

Gate 2158

Game Design Document

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Index

Index

1. Index
2. Game Design summary
 - a. Summary
 - b. Gameplay
 - c. Mindset
3. Story
 - a. Background
 - b. Main story line
 - c. Side story
4. Gameplay
 - a. Game rules
 - b. Quests
 - c. Achievements
5. Technical
 - a. Screens
 - b. Controls
 - c. Mechanics
6. Level Design
 - a. Themes
 - i. Ambience
 - ii. Objects
 1. Ambient
 2. Interactive
 - iii. Challenges
 - b. Game Flow
7. Development
 - a. Abstract Classes
 - b. Derived Classes
8. Graphics
 - a. Style Attributes

- b. Graphics Needed
- 9. Sounds/Music
 - a. Style Attributes
 - b. Sounds Needed
 - c. Music Needed
- 10. Schedule

Game Design summary

Summary

A top-down 2D shooter with RPG and survival elements. The player has to search quests in the overworld, and complete them in different dungeons. In the overworld are shops, upgrades for weapons etc. available.

Gameplay

The player starts in a map that is tutorial oriented. 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.

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 new 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.

“Constitutieve regels, Operationele regels, Impliciete regels”

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).

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....).

Technical

Screens

1. Title Screen
 - a. Continue
 - 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 can change the controls, only the mouse is fixed. The character will always look and shoot in the direction of the cursor. With the scroll wheel the player can cycle through his weapons.

Movement option 1: Since the character is always looking at the mouse cursor, pressing the forward key will always make the character move towards the cursor.

Movement option 2: The forward key will always move towards the top of the screen, backwards to the bottom, etc.

The movement will be decided after testing both, see what works the best and if any problems arise with either one of them.

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 and 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

(Note : These sections can safely be skipped if they're not relevant, or you'd rather go about it another way. For most games, at least one of them should be useful. But I'll understand if you don't want to use them. It'll only hurt my feelings a little bit.)

Themes

1. Overworld
 - a. Mood
 - i. bright, calm, safe
 - b. Objects
 - i. Ambient
 1. Houses
 2. Bushes
 3. Trees
 4. Grass
 - ii. Interactive
 1. Shops
 2. NPCs
2. Dungeon
 - a. Mood
 - i. Dark, dangerous, tense, abandoned
 - b. Objects
 - i. Ambient
 1. Water puddles
 2. Torches
 3. Ivy on walls
 - ii. Interactive
 1. Enemies
 2. Ammo packs
 3. Health/food packs

Game Flow

1. After the backstory you start in a map that serves as a tutorial.
2. Start in the overworld (town).
3. Choose quest
4. Return to overworld
5. Prepare for next quest
 - a. buy new weapons/consumables
 - b. heal up
6. GOTO 3

Development

We will make this later...

Abstract Classes / Components

1. BasePhysics
 - a. BasePlayer
 - b. BaseEnemy
 - c. BaseObject
2. BaseObstacle
3. BaseInteractable

(example)

Derived Classes / Component Compositions(worked on in future)

1. BasePlayer
 - a. PlayerMain
 - b. PlayerUnlockable
2. BaseEnemy
 - a. EnemyWolf
 - b. EnemyGoblin
 - c. EnemyGuard (may drop key)
 - d. EnemyGiantRat
 - e. EnemyPrisoner
3. BaseObject
 - a. ObjectRock (pick-up-able, throwable)
 - b. ObjectChest (pick-up-able, throwable, spits gold coins with key)
 - c. ObjectGoldCoin (cha-ching!)
 - d. ObjectKey (pick-up-able, throwable)
4. BaseObstacle
 - a. ObstacleWindow (destroyed with rock)
 - b. ObstacleWall
 - c. ObstacleGate (watches to see if certain buttons are pressed)
5. BaseInteractable
 - a. InteractableButton

(example)

Graphics

Style Attributes

16-bit graphics and maybe higher resolution graphics for dialogues if we have the time and manpower to make them.

Graphics Needed(worked on future)

1. Characters
 - a. Human-like
 - i. Goblin (idle, walking, throwing)
 - ii. Guard (idle, walking, stabbing)
 - iii. Prisoner (walking, running)
 - b. Other
 - i. Wolf (idle, walking, running)
 - ii. Giant Rat (idle, scurrying)
2. Blocks
 - a. Dirt
 - b. Dirt/Grass
 - c. Stone Block
 - d. Stone Bricks
 - e. Tiled Floor
 - f. Weathered Stone Block
 - g. Weathered Stone Bricks
3. Ambient
 - a. Tall Grass
 - b. Rodent (idle, scurrying)
 - c. Torch
 - d. Armored Suit
 - e. Chains (matching Weathered Stone Bricks)
 - f. Blood stains (matching Weathered Stone Bricks)
4. Other
 - a. Chest
 - b. Door (matching Stone Bricks)
 - c. Gate
 - d. Button (matching Weathered Stone Bricks)

(example)

(Note : If you're soloing you might not need to define this part, as you can just use the Derived Classes + Themes section as a reference. It's up to you.)

Sounds/Music

Style Attributes

Simple sound effects for the weapons, some for the opponents and the character.
No voice acting. Music will be techno/electro.

Sounds Needed(worked on during development)

1. Effects

a.

2. Feedback

a.

(example)

Music Needed

1. Mostly techno due to the sci-fi setting.
2. pace of the music depends on the area.

(example)

(Note : Again, if you're soloing you might be able to / want to skip this section. It's up to you.)

Schedule

(what is a schedule, i don't even. list is good enough, right? if not add some dates i guess)

1. develop base classes
 - a. base entity
 - i. base player
 - ii. base enemy
 - iii. base block
 - b. base app state
 - i. game world
 - ii. menu world
2. develop player and basic block classes
 - a. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
 - a. blocks
 - i. moving
 - ii. falling
 - iii. breaking
 - iv. cloud
 - b. enemies
 - i. soldier
 - ii. rat
 - iii. etc.
5. design levels
 - a. introduce motion/jumping
 - b. introduce throwing
 - c. mind the pacing, let the player play between lessons
6. design sounds
7. design music

(example)