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| Rebound  Game Design Document | Summary  Rebound is an entertaining multiplayer game. This document will describe and explain each part of the game and accentuate it with some visual examples.  Julian Stockmann, Samuel Wunderlich, Tom Haeschke, Michael Häglsperger  Game Design WS 18/19 |

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# Story and short Gameplay Introduction

Der Megakontinent Klorbertiose wird seit dem Jahr 1.5k von vier Fraktionen beherrscht. Trangufeil, Drensbal, Lanaretio und Frestrost.

Seit der Auslöschung fast aller Bewohner vor 436 Jahren haben die Fraktionen sich dazu entschlossen untereinander keinen Krieg zu führen. Um ihre Macht jedoch trotzdem unter beweis zu stellen gibt es erbarmungslose Arenakämpfe. Diese Kämpfe haben immer andere Regeln, je nach dem wer sie austrägt.

Trangufeil ist ein gespaltenes Land. Die Monarchisten, die Trangufeil II folgen und an die Stärke einer zentrale Prozessoreinheit glauben kämpfen gegen die Anarchisten, die auf parallele Berechnungen aller Bewohner setzen.

Der Kampf war sehr ausgeglichen, bis die Anarchisten P = NP bewiesen haben und die Oberhand bekommen haben.

Drensbal ist ein Land, das aus mehreren großen Stämmen besteht, die große Städte gebaut haben und dort bleiben und es gibt einige kleine Nomadenstämme, die umherziehen.

Die Drensbal sind ein stolzes Volk.

Das Land Lanaretio gibt es erst seit etwa 400 Jahren. Die Roboter, die in der Auslöschung umgekommen sind wurden hier gelagert. Einige haben sich jedoch aus den Teilen zusammensetzen können und ein eigenes Land gegründet.

Die anderen Fraktionen halten nicht viel von diesem Land, da sie sie für Abschäulichkeiten halten.

Es gibt zwar einige Roboter, die sich um die administratorische Lage des Landes kümmert, allerdings gibt es keine bestimmte Hirarchie.

Frestrost ist ein kriegerisches Land. Wenn ihre Zugriffsrechte nicht von den anderen Fraktionen verweigert wären, würden sie sofort einen Krieg anfangen.

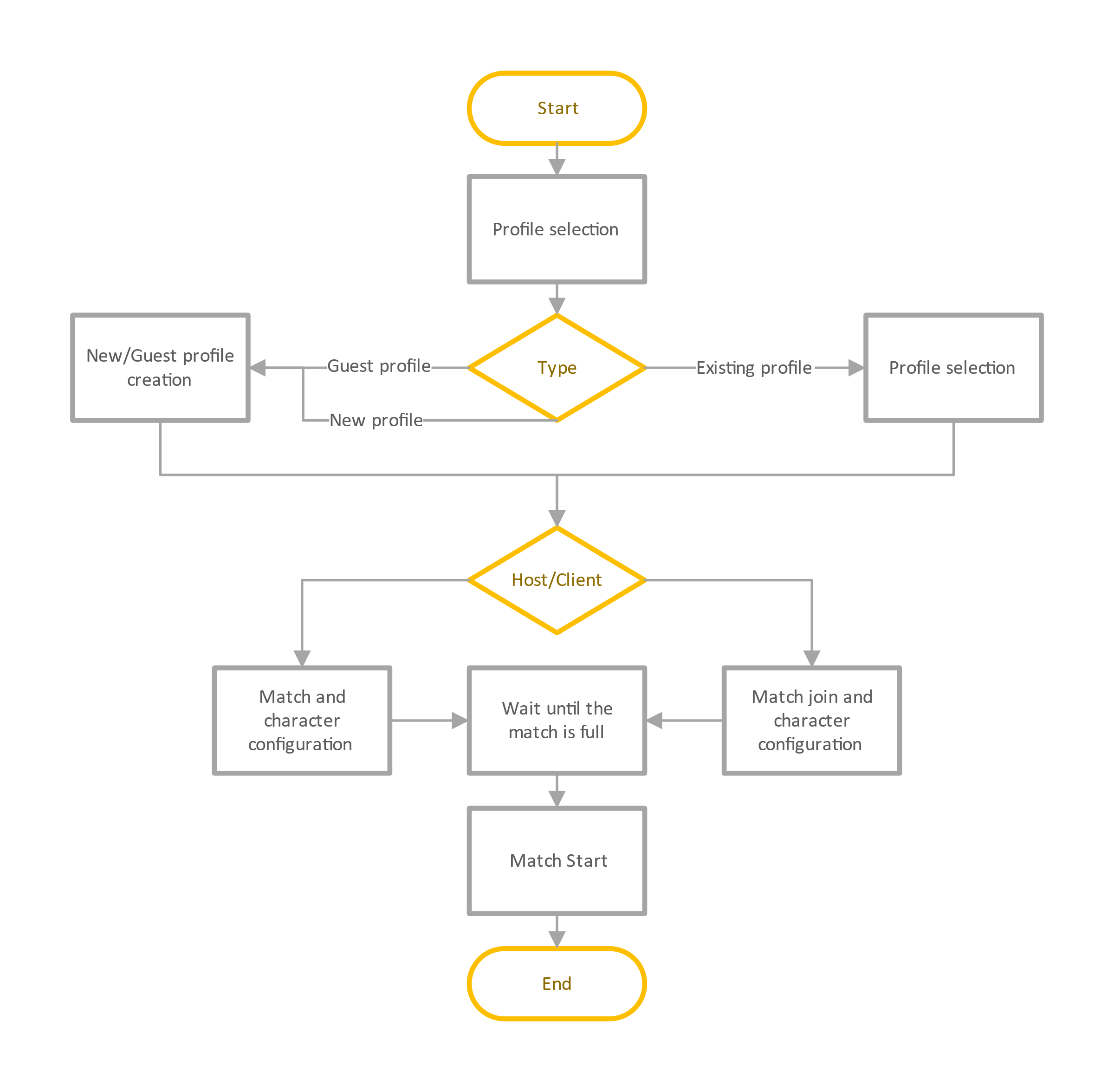
Deshalb haben sie einen Zufallsgenerator erstellt, der die hirarchischen Strukturen jedes Quartal umsortiert, so dass jede Permutation mindestens einmal eintreten muss, bis die gleiche Hirarchie nochmal stattfinden kann.

So kann jeder mal ein Tyrann sein, muss aber auch mal unterdrückt sein.

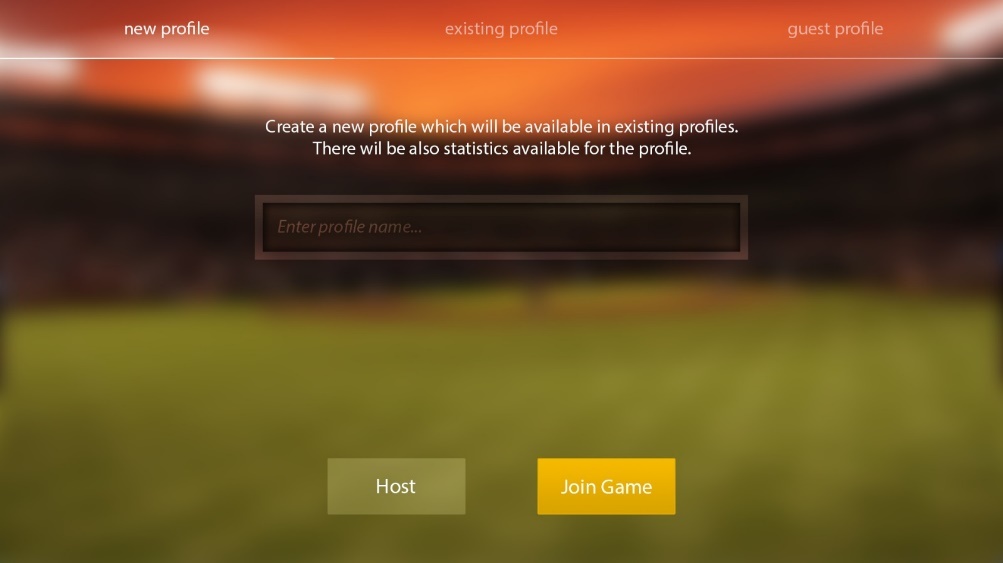
# Interface and Startup

This chapter provides information about the starting process of the game and some of the concepts behind. It contains the navigation screens the player must navigate through before the game starts.

The flow chart looks as follows:



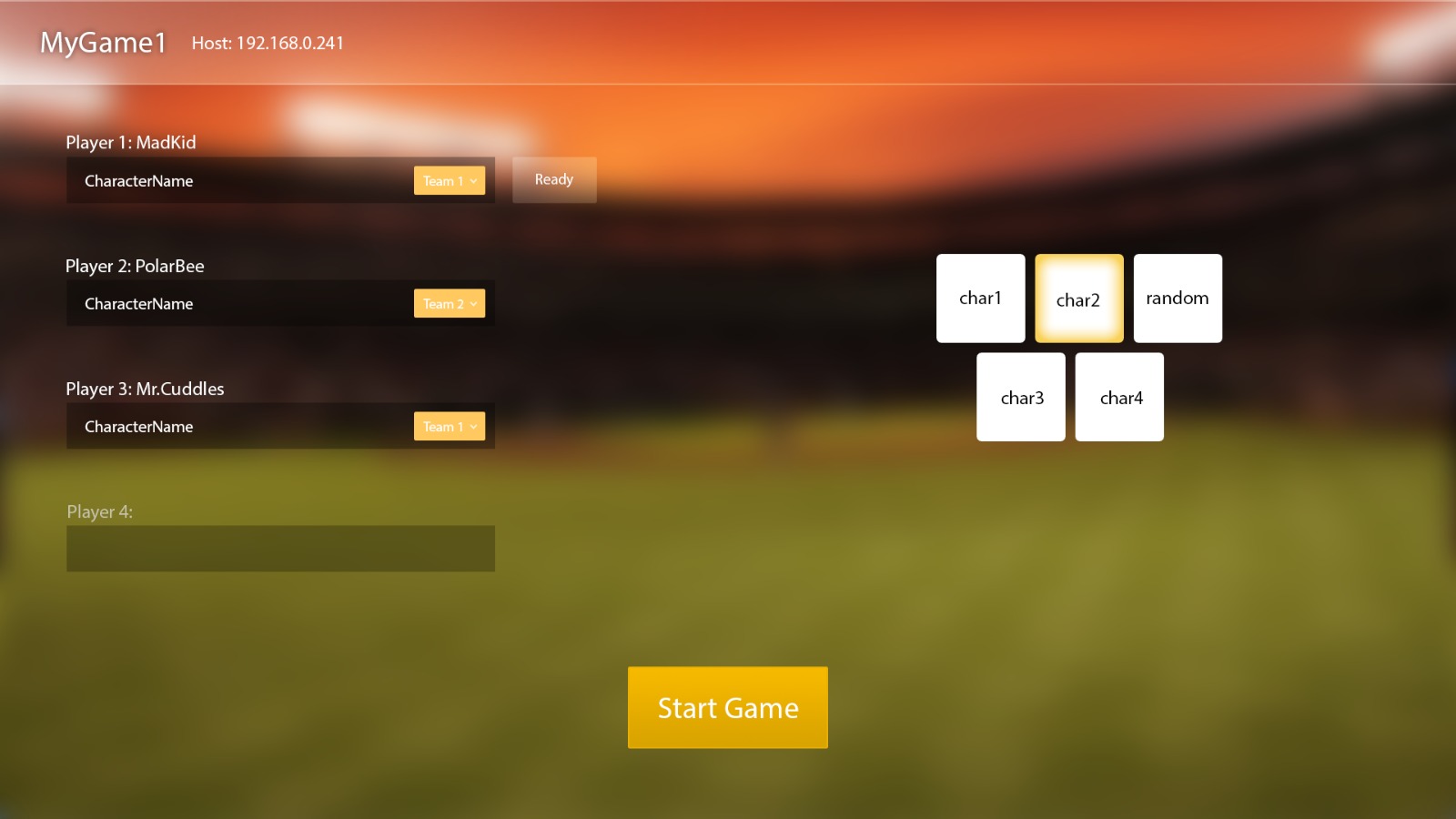
## Screen 1 – Profile Selection

When starting a game instance, the user must select a profile. The first screen loads all the local player profiles and displays them in a nice view with more information about statistic values from the past such as the number of won/lost matches. Since this game is a multiplayer within the local area network and without a server, the profiles cannot be stored on a server and are different on each device. Profiles are identified by username. The user has the possibility to create a new profile or to delete old profiles. After the profile selection the user must decide whether he wants to join or host a game. Depending on this decision he will be forwarded to the next screen.

## Screen 2 – Match Finder

If the user decided to join a game, he will be forwarded to the match finding screen. It displays a list of open matches in the local area network. Each entry in the list displays information about the host and the match including the hosts player name, his IP address and the number of free slots in the match. A refresh button enables the user to update the results list and to find newly created matches. If he is not able to find the match he is looking for, he can enter the hosts IP address directly in an edit box and join this way. After the match selection the player will be forwarded to the match lobby.

## Screen 3 – Lobby

If the user decided to be the host or he selected an existing match, he will be forwarded to the lobby screen. It contains an area for each of the four players. Every player can change his own robot character and must hit a button when he is ready. The screen will remain opened until the match is full, and every player is ready. In addition, the host can configure the teams and sees his own IP address for sharing in the LAN. 

# Game World

The world in which **Rebound** takes place is bright, amusing, and full of colors. This should give the player a pleasant feeling while he is in it. The game world consist of several different arenas, which have no explicit theme. Whether classical football stadium, in the Caribbean or at the North Pole, since each arena stands alone, they offer the possibility to represent many different worlds. This results in a large variety on impressions, for the player.

The various arenas are not linked in the game world itself and thus the player has no chance to enter another level while staying in the game. The levels can only be started directly from the menu and, as previously mentioned, are self-sufficient in terms of environment and mood. However, the basic mood of the game should not diverge too much in the levels, but there is still plenty of scope in which the individual levels can be designed.

The arena themselves basically have all the same structure. There are four goals, centered on all four sides of the square playing field. The field is primarily flat and there is a height limit, such as a roof.

As one of the first arenas, the classical football stadium is to be realized with a well-known grass field. The mood of a sports event will be conveyed, which is underpinned by the music. Sounds and music should motivate the player and he should feel the center of attention during outstanding ball parades or scoring the winning goal.

In general, the music, as well as the graphics, should cause the same positive mood in the player, but it should also be able to clearly distinguish between the different locations here. Each world thus stands out from all other worlds by combining visual and auditory. This will leave a unique impression on the player.

# Character(s) and Controls

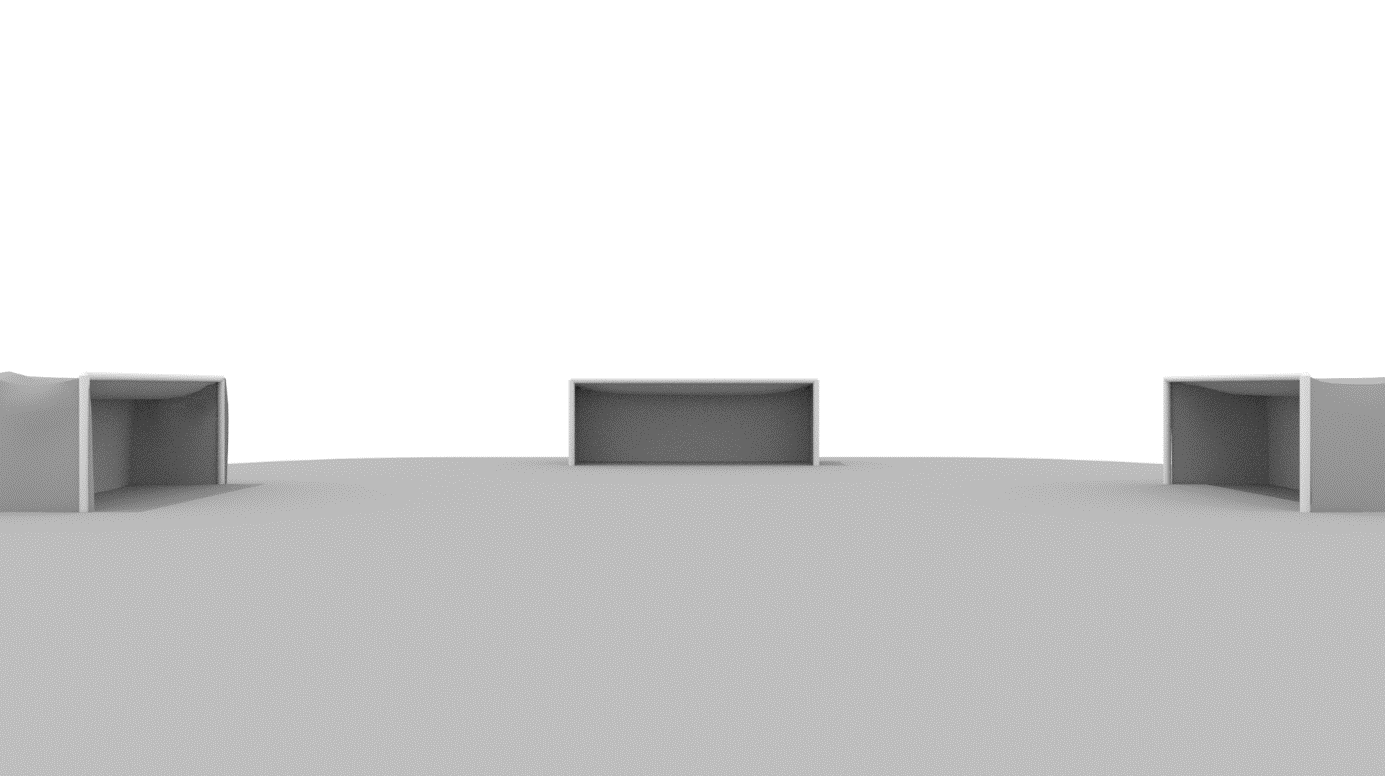
* Charaktere und deren Hintergrund
* (Skizzen)
* Fähigkeiten
* Steuerung (rein funktional)
* Ca. 2 Seiten

# Main Gameplay Concept

The Game is an entertaining, round-played multiplayer game. One round is limited to a maximum duration of 20 – 30 minutes and is played by four players at the same time. Several players can play in a team while the team size is variable. But there is a maximum size at three players as there are only four players in the game. The game is basically to get the ball into the opponent’s goal to score points, but you always have to watch out for your own goal to prevent the opponent from scoring. At the end of a round, the player or the team with the most points have won. During the game, the participants can also move freely in a certain area in front of their own goal, but not leave this.

In the game is a ball, which can be steered by the player specifically in one direction. To do so, every player has a shield which can be rotated and tilted in all directions. The angle of the shield thus determines the trajectory of the impinging ball, in addition the player has the opportunity to give the ball an additional speed boost by a good timing. This demands attention and good responsiveness from the opponent.

To make the gameplay more varied, each level will have its own mechanics. This could be special events, unique power-ups or similar. The goal is that each level plays different and has the main focus on different priorities.

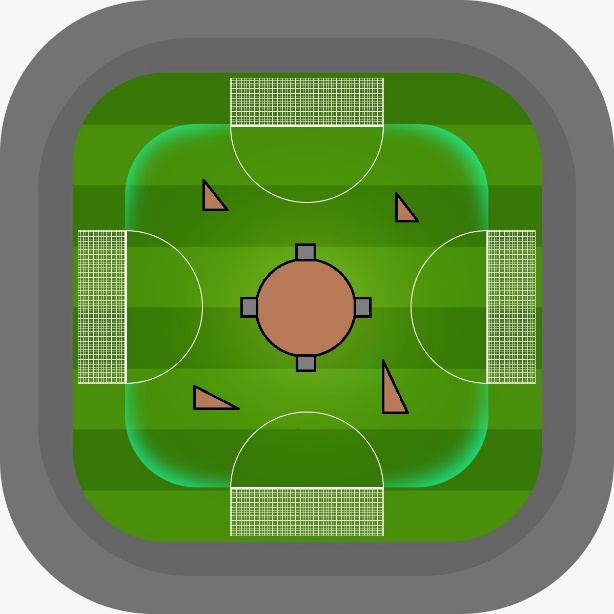
Another point that makes each played match unique is the power-up system. These power-ups can be accumulated during the game and give the player special abilities which are used within the hit of the next ball of can be activated at any time during the game. These abilities can be used strategically to play out the opponent.

# Power-ups

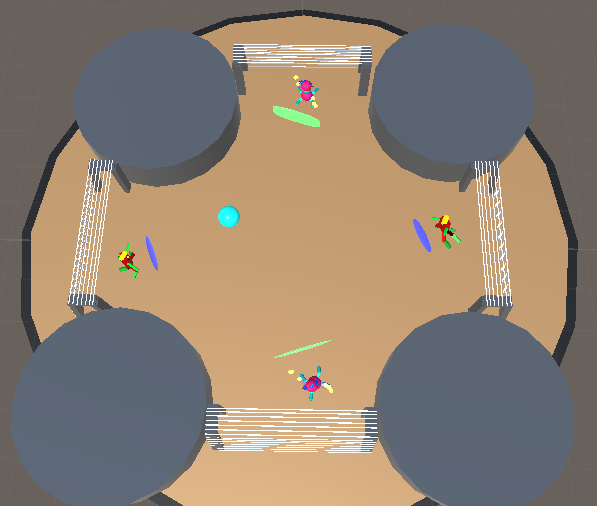
* Überblick
* Wie erhalte ich Powerups
* Welche Powerups gibt es (Skizzen der Powerups)
* 1 – 2 Seiten

# Optional Features

For the first release we decided to provide only one pvp mode where players can play against each other with different team sizes.

  
For the future we are thinking about pve content. That could lead to large canon towers and other obstacles that must be destroyed for victory. This mode could be some kind of survival, because the canon tower would be able to shoot balls inside the goals, too. The center would not be limited to a canon tower. There could also be other enemies.

Another changeable aspect is the gravity. There could be modes with very low or high gravity which would lead to a different behavior of the flying balls.

We are also thinking about to provide various arenas. The difference could be the location of the arena like wide desert, fire or ice landscapes that fit into the robot story. Furthermore the are possibilities to provide differently shaped arenas. For example with a hollow in the center or a completely rounded border.

We must remark that these optional features are only ideas at the moment and open for discussion. The implementation depends on feedback and the speed of the development process.