



SPATIAL STUDIO

# GAME DESIGN DOCUMENT FOR SPB

Survival **P**layer **B**attleground



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GAME BACKGROUND  
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GAME PLAY I/O CONTROLS  
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# - GAME OVERVIEW -

## GAME TITLE:

Survival Player Battleground

## GAME GENRE:

MOBA/ Battle royal game, Shooter game

## GAME PERSPECTIVE:

TPP (Third Person Perspective) & FPP (First Person Perspective)

## GAME MODE(S):

- Single player
- Multi player

## CORE IDEA

"SPB" is an online multiplayer battle royal game, the game is inspired from other MOBA games. The SPB is in the PVP mode where the player needs to fight to remain the last alive. Players can choose to enter the map in the solo mode or with a small team of up to four people, the last person or team remain in the battleground wins the match.

Each gameplay start with a lobby where players were taken to other planet/dimension via wormhole, the player quickly need to determine the target place of his/her path across the map varies with each round, requiring players to quickly determine the best time to eject wingsuit to the ground. Players start without any gear, once the player land they can search for the loot boxes/weapon box, vehicles.

Every time map/planet shrinks from the random location overtime if any player caught outside the safe area taking damage incrementally, and eventually being eliminated from the session During the course of the match, random regions of the map are highlighted in red and bombed, posing a threat to players who remain in that area.

## **:GOAL:**

Survive the session of the match in the game, last remain person/team wins the match

# **- GAME BACKGROUND & GAME FLOW -**

## **:GAME BACKGROUND:**

Each gameplay starts with a lobby where players were taken to another planet/ dimension via wormhole, the player quickly need to determine the target place of his/her path across the map varies with each round, requiring players to quickly determine the best time to eject wingsuit to the ground. Players start without any gear, once the player land they can search for the loot boxes / weapon box, vehicles.

Each and every the planet may vary different – different weapon and environment like for some planets gravity is light which results to higher jump in the gameplay, along with other players, planet habitat animals/people might also attack the player.

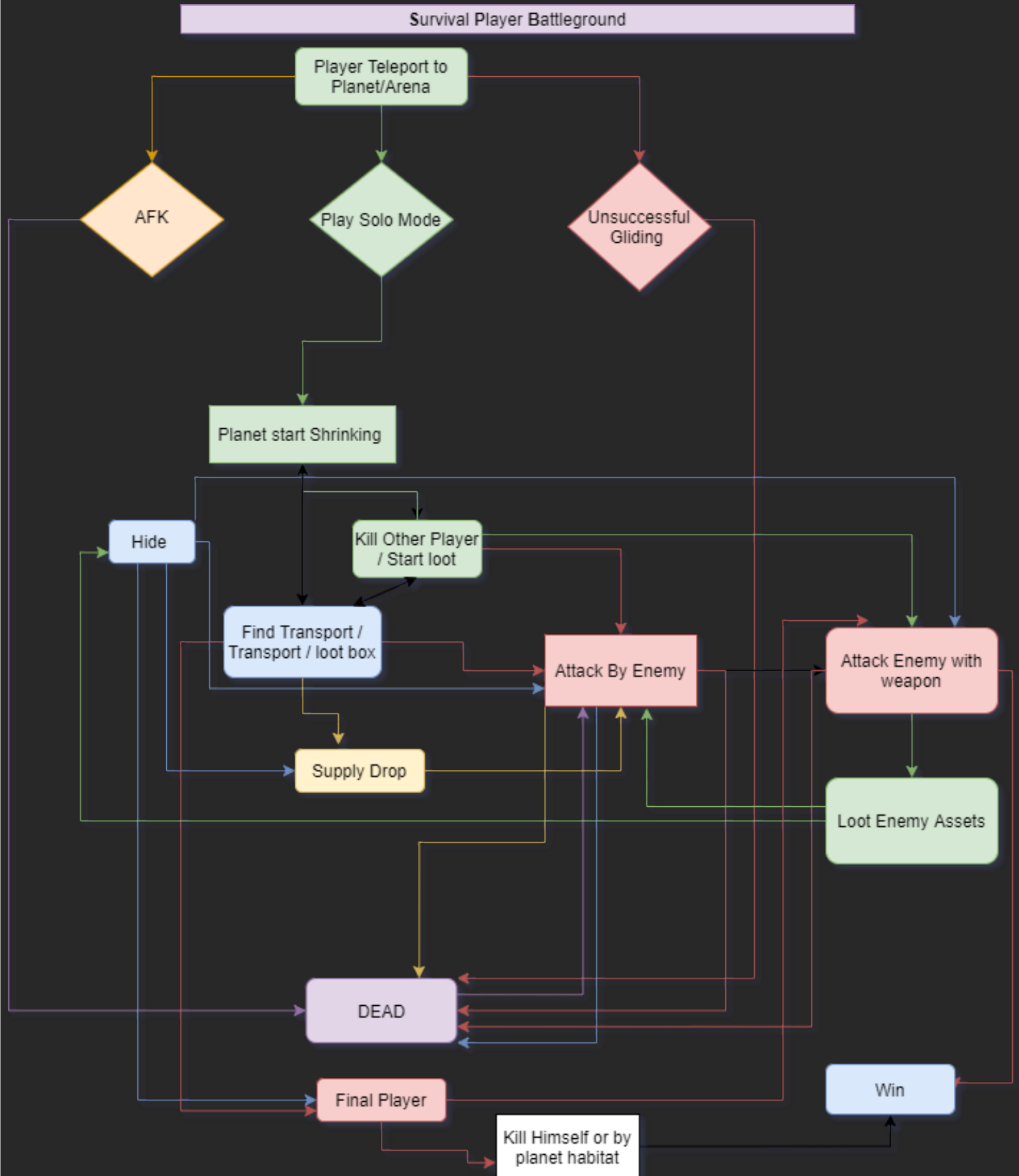
The player can experience the gameplay from the Third person to the First-person and third-person point of view in a 3D environment, the user will control the main character and can be move in all direction crouching, jumping, using-reloading-changing weapons, and collecting the pickups.

Every time map/planet shrinks from the random location overtime if any player caught outside the safe area taking damage incrementally, and eventually being eliminated from the session During the course of the match, random regions of the map are highlighted in red and bombed, posing a threat to players who remain in that area.

By default the player has one hundred health unity, as per the player loot and crafting of the weapon additional armor layer add up on the player , balancing of the player weapon and player attack may change example, if the player equips with heavy weapon player movement might slow down however attack damage will be high. The effect of damage varies depending on the type of attack. Planet habitat animals/people can attack they do not have the ability to use guns and shoot. However, the player can pick up the power-ups that increase health. The player has only one life. When his/her health reduces to zero or lower, one will die. When our main character dies he will leave the planet / arena and as per the player kills and loot XP will add up to the player profile



# - GAME FLOW -



# - GAME PLAY -

## OBJECTIVE(S):

- Navigate through the Planets/Arena
- Defend yourself against other players
- Collect objects that can be used as weapons
- Collect other player loot and craft weapons
- Get health to keep alive

## GAME LOGIC:

- Each gameplay start with a lobby where players were taken to another planet/dimension via wormhole, player quickly need to determine the target place of his/her path across the map varies with each round, requiring players to quickly determine the best time to eject wingsuit to the ground.
- Players start without any gear, once the player land, they can search for the loot boxes/weapon box, vehicles.
- By default, the player has one hundred health unity, as per the player loot and crafting of the weapon additional armour layer adds up on the player, balancing of the player weapon and the player attack may change example if the player equips with heavy weapon player the movement might slow down however attack damage will be high.
- The effect of damage varies depending on the type of attack. Planet habitat animal/people can attack they do not have the ability to use gun and shoot. However, the player can pick up the power-ups that increase health
- Map/planet shrinks from the random location overtime if any player caught outside the safe area taking damage incrementally, and eventually being eliminated from the session

- During the course of the match, random regions of the map are highlighted in red and bombed, posing a threat to players who remain in that area
- The In game social feature is implemented in the game where user can interact with each other over the voice or via message.
- The player has only one life. When his/her health reduces to zero or lower, one will die.
- When our main character dies he will leave the planet/arena and as per the player kills and loot XP will add up to the player profile

## **:MECHANICS:**

### **RULES:**

- If the character's health reaches zero then that character dies and need to leave the arena/planet.
- Characters can use a weapon from the loot box or by grabbing other player loot.
- Characters can exchange or give weapons to a teammate or to others.
- Each and every weapon physics is different in terms of range and damage.
- The player's view is purely over the shoulder of their character – no 360 degrees.
- The player starts with no weapons and collects weapons during the gameplay.
- Planet shrinks from the random location overtime if any player if player caught outside the safe area taking damage incrementally, and eventually being eliminated from the session.
- Character can interact with each other via voice or via message during the gameplay.
- There are only two options with the weapons collected:
  - Hit with the weapon (2 weapons can hold)
  - Throw the weapon



## IN-GAME HELP AND INFO :

When the game starts up the player is prompted to do the following actions (to help understand how to play the game):

- Move aroundLook around
- Interact with objects
- Loot other player gear and weapons
- Interact with another player via message or via voice during gameplay
- Can zoom-in out via scope of weapon

## STATISTICS :

- High score – overall high score
- for the individual player
- Winning high scores for each of the match
- The highest amount of health
- that the character has at the end of a game

## GAME RESOURCES (SCORE STRATEGY):

### High Score :

- The score is determined by how many player kills and loot acquired.
- The score is the number of points awarded to the player for different tasks.
- Points :
  - Number of player kill is worth different amounts of points.
  - Amount of time player survive in the arena also adds up to the point.
  - Points can be used to access items from the vending machine/loot box.
  - As per the number of kills in the game and as per the survival timing in the game XP and in-game currency adds up to the player profile.
  - After each and every session of the game every user receive the loot box which contains in-game currency and additional attachments that can be used in gameplay.

# GAME PROGRESSION:

## Game Levels:

- The game also consists of events which can be change time to time the contents of the event change as per the them.
- It's up to the user to proceed with solo mode or make a squad team of four-member proceed to the gameplay.
- Each planet in the game varies different environment as per the player XP level player move to different planets.
- Different weapons are available on different levels of the game i.e. the higher the level the better the weapons
- To survive the session:
  - None of the player carries any weapon at the starting of a session.
  - The player must find the loot box and kill another player in order to survive the session.

## Difficulty Levels:

- Easy, medium and hard
- User can choose the difficulty level to play at.
- Heavy the player weapon slower the player movement, however, the damage caused by the weapon will be high – making them harder to destroy/escape.
- Lighter the weapon more agile and speed player will get however the damage will be moderate.

## Economies:

- Currency = points
- Payoffs = better weapons

# - GAME PLAY -

## ENVIRONMENT

- The location of the game is an unknown battleground in an unknown planet

## CHARACTERS

- **Players Characters :**
  - At the beginning of the game, the player will choose their character gender, can customize them with different skins and effect, however, this skin customization has nothing to do with player ability.



Actual footage may change

# GAME PLAY I/O CONTROLS & GUI INTERFACES

## : GAME PLAY I/O CONTROLS :



- Mobile Virtual controllers
- To move around the environment :
  - Axis controller to move
  - Touch anywhere and swipe to see the environment
- Special keys:
  - Jump/ Crouch
  - Grantee throw
  - Shoot
- Possible to use a joystick

## : GUI INTERFACES:

### Main Menu Interface

- Options:
  - Mode: single or multiplayer
  - Options: audio, volume, video, controls
  - Message box/ chat over call
  - Controls
  - Exit: exit the game

### Pause Menu Interface :

- Options :
  - Options: audio, volume, video, controls
  - Exit: back to main menu

# VISUAL & AUDIO FEATURES

## : VISUAL FEATURES :

- **HUD :**
  - Top left - current level and floor
  - Top right – points & map
  - Bottom left - health bar
  - Bottom right - weapons
  - available, the condition of the weapon is color
- Fire / Granate launcher
- Running/crouch status

## :AUDIO FEATURES:

- Footsteps – different footsteps on different environment
- In game Audio feature to interact with team players
- Other player noises (closer to a player the louder the noise)
- Opening doors.
- Using weapons.
- Dropping items
- Picking up items
- Lightning, thunder and rain