Design doc – The playgrounds

# High Level Concept/Design

## Concept

Testing / play grounds for me to play with idea’s and concepts. For example, playing with game mechanics (magic, sword fighting, etc), complex ideas (like using machine learning in some of the npc’s AI), testing 3D models that I made, playing with sound (tweening effects, etc).

i.e. The playgrounds is a concept game to develop and test mechanics and complex ideas for other games..

## Genre(s)

## Target Audience

The target audience will be any potential recruiters. This will be a portfolio project that I will be working on.

# Product Design

## Player Experience and Game POV

The player is a student in the royal academy – a school for aspiring kings guard, court wizards, warriors, alchemists, etc. The player can choose between different curriculums – swordsmanship, archery, magic, etc – and attend classes for that particular skill set. Each class is structured in three segments; training, application, and exam. In the training portion, a teacher will demonstrate how to preform a certain action, with the player parroting it. In the application section, the player is loaded into the academy’s state of the art simulator were they are set against simple AI NPCs to test the skill they learnt: this section can be ran multiple times before the exam. Players will also have access to the training simulator outside of the courses. Where they can set the difficulty and experiment with the skills they learnt during the courses (increasing the difficulty will also enable the Machine Learning models for the AI NPCs). The exam will take place every five training modules the player does. In the exam, the player is set against actual NPCs – these are the ones who have Machine Learning models driving their decision. These NPCs are much harder and will throughly test the players capabilities. Once the player passes the exam, they can move onto the next section.

As the player progresses through a curriculum, they will have access to more items to decorate their dorm room; somethings will appear automatically and others can be placed manually (items that automatically appear can be moved or completely removed).

The explorable area would be the academy’s main hall, grounds, a portion of Rondrel’s city, study halls for each of the different paths, the players dorm room, and the sim. The main hall will be the kings crossing, allowing access to the universities grounds, study halls, and dorm room. The study halls will be where classes are held. Players have access to other study halls then their major’s and can learn other skills. The grounds allows players to interact with other students (NPCs), and allows access to Rondrel. The dorm room is a player customizable space, it also contains the study bench – allows players to replay the training portions of each class.

## Visual and Audio Style

Despite this being a concept game, I still want it to be stylized. Mainly because it is suppose to be a showing of my skills; 3D model development, coding (for the complex ideas and mechanics), sound design, and world building.

## Game World Fiction

A fantasy training grounds; you play as an aspiring student to the kings guard. The game starts in the main hall – a museum like building that displays all of my 3D models – where players can pick between all the models within the building (armor, weapons, etc) before heading to the training grounds. The grounds can contain enemy NPC’s that you can test combat mechanics on; NPCs will have Machine Learning models guiding their decisions – this will be a long term concept. The grounds can also be empty worlds to test other game mechanics, though the grounds design will remain the same.

## Platform(s), Technology, and Scope (brief)

# Detailed & Game Systems Design

## Core Loops

## Objectives and Progression

## Game Systems

## Interactivity