

## Game Concept – A.Y. 2023-2024

Game Info	
Title	Rise of the Chancellor
Development team	Lagoon
Game genre	Stealth
Mode	Multiplayer 1vs1vsE
Time	Future
Player mindset	Hardcore
Bartle's type	Killer
Cards	
A prince on his horse in a graveyard with a dog barking at them	
A lady on a pumpkin carriage with a broken wheel near the entrance of a wood	

Team members	
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## Game Design – part 1: concept

**Concept:** Rise of the chancellor

**Logline:** *fight your most ancient enemy and become the next University chancellor... to save it or destroy it from within?*

### Introduction

Year 2024, millennial of University of Milan, now controlled by an artificial intelligence gone rogue. The two nobles' family Mangiagalli and Golgi bring their eminent ancestors back to life with the most modern technologies. The former seeks to restore order to the University, while the latter aims to exploit the instability and dismantle the University once and for all. They both infiltrate into the University buildings to obtain dominance: can they evade the traps scattered throughout the campus? And the surveillance robots? The cameras? Who will be the first to reach the top?

### Description:

Two players compete against each other in 1v1 matches composed of 3, 5 or 7 rounds.

At the beginning of each round the players start on opposite sides of a University floor and must locate all the badge fragments required to activate the teleport to the next level. These fragments are scattered all over the map, but each player has a vision restricted to what is in front of them, with a top-down view of the environment and a minimap only showcasing rooms that the player already discovered. The player also needs to evade guards, traps and cameras which could expose their location to the opponent or cause them to lose their progress. When they meet, players engage in battle by attacking each other from behind and strategically placing traps on the map; when a player is killed, he loses part of his acquired badge fragments and traps, which can be stolen by the opponent. A player wins a round by going through the floor's teleport before their opponent does; the player with the highest number of rounds cleared before the opponent wins the match. Each victory contributes to the player's score, increasing their global ranking, while losing a game results also in losing score points.

### Key features

- Competitive multiplayer 1v1 built around stealth mechanics and organized in seasons, with a season pass system, while usually stealth games concentrate on a single player experience against the environment. At the end of each season players earn prizes based on their final score.
- Players are organized in two teams – Mangiagalli's and Golgi's – and compete during each season in ranked matches: when a player acquires points by winning a match their points are added to their team; at the end of each season members of the winning team earns bonus prizes.
- The game can be played in a competitive way to climb the leaderboard, in casual mode – online or with friends – or in special event modes.
- The players occupying the leaderboard have a special exclusive powerup that makes them stronger than the others: if a player who is not in the leaderboard defeats an opponent on the leaderboard, the points they earn are doubled; if they lose, they don't lose any points.
- Players are not simply against each other but also against the environment which hosts them; you can trust only yourself. The environment is an obstacle for each player, but it can also represent a great ally which obstructs the opponent or helps to figure out their position.
- Players can choose which approach to follow: they can attack the opponent directly from behind, place traps around the map and act in the shadows or both.

## Platforms

### PC:

The Steam store is the platform that gives us greater autonomy, allowing us to easily release our game even without a publisher, if we cannot find one. [Through early access, we may also receive early feedback during development and additional financial support for project funding.](#)

At the moment, we are not aiming for the Epic Games Store, Microsoft Store and GOG.

### Nintendo Switch:

Most indie games release on switch and many players expect to find them on the console. Switch could be appealing for casual players looking for quick matches, but also ideal for our target hardcore players who want a game which can be played anywhere and non-stop. This platform is granting also a possible local PvP with multiple pairs of joycons.

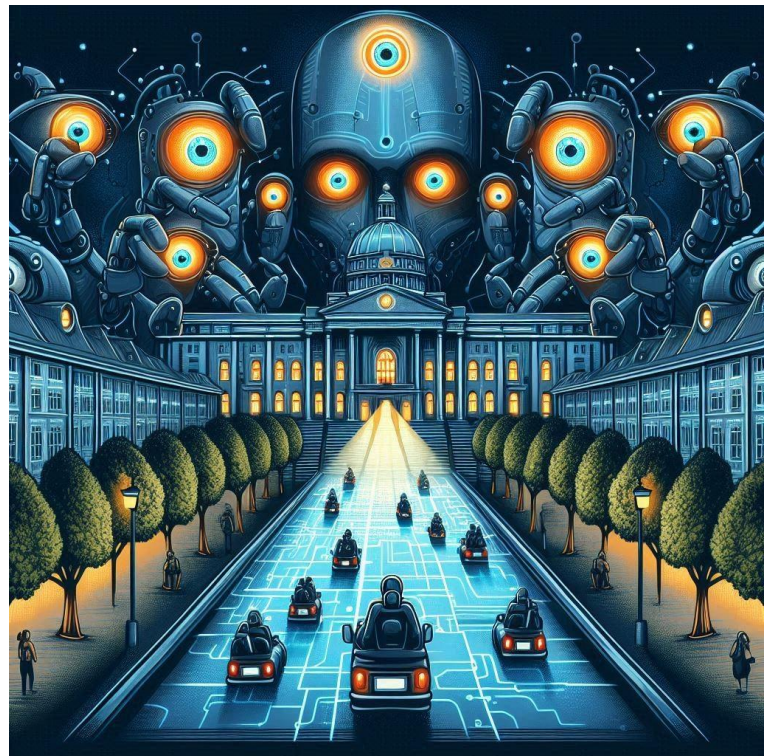
### Other:

To avoid increasing the game cost we cannot afford to release it on other platforms, but we would like to consider it for future development.

### In order of priority:

- Android and iOS: for the same reasons as Nintendo Switch, also mobile devices are granting quick access to the game anywhere on the go, but nonetheless the development would become much more difficult due to the differences in architecture of these two platforms.
- PS4/PS5 and Xbox One/Series X|S: we decided to favor Switch development as we expect these home console players to be less receptive to this kind of game and more suited for casual players. If the game gets a good reception, we may consider releasing it on these platforms too.

Concept Art



## Game Design – part 2: formal and dramatic elements

### Formal elements:

#### Players

Two players compete in a 1v1 format across 3, 5, or 7 rounds: the player who wins the most rounds wins the match. The map offers the same means to the players to achieve victory with. During each round, they can make their character more powerful or try to weaken the opponent by collecting buffs and debuffs in the environment. From the initial phase of each round, players must engage directly to steal badge fragments already acquired by the other player and succeed in completing the round first.

Players can also become more powerful participating in events and gaining points during each season to unlock special powerups for their character.

After registering to the game each player is also assigned to one of two team – Mangiagalli's or Golgi's: in ranked matches players can only compete with players of the opposite team, while in casual and event matches there are no restrictions.

#### Objectives

The main objective of each player during a match is to win more rounds than the opponent. To win a round, a player must collect all the badge pieces scattered in the map and then head towards the exit door to leave the level. However, players do not know where the badges are or how the map is structured, so first and foremost, they must try to understand the layout of the environment and the hidden dangers it holds. If a badge fragment is already in possession of the opponent, they must manage to sneak up behind them to kill them and steal the fragment; otherwise, if they find one, to obtain possession, they must succeed in a quick mini-game.

By winning matches, players also earn points for their team. At the end of each season the team with the most points is declared to have conquered the university, finally making Mangiagalli or Golgi's dream come true.

Finally, a more general objective is climbing the global leaderboard of the game, which each player can attempt to by winning the most matches, as by reaching the leaderboard players acquire a unique powerups that makes them much stronger than their opponents. This way, killer players are compensated for their efforts by giving them the possibility to mock weaker players; on the other hand, weaker players paired in a match with them won't lose any point if they get defeated but will be awarded with double points if they win.

#### Procedures

- Two players are matched by the matchmaking system.
- Players start from two different spawn points on opposite sides of the map, each of them with a badge fragment in their possession.
- Players wander in the map and start looking for the badge fragments.
- When a player finds a fragment, they must overcome a mini-game to claim it.
- A player can kill the opponent from behind and steal a badge fragment.
- When players are in front of each other a mini-game will start which determines a winner who kills the opponent and can steal a badge fragment.
- The rogue AI chancellor will randomly once per round trigger a special effect which alters various aspects of the game. The effect does not favor any player, but creates chaos among them, like swapping players' positions or hiding their minimap.
- When a player collects all the badge fragments, they can win the round by going to the end-level teleport.



- Each round has a time limit, at the end of which, the player with the most badge fragments wins.
- The match ends when one player has won most of the rounds (e.g. If the players choose to play a 5-round match, to win they must beat the opponent 3 times).

### Rules

- The number of rounds that a player can select is always odd, to guarantee a winner.
- Badge fragments are scattered around the map in locations initially unknown to the players.
- The player must collect all the fragments to advance to the next floor.
- The player can kill the enemy and guards by approaching and attacking them, all this while keeping themselves outside their cone of vision.
- Players can see key fragments, buffs, debuffs, traps, guards and the enemy only when directly observed.
- Buffs and debuffs can be combined to obtain additional effects.
- When a player dies (by a trap or by the other player) they lose one badge fragment and returns to the spawn point.
- When a player is spotted by a camera or by a guard, their location is shown in the opponent minimap.
- After a player has grabbed the second key fragment, their location is shown in the opponent minimap intermittently; the more keys a player has, the more frequently their location is shown.

### Resources

The player must deal with the following resources:

- Badge fragments: scattered throughout the environment and limited. They are necessary to activate the teleport to the next level and without them it is not possible to win the round; at the beginning of each round each player starts with one fragment.
- Time: a timer limits the duration of each round. At the end of the timer, the player with the greatest number of key fragments wins the round; in case of a tie the round goes on until a player gets an advantage.
- Buffs, debuffs and traps: spread all over the map, they can be gathered by the players and respawn after some time. They permit the player to obtain advantages, like a speed up, or disadvantages for the opponent, like reducing his field of view.
- Powerups: before each round, players must choose one between the powerups they collected with the season pass and at the end of every season. A power-up is selectable only once per match.

### Conflict

Conflict is generated by four main sources:

- The environment, which is unknown to the players and full of traps and dangers for the players.
- The opponent, who has the same objective as the player and will try to stop them from finding the badge fragments.
- In the first phase of each round the main obstacle is the unknown environment, but, as the round progresses, each player gains a good knowledge of the map, and the opponent becomes the main danger.
- Mangiagalli and Golgi's opposing teams, which battle every season to conquest the university and determine its next chancellor.

### Boundaries

The boundaries of each round are defined by the map of the floor that the players must try to overcome. However, this is not simple because the exit to the next floor is blocked: this serves as a second form of

boundaries, which players can overcome by finding all the scattered key fragments on the map. Finally, an additional constraint on players' movement is imposed by their field of vision, which allows them to observe only what is in the direction they are facing, leaving everything else shrouded in darkness.

### Outcomes

The outcome of each match always results in one player being the winner and the other the loser. Since the target player of this game falls within the archetype of the killer, it's not possible for a match to end in a tie, because it wouldn't be satisfying for either player. For this reason, when time runs out, the player with the most key fragments in their possession wins the round; if they have the same number of fragments the game goes on until one of them gains the advantage.

In classified matches the winner earns points as a reward, which helps them progress in the global leaderboard and their team to win the property of the University at the end of the season, while the defeated player loses points as a punishment. The quantity of points is proportional to the selected number of rounds of the match and kills taken.

### Dramatic Elements

#### Challenges

The primary challenge in each match round is to collect all the badge fragments before the opponent, avoiding all the traps and obstacles scattered on the University floor.

To appeal Bartle's killer players, key fragments are limited in number and, if the opponent finds one of them before the player, fight becomes inevitable. However, players must not only try to find key fragments before the opponent, but also be careful of guards, that may detect and attempt to apprehend them, and traps, that will inflict debuffs on the players. Upon discovering a key fragment, the player must overcome a minor challenge to claim it.

Fights are another challenge as players can only eliminate each other from behind rather than through conventional methods. If a player is defeated, they lose their key fragments and must restart from the beginning of the map.

The difficulty remains consistent across different rounds to maintain fairness of the game. Difficulty depends also on players' experience; thus, the matchmaking system will match players with similar ranks.

#### Play

The game is competitive and role-based, as players compete for victory according to well-defined rules that delimit their range of action. For this reason, the primary target player of this game is the Bartle's killer, thus a competitor and a performer, who enjoys overpowering others and proving themselves superior, but even Bartle's explorer players may still have fun understanding the structure of each level and searching for scattered key fragments and power ups.

Players can also watch their friends' matches in spectator modes, thus fostering the development of a competitive community on platforms like Twitch and YouTube.

#### Premise

The game is set in the year 2924, during the millennium of the University of Milan. At this time, the university's chancellor is an AI gone rogue, gradually causing the University to lose its ancient glory. In response, the noble Mangiagalli family decides to bring back to life their noble ancestor - Luigi Mangiagalli - using the latest newly discovered technologies, hoping that he can regain control of the University and restore it to its former splendor.

The University is well protected, but with the help of the shadows, Mangiagalli manages to infiltrate the chancellor's palace in Città Studi. Their objective now is to reach the top and put an end to the machine dictatorship. However, Mangiagalli is unaware that simultaneously, the Golgi family has resurrected his oldest enemy, Camillo Golgi, to take advantage of the University's moment of weakness and destroy it once and for all after centuries.

Who will be the first to achieve their goal? Will the ancient University be finally liberated, or will it be destroyed forever?

### Characters

The story revolves around two main characters: Luigi Mangiagalli and Camillo Golgi.

Mangiagalli is the first chancellor of the University of Milan, brought back to life through the most modern technologies to regain control of the University and restore its ancient glory.

Camillo Golgi is Mangiagalli's staunchest opponent, convinced that knowledge should remain limited to Pavia. He too has been resurrected by his family, but with an opposite objective: to gain control of the University, yes, but to ultimately destroy it from within.

### Story

The premise of the story is narrated at the beginning of the game, to contextualize the 1v1 battles as an attempt to infiltrate Mangiagalli and Golgi within the University.

During their ascent of the chancellor's palace Mangiagalli, controlled by one player, and Golgi, controlled by the other, clash, striving to reach the top first to overthrow the AI chancellor and take their place. The ending thus varies depending on the winner of each match: if Mangiagalli wins, the University will then return to its former glory; if Golgi wins, it will be definitely closed. The arc is closed and resolved at the end of every game, with the fight between the players being the deciding event itself.

In this game, the story is not a fundamental element, but only provides context to the players' actions.

### Cards elements

Given the fantasy/medieval setting of the card illustrations, in contrast to the futuristic/sci-fi setting of the game, we only selected individual elements of the cards as inspiration for the game:

- Uncovered tomb: in the game, the characters Mangiagalli and Golgi were brought back to life by their successors.
- Horse: the "Swift as the wind" buff has a silhouette of a horse as its image.
- Broken carriage wheel: The "Sluggish Spin" de-buff features a silhouette of a broken carriage wheel.
- Coachman cat: The "Feline Gaze" buff has the silhouette of a cat as its image.
- Knight: the feature of the teams the players belong to recalls the ancient medieval houses.