalian

Version: 1.04b

these weapons our goal is to allow the player to find each weapon suitable for a certain purpose, but for now, getting the weapons into our game is important.

Ability Acquisition

To supplement the only-melee combat feature, players will have access to an arsenal of abilities that help aid their survival and combat capabilities. While our game's genre is not aligned with those of MOBA games, abilities serve as compensation for the player's inability to wield ranged weapons and inflict ranged damage with them.

As the player advances in waves, enemies become difficult to the point that only using regular attacks won't work as well. The player may die at a high wave and be frustrated by the inability to compete against their opponents.

Abilities act not only as enhancements and extra behaviors the player can use, but as temporary and limited "ranged" attacks as well, since some abilities could give the player's attacks an enhancement that lets them project ranged attacks with every swing of their weapon.

Some of the abilities we're considering right now include:

- blinking (teleporting) from one spot to another
- enabling fast-rate regeneration that can temporarily exceed maximum health capacity for a short time
- triggering near-invulnerability status
- releasing a 360-degree knockback wave originating at the player's location
- extending the range of a player's weapon and allowing them to release waves of damage with each attack (inspired by Excalibur's Exalted Blade from Warframe)

More abilities may be added on through time, but this is only a general list of ability effects that we hope to incorporate in our game.

The player will be able to have 5 abilities at their disposal at any time during a round, and once the round starts, they can't switch out abilities until they die, thereby ending the round. Balancing is a must when considering abilities because we don't want overpowered and underpowered abilities.

Contributors:

Michael Wong, Ryan Hartanto,
Daniel Afework, Joshua Agerton,
Christian Segumalian

Deadly Hi-Score Progression

Every wave that the player survives, enemies become stronger because their stats are boosted by a certain percentage. However, the only stat to be improved with every wave survived is health because enemies with higher health generally have overall-greater survivability and durability, which increasing resistances may not accomplish as much. This part is mimicked from Call of Duty: Zombies' wave progression, where zombies become more dangerous not because they can inflict more damage, but because their health pool and movement speed are increased.

For PROJEKT: Eximus, we'll focus solely on health because enemies will have static movement speeds assigned to them and increasing damage can completely break the game. The equation for increasing health is as follows:

$$\Delta EH = W * \frac{(EH * 0.75)}{0.50}$$

where EH is enemy health and W is the wave the player is currently at.

As the wave count goes higher, the player will also have to deal with more enemies in the current wave. We have not yet decided how many more enemies we want to spawn during a wave, as well as where, which will be developed later.

Additionally, we will be incorporating a hi-score system in our game. The sub-goal of the player is to attain the highest score possible, and we can consider this a primary goal, but for now, it's a sub-goal. This encourages the player to survive for as long as they can because the more waves they survive, the more points they receive, and the higher their score will be. Points can also be gained from the following sources:

- killing enemies
- timed combo multiplier

Contributors:

Michael Wong, Ryan Hartanto,
Daniel Afework, Joshua Agerton,
Christian Segumalian

Version: 1.04b

The combo multiplier will be held off for now but killing enemies should reward players with extra points. Since we will likely have different enemy types, we have not yet decided how many points are awarded per enemy type killed.

Contributors:

Michael Wong, Ryan Hartanto,
Daniel Afework, Joshua Agerton,
Christian Segumalian

Version: 1.04b