NCAA Handgun Live 2K23

Game Design 105

High Level Concept

- "Go from the barnyard shooting to epic quickscoping in front of thousands in an arena!"
- Shooter / Sport
- PEGI 18
- First of its kind.

Product Design & Game System Design

- PC, PS5, Xbox Series X/S.
- Gory, fast paced.
- Pay to play, micro transactions, merchandise.

- Visual style in game is realistic
- Realistic SFX with fast-paced instrumental music.

- Progression
    - Story / Tournaments / Battle Pass
- Interactivity
    - KB+M, Controller, VR.

Technology and scope

- Dudes-engine and c#
- Team of 30 people (1 project lead, 10 programmers, 16 artists, 3 sounds and music)
- New game every year, development cycle -> 2 years.
- First playable version in 6 months
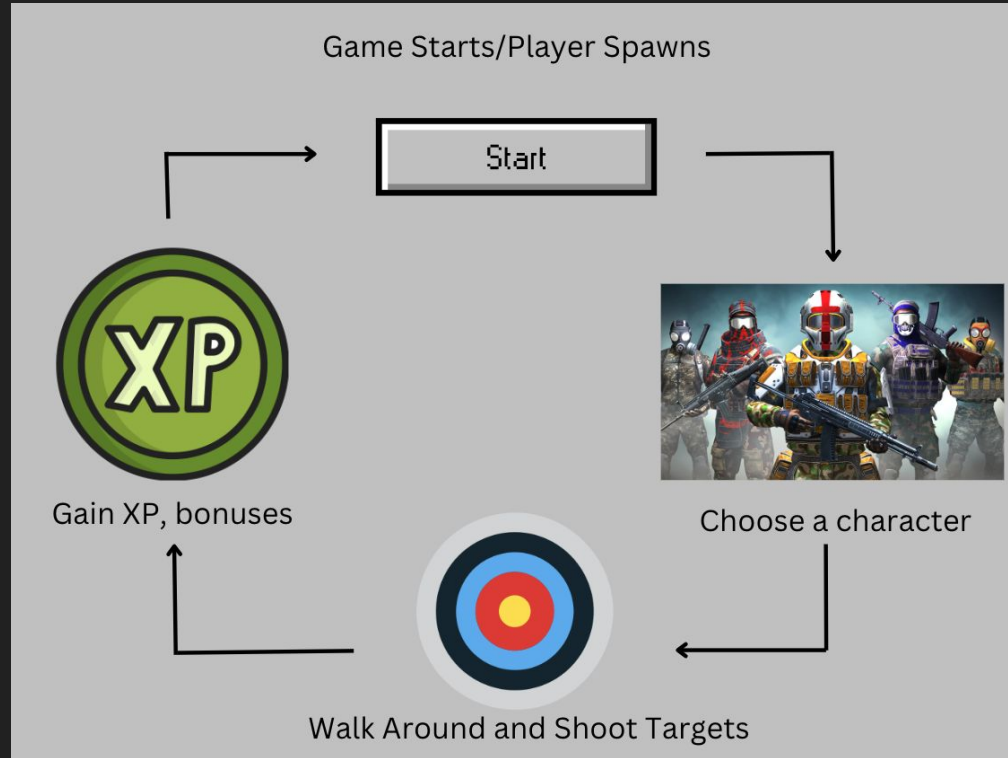- Final product in 24 months
- Budget for production 1000000€

A	B	C	D	E	F	G	H	I
	Year 1				Year 2			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Programming	X	X	X	X	X	X	X	
Deisgn	X	X	X	X	X	X		
Levels	X	X	X	X	X	X		
Sounds	X	X	X	X	X	X		
Art	X	X	X	X				
Bugs		X		X		X		X
Mechanics	X	X	X	X	X	X	X	

Game idea

- Shooting game
- Be quick
- Score in the middle
- Earn points

Core Loop

Positive Feedback Loop

Player has better chances
of hitting the target

BONUS

LEVEL UP

Player hits target   Gains bonuses/XP   Levels Up

Negative Feedback Loop

The player becomes frustrated and loses focus, leading to further mistakes

Player misses target

Player starts losing points/progress

LOSE

Downgrades/Loses Round
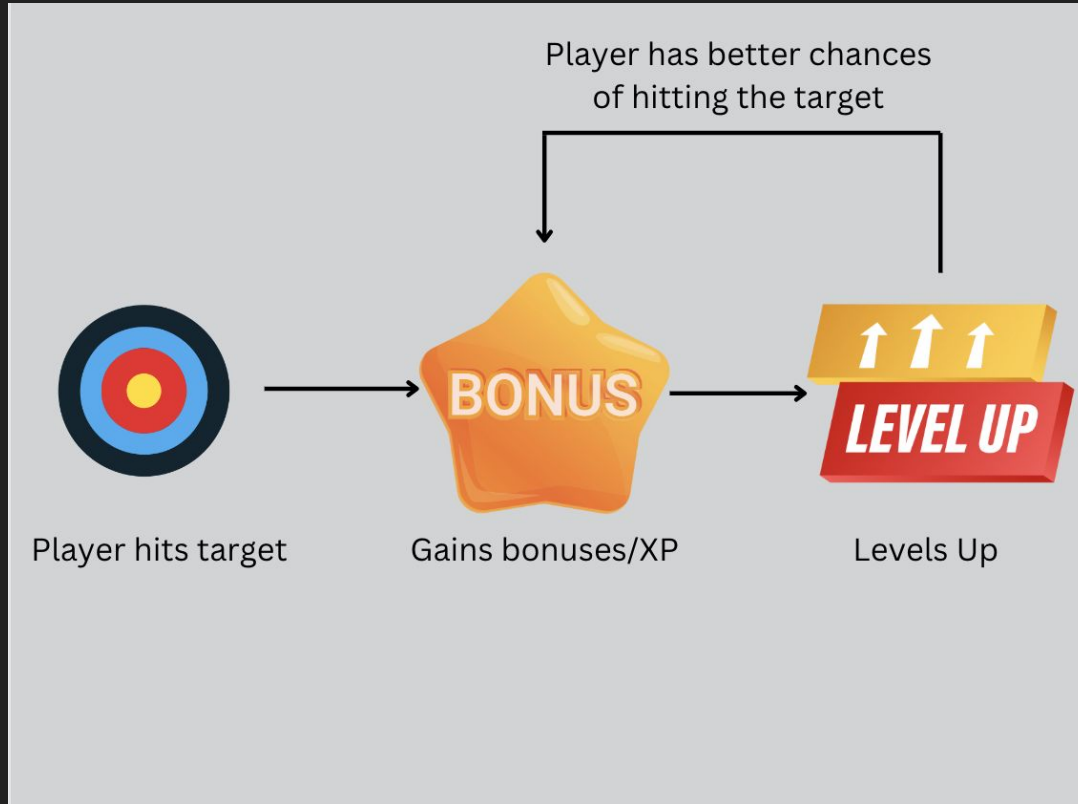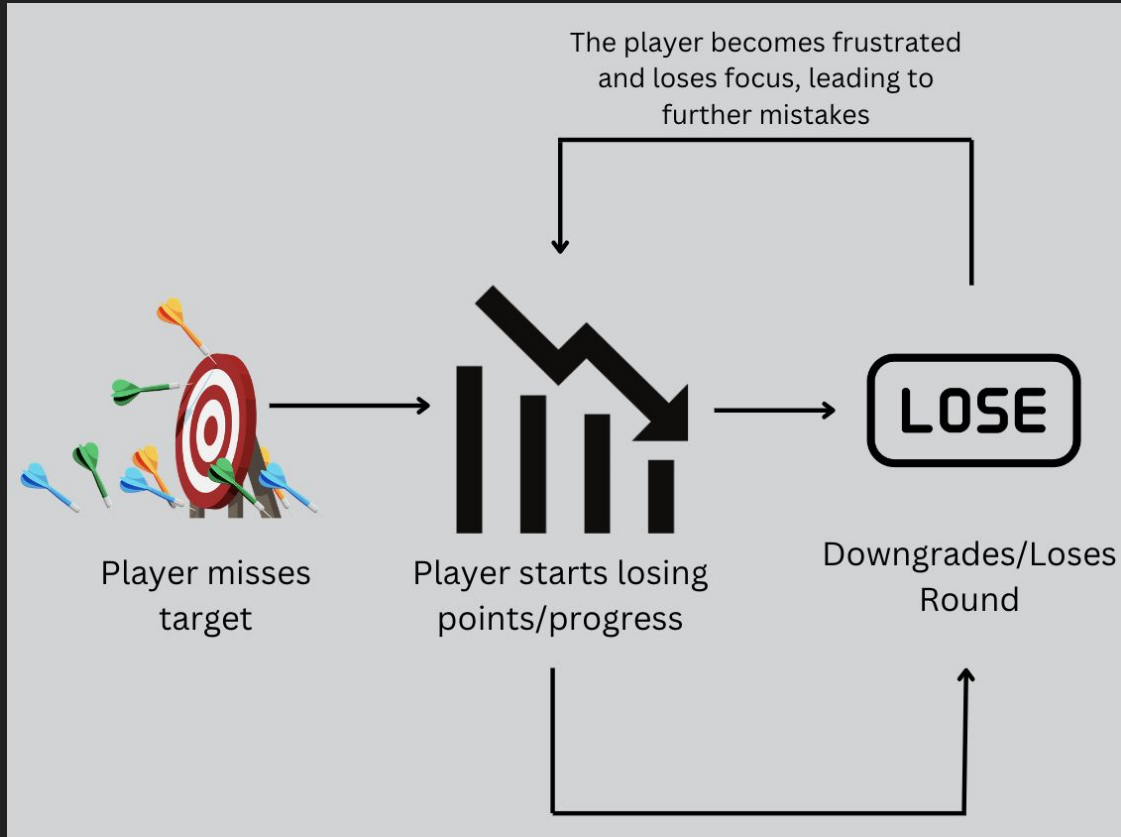
Core

- Gun mechanics
  - Aiming, shooting, reloading etc.
- First area
- Scoring system
  - The faster the better.
- First-person shooter mechanics
- AI opponents

Extended

- More "Levels"
  - Inside and outside "levels"
- More guns
  - Attachments.
  - Range, accuracy, speed.
- Different Shooting Spots
- Tournaments
- Online Play
- Career Mode
- Utilize Cover - help players avoid taking damage and stay alive longer

Wish

- VR
- Level Editor
- Skins
- Set inside a college, different rooms (classes, corridors, auditorium)
- Special Options
  - Graphics
- Games modes
  - Zombies
- Events
  - Christmas / Halloween

Objectives and progression

- In game -> player choose character -> choose shooting point -> enter and start shooting -> end of the round player collects points and bonuses -> player improves character -> exits the location -> choose new location and ready for next round.
- Short term objective for player is to win current round.
- Long term objective for the player is to get as much exp points as possible and be a best shooter in world.
- With progression player skill level rises, gets more and better guns -> more points faster.