Giant Fighting Robots

Game Design Document

CSCE552

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# Executive Summary

* Networked-multiplayer gameplay
* Building-block item design
* Procedurally generated levels
* Esports type game play

# Game Overview

## High Concept

Rivaling teams are thrown into unknown territory to collect resources in order to build components and parts to create massive siege machines, robots, and powerful equipment in order to claim the enemy’s home land.

## Genre

**Competitive, team-based, retrieve-build-and-conquer, real time strategy game** the strategic gathering and use of resources to demolish defeat the opposing team based on the terrain, characters (friendly and opposing), abilities, and team compositions.

## Hooks

* **Procedurally Generated Level(s)** Almost every time you play the game, the map is in a different configuration with different regions. This promises that the experience will be new every time you play and guarantees cooperative gameplay to adjust the players to the strengths and weaknesses of their team in relation to the level.
* **Random Allotment of Resources** Resources are not guaranteed to be in the same place in each region every time you play.
* **Building Block-Type Hierarchy** The resources that you gather build into components and those components build into grand siege items. This will require the teams to work together and have a game plan early game because whatever you do, gather, or create in the early game will affect the items you can create late game.
* **Team Trading** The ability to exchange or give resources and items to your teammates underlines the fundamental core of the game: teamwork. It’s important to secure the resource for your team than it is to personally have the resources you need. In addition, it forces players to make important split-second decisions that will be the most difficult aspect to perfect. For example: After acquiring a rare resource the enemy team attacks you, therefore you might want to give the tank your rare resource because they’re more likely to survive or the fastest player because they’re more likely to escape or even the least protected player to fool the enemy.

# Gameplay Highlights

* A fresh new environment in every match.
* An expandable list of area types.
* Unexpected assortment of resources.
* Competitive but cooperative gameplay
* A balance of gathering, building, and combat.
* Team definable objectives and goals that plays towards the team’s strengths and the enemy’s weakness
* Real time decision making

# Online Highlights

* **Cooperative multiplayer play**.
* **Online team matching capabilities** based on the player’s skill level and the player’s experience with the character they wish to play
* **Custom team creation**

# Technology Highlights

## Art and Audio Highlights

* **Audio Design:** During Battle Sequences, focus more on Sound Effects with minimal and quiet Background Music. Music will likely be electronic.

## Hardware

* **Networking:** One player can act as a host for the game and others can connect as clients, or a single player can play with many Computer-Controlled players.

# Production Details

## Current Status

So far, we have completed the preliminary design and outline of our game as well as the distribution of duties and a general outline.

## Development Team

* **Audrey “Danielle” Talley**. Software Developer Intern for [VC3](http://vc3.com/) (2 years). Founder and former president of the [Carolina Gamers Club](http://web.sa.sc.edu/cgc), the University of South Carolina’s only student organization dedicated to creating a community centralized around gaming by hosting activities that highlight gaming, game development, and community outreach through gaming.
  + [Resume](https://drive.google.com/file/d/0B0nse9N9282SakFtdnV0TEQyVVU/view?usp=sharing)
  + [E-Portfolio](https://sites.google.com/site/talleyadportfolio/)
  + [Linkedin](https://www.linkedin.com/in/audrey-talley-006282a1/)
* **Matthew Brady O’Leary.** Software Development Intern at the [Mox Project](https://www.moxproject.com/) (1 Year). Supplemental Instruction Leader for CSCE146 at the University of South Carolina. Experience with writing music for video games produced in conjunction with the Carolina Gamers Club. Public Relations Officer for the [ACM Student Chapter/Software Engineering Club](https://cse.sc.edu/acm).
* **Abbi Reisig**

## Schedule

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| --- | --- | --- | --- |
| Phase | Due | Interval | Objective |
| Phase 1 | 15th September 2017 | 1 week | Preliminary Design |
| Phase 2 | 22nd September 2017 | 1 week | In-Depth Design |
| Phase 3 | 20th October 2017 | 4 weeks | Core Functionality |
| Phase 4 | 10th November 2017 | 2 weeks | Required Modeling |
| Phase 5 | 24th November 2017 | 2 weeks | User Interfaces |
| Phase 6 | 8th December 2017 | 2 weeks | Refine |

# Competition

Our biggest competition would be other e-sport games like Heroes of the Storm. However, none of these games have the building component nor new maps every match. This is what makes our game new and unique.