

Gate 2158

Game Design Document

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Game Design summary

Summary

A top-down 2D shooter. The player completes dungeons where he fights enemies.

Gameplay

The player starts in a map that is tutorial oriented. In the tutorial you learn how to walk, shoot and change settings. After completing it, they will be free to move around in the overworld. There they can get quests, buy items/upgrades in shops and main hub activities. Once the player has selected a quest, a map will be opened to them with the entrance located somewhere in the overworld. Every map will be different in some way, and quests might require the player to do other objectives in a map then just clearing it. The goal is to gain enough knowledge (in form of unlockable achievements within maps) and money to build a portal back home. This will not be the end of the game though, players can continue to unlock new upgrades for their weapons and completely max out your character. The player will use their 2 available weapons, a pistol and a shotgun to kill enemies in several dungeons.

Mindset

This game will be open for players that like to have a fast-paced game, but also players who like a more slow-paced involving game. You can rush quests, maps and get lots of upgrades and money that way. But you can also take it slowly, focus more on the lore and look at all the opportunities the game offers you. Some encounters won't be able to be completed with just a single weapon build though, so even fast-pacers get forced to think about their weapons and upgrades.

Story

Background

In the year 2158 mankind finally managed to breach the barriers between time and space. With the new found technology they found out about different planes of existence. The major continents put together a combined squad, dedicated to exploring these new discovered realms. They selected the most competent people that had proved themselves in the past. I was one of them. If only I knew what I was getting into...

On July the 14th we prepared for travel to the unknown. As we stepped closer to the portal device I noticed something strange. The portal was looking different than it looked before. Since no one else noticed I shrug it off as my imagination. We stepped through the portal and I knew immediately that this was a bad idea. I tried turning around but the rift was blocking any movement and in mere seconds my senses started to become mixed up. With effort I threw one last glance at the portal and saw an abnormal being. The rest I cannot remember.

Main story line

The character's main goal is to return home and face whatever he saw that day behind the portal. To do this, he will need knowledge about the place he is in and also money/materials to build a portal back to earth. Through multiple quests given by the friendly creatures on the newly discovered planet you can gather money, materials and knowledge about the world.

Side story

Leave open, can be worked on after we finish the rest to give more story to smaller levels / items.

Gameplay

Game rules

1. ~~Saving: The game will auto-save once you complete a map, and you can manually save in the overworld.~~
2. ~~Checkpoints: Special maps that are longer than normal maps will have checkpoints. In case you die, you can pay money to use the last checkpoint you reached. The amount of money will get upscaled the more times you use it in the same map.~~
3. ~~Quest diminishing returns: Some quests are repeatable, but will get diminishing returns if you do them too quickly after another. This is to combat the farming of easy quests.~~

Quests

~~The player can obtain quests from interacting with NPCs or certain objects. Quest objectives will all be contained in 1 map, and can vary between simply completing the map or completing sub-objectives within the map. Completing quests reward experience, upgrades, money and some quests will reward knowledge (for story progression).~~

- ~~Quests removed due to time constraints~~

Achievements

~~There will be 2 types of achievements: Achievements that grant knowledge for story progression, and achievements that are optional to complete for extra rewards and unique upgrades. The latter will generally be more difficult. Achievements can be unique to a certain map or quest (for utilizing certain elements in a map), as well as overall achievements (mob kills, money obtained etc....).~~

- ~~Achievements removed due to time constraints.~~

Maps

The game has different maps, all with a unique layout. The theme of the maps can be different but will fall under one of our set themes. Right now we have 1 theme, Dungeon. Maps can contain different enemies which are not contained in other maps. Maps will also be different in the amount of layers it has. A map can have multiple layers, meaning you have to get through multiple levels of 1 map before you reach the end. ~~At the end of every map will be a final challenge, which is in most cases a mini-boss. These bosses have unique mechanics which require the player to do a little bit more than just hit and evade. Every map theme will also have 1 final map for that theme which will be called a Major (final?) map. These maps have more layers than the other maps (and every layer will also have a mini-boss before you can go on? ((To be decided))) and will contain a final boss instead of a mini-boss. Final bosses have much harder mechanics but the rewards will be much better as well.~~ - Bosses removed due to time constraints

These maps are loaded in using a maploader that imports bitmaps, these can be created in just a couple of minutes with several tools.

Technical

Screens

1. Title Screen
 - a. Start
 - b. Options
 - c. Credits
 - d. Quit
2. Upperworld
 - a. Inventory
 - b. Enter level
 - c. Save
 - d. Quit
3. Inlevel
 - a. Weapon wheel
 - b. Pause screen
 - c. Finish level
4. Pause screen
 - a. Continue
 - b. Quit
 - c. Options
5. Options screen
 - a. Volume
 - b. Control change
 - c. Fullscreen

Controls

The player is free to move in the world. The player walks with the keys 'wasd' and shoots with a left mouse click. ~~With the 'f' key you can use health potion and with the 'r' key you can use food.~~ ~~The player can change the controls if they wants, only the mouse is fixed.~~ The character will always shoot in the direction of the cursor. ~~With the scroll wheel the player can cycle through his weapons.~~

Movement is simple, W = up, A = left, D = right and S = down.

Mechanics

Different projectile types:

Hitscan: ~~If there can be a line drawn without obstacles between the user and the target, it will hit.~~

Projectile: Projectiles will have a set speed depending on the weapon, might be different patterns like 3 energy balls splitting or just one projectile going directly towards the target.

Beams: ~~A line will first appear on the screen between the user and the target, after a certain amount of time (not decided, has to be tested) the line will turn into a bigger beam which damages everything inside of it. This allows the player or enemy to get out of the way in time, beam weapons will most likely be used in tight spaces or to deny an area.~~

~~Idea for gimmicks like mirroring the screen + inputs, or just inputs.~~

Health: ~~While in maps, players will have an energy bar. This energy bar will slowly drain while you perform actions. While the energy bar is above 80% you will slowly regenerate health. If the energy bar gets under 30%, your movement starts to slow down, and at 0% you start to gradually lose health over time.~~

Map based : Our environment in the will be played on maps instead of levels. This gives the player a more open world environment. On maps players play from the beginning of the map to the end. In our game the player is able to explore the map end can go anywhere on it and is not restricted to a certain path on it.

~~The player can access maps through special points on another map. For instance if the player is in a town they can travel to certain maps/towns via transportation methods in that town. If the player is already on a map and wants to go to another connected map they must find the entrance on the current map, for example a cave entrance or a gate etc. Through this system the whole game world is connected together.~~

Level Design

Themes

1. Overworld
 - a. Mood
 - i. ~~Bright, calm, safe~~
 - b. Objects
 - i. Ambient
 1. Houses
 2. Bushes
 3. Trees
 4. Grass
 5. Otherworldly nature
 - ii. Interactive
 1. Shops
 2. NPCs
 3. Teleportation area's
2. Base
 - a. Mood
 - i. Dark, dangerous, tense
 - b. Objects
 - i. Ambient
 1. Walls
 2. Floor
 - ii. Interactive
 1. Shotgun/Pistol enemies

Game Flows

Game Flow

1. Start level
2. Kill Enemies
3. Get to Finish
4. Next Level > Go to 1

Map Flow

1. Enter a map from the overworld.
2. Find the correct way to the end.
3. Fight enemies along the way to survive.
4. Pick up energy restores and health items along the way.
5. Depending on the map, it might have multiple layers.
6. Defeat a mini-boss at the end or final boss incase you are in a Major map.
7. Receive the final loot for completing the map.
8. Head back up the overworld.

Quest Flow

1. Receive a quest from interacting with a NPC or certain object.
2. Go to the map in which the quest objective resides.
3. Enter the map and complete the objective.
4. Complete the map to return to the overworld. If you leave by any other way the objective will be marked as uncompleted.
5. Incase necessary, hand in quest at a NPC/object and receive rewards for completing.

Graphics

Style Attributes

Sci-Fi style graphics, using free art with no copyright to make it easier to get art with our lack of artists.

Sounds/Music

Style Attributes

Techno/electro style music, no other sound effects.