**Game Design Document – Cosmo-Truckers**

1. General-use information
   1. Cosmo-Truckers
   2. Coop turn-based RPG with an emphasis on high accuracy attacks/defense and buffs/debuffs
   3. Mike Sroka, Cole Miller, Aaron “Chance” King, Dillon Briggs
   4. Conception date, TBD (January)
2. Game Overview
   1. Game Concept – Cosmo-Truckers brings the player into a 1-4 player coop adventure where the player must utilize their team to land high precision attacks and blocks. Buffs and debuffs will heavily influence player controls. The players will need to explore several different dimensions to repair their truck after the big bad attacked their ship in the intro. During exploration of new dimensions, the player will encounter npcs, procedurally generated dungeons, and crafting materials. These materials are unique to certain dimensions and enemies. With them the player can craft new spells specific to their character. Each character will have three skill trees to invest in, 20 total spells, and 10 spells equipped.
   2. Target Audience – Casual couch coop gamers
   3. Genre(s) – Turn based RPG (multiplayer)
   4. Game Flow Summary – To start, the player will have the option to play solo, host, or join a game. During this time, the player will pick a main character to play. Depending on the state of the game, the player may have to play up to 4 characters concurrently. Once in game, there will be a hub of rifts in a galactic purgatory of sorts. This is where players can move their character to trade items, vote for a zone to go to, and generally interact with the world. Once in a zone, there will be a map of objectives and areas to vote on to go to including towns, mini-games, and dungeons. Dungeons will be random to a degree and will include a combination of combats, risk/reward trials, skill tests, and random events. Completing a dungeon can reward the player with currency, crafting materials, new characters, or in the case of major dungeons, a piece of the ship.
   5. Look and Feel – What is the basic look and feel of the game? Sci-fi fantasy. Simple characters with a cute, light-hearted aesthetic. 2. Gameplay – The gameplay should be easy to learn and hard to master. Different playable characters will have a variety of modes to accommodate players of different skill levels and variety.
   6. Objectives – The players must collect all 8 pieces of their ship and defeat the Grand Cosmos in “The Way Far Out” to leave galactic purgatory. After beating the game, players will have the option to complete all main dungeons on ‘Super Nova’ difficulty.
   7. Game Progression – Players can feel free to go to and from whichever dimension they want. There is no leveling system to each character. There are only crafting materials to help each individual character go from their starter 3-5 spells to 20 spells. Crafting materials and not transferable between characters.
   8. Play Flow – Play will constantly be varied to alleviate stress from high difficulty combats. Light-hearted dialogs and mini games will break the pace of constant combat from dungeons. Skill building and crafting will also be a cooldown period for players in the hub.
   9. Mission/challenge Structure – Each dimension will have 4 dungeons. Two basics, one mid complexity, and one main dungeon. Quests may be given in each dimension to have the players revisit old dungeons but with certain requirements such as a specific team comp or reduction in stats. Repetitiveness will be offset by the randomness of the dungeons. The mid and main dungeons can not be completed until all previous content is done in the area.
   10. Puzzle Structure – While there may not be puzzles per se, there will be moments in dungeons that require the players to take risks and gambles for rewards.
3. Mechanics (Key Section)
   1. Rules – Teams will consist of 4 party members. Whether there is 1, 2, 3, or 4 players: there are still 4 party members in an active lobby. Player characters will take turns in combat fighting. Should the party retreat or be reduce to 0 hp on all characters, the game is lost and so is the players progress in the current dungeon.
   2. Model of the game universe. HUB -> Dimensions -> Towns, Dungeons, Events
   3. Physics – Very low physics effort needed. The players can only move in the HUB.
   4. Economy – Basic currency – Solaritite used to buy crafting materials and cosmetics. Crafting Materials – crafts needed spells for characters.
   5. Character movement in the game – simple cardinal movements for HUB
   6. Objects – May be applicable to combat mini games. Will need to be handled on a case-by-case basis for how the player interacts with objects in the mini game.
   7. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used – players will have a spell wheel like Paper Mario’s combat wheel. They will also have an emote wheel to communicate with randoms.
   8. Combat – Turn order is determined by a speed stat and can be altered mid-combat. During player turns, they can cast a spell or generate a small amount of character specific mana and end their turn. If the player attacks, they will be put into a screen where they must complete a minigame to attack the enemy based on the selected spell. Most attacks will not be binary in their success. The success rate will fall somewhere between 0-100. On an enemies turn, the enemy will target player(s) and each attacked player must player a defense minigame to mitigate damage or debuff duration.
   9. Screen Flow – Main Menu -> Game mode -> HUB -> Dimension -> In combat screen
   10. Game Options – Auto saving, audio options, color blind modes, sensitivities, and any other accessibility options will be seriously considered.
   11. Replaying and saving – Randomly generated dungeons with infinite dropping materials needed to progress. Saving is automatically done whenever a major event is completed by the player.
   12. Cheats and Easter Eggs – As a multiplayer game, user accessible cheats are off the table. Easter eggs should be generously used as applicable.
4. Story and Narrative
   1. A crew of 4 poor cosmo-truckers were flying their space truck through the Metronidox Cluster when the captain starts explaining to the crew that due to new payment cuts from upper management, they crew will need to take a dangerous shortcut through the cluster. During this event, the crew is attacked by fragmented souls of cosmos. Unable to fight back, the crews ship is destroyed and the crew seemingly dead. They all wake up in the galactic purgatory where they are given a chance to rebuild their ship in exchange for defeating the Grand Cosmos. This is the core of the game and the tutorial sequence. Each dimension and character will have unique lore.
   2. Plot elements – space. Trucks. Grand Cosmos.
   3. Game story progression – Whenever a main dungeon is completed for the first time, a cutscene will be unlocked to further the story. Each dimension will have a local story as well.
   4. Cut scenes – Frame by frame cinematics with subtitles.
5. Game World
   1. General look and feel of world – Highly variant based on the dimension, but generally cartoony sci-fi
   2. Areas – Galactic Purgatory, The Way Far Out, 8 Unique dimensions
      1. Galactic Purgatory – an almost entirely black void that comes more to life as the crew regains ship parts
      2. The Way Far Out – Deep space galaxy look with stars, moons, planets, and more.
      3. 8 dimensions - TBD
         1. How relate to the rest of the world – All connects back to the HUB
6. Characters.
   1. For each character
      1. Back story
      2. Personality
      3. Appearance
      4. Abilities
      5. Relevance to the story
      6. Relationship to other characters
   2. Artificial Intelligence Use in Opponent and Enemy – Enemies will have a base system for making decisions but will also have logic specific to themselves that will help determine what spell to cast.
   3. Non-combat and Friendly Characters – No interaction outside of visuals / dialog.
7. Levels
   1. For each dimension
      1. Synopsis
      2. Required introductory material and how it is provided
      3. Objectives
      4. Details of what happens in the level
         1. Map
         2. Critical path that the player needs to take
         3. Important and incidental encounters
8. Interface
   1. Visual System – Character portrait, color, and Steam user-name will be presented across the top of the screen on most screens.
      1. HUD – Player health and mana will be to the right of their player icon at the top. Combat will have UI sprout from the player to choose an action. When an action is selected or when defending, a console will appear in the center screen to complete the action.
      2. Menus – Main menu, pause menu
      3. Camera model – Almost not necessary. Most applicable use may be in the HUB area.
   2. Control System – How does the game player control the game? What are the specific commands? – Players will move with the joystick, control any combat require movement with the joystick. Players will pause with the start button. The select / action button will be ‘A’. Right joystick will be used for aiming in combat. Other buttons can be used in combat as the spell deems it necessary.
   3. Audio, music, sound effects – Music audio will likely be contracted. Hoping for a playful theme. Very bombastic and joyous feedback sounds for each and every action from characters.
   4. Game Art – Simplistic sci-fi cutesy art.
   5. Help System - [Help](https://www.youtube.com/watch?v=1eA3XCvrK90)