Earth Shard

Proposal

Version 2.0

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# Overview

## Project brief

Earth Shard is a project being developed for HND graded unit 2.

## Narrative

You take on the role of a mage who can manipulate earth! But before you can enter the league of the elementalists you must first pass 4 trials to prove yourself as an initiate of earth manipulation.

## Gameplay

Earth Shard is a 3D first-person action game and puzzle game. The goal of Earth Shard is to progress through 4 levels and take advantage of the 2 abilities too defeat enemies and solve puzzles.

# Marketing

## Current market

* Current market stuff

## Target audience

Earth Shard will be aimed towards players who are a fan of fantasy themes, action games and puzzle games. The age rating of Earth Shard will be 12 and above. The pegi rating will also be 12 as the game contains fantasy violence.

## Unique selling points

* Unique gameplay mechanics for fighting and solving puzzles.
* Timed levels for replay ability.
* Low-poly aesthetic with dessert/arid theme. //expand these

# Mechanics

## Movement

## Abilities

There are two main abilities in Earth Shard. The Rock Throw and Ground Raise.

These abilities are unlocked as the player plays progresses through level 1 to level 2.

The player can switch between the abilities with the number keys or scroll wheel, the active ability will be displayed on the crosshair.

### Rock throw

//insert rock throw mock up

The rock throw ability allows the player to raise a rock from the ground and throw it at the enemies or switches. It will damage the enemies and activate the switches.

### Ground raise

//insert ground raise

This is a non-offensive ability that allows the player to raise themselves off the ground. It has a maximum of 5 metres and will raise 1 metre per second the button is held. This will allow the player to get too hard-to-reach places.

## Health system

The health system will not be directly displayed as a red glow around the edges of the screen when the player is hurt. The player will heal out of combat slowly over time.

## Rock golems

The rock golems will use a state machine to control different AI behaviours to create dynamic interactions with the player. The rock golems will throw rocks at the player damaging them.

Rock golem design.

## Switches

//switch mock up

Switches must have rocks thrown at them to activate them. On activation they can open doors and trigger events.

## Signs

The player will be able to interact with signs that will give any necessary tutorial information for abilities or game lore.

# User Interface

## HUD

//insert crosshair mock ups

The HUD will be rather simple for immersion. the crosshair will have different designs depending on what ability is equipped. The HUD will also display health as red glow around the screen when it is low.

## Menus

//insert menu mock up

Earth shard will have 4 menus: the main menu, the settings menu, the credits menu and an end level screen.

The end level screen will display a time that is stored so the player can replay levels for better times.

# Design

## Ability animations

//insert ability animation mock ups

The player will have hands displayed in front of them that will play certain animations based on what ability is equipped.

## Rock golems

//insert rock golem mood board

## Environment

//insert environment mood board

# Levels

Earth Shard will have 4 levels. Each level will introduce a new feature except for the last level as it will combine all challenges of the previous levels into the ultimate challenge.

## Level 1

Level 1 introduces the player too rock throw ability and rock golems. This level aims to teach the player how to use the rock throw to defeat enemies. This level also teaches the player about the health system too as the rock golems will attack the player.

## Level 2

## Level 3

## Level 4

# Development

## System specifications

## Development method

## Asset acquisition