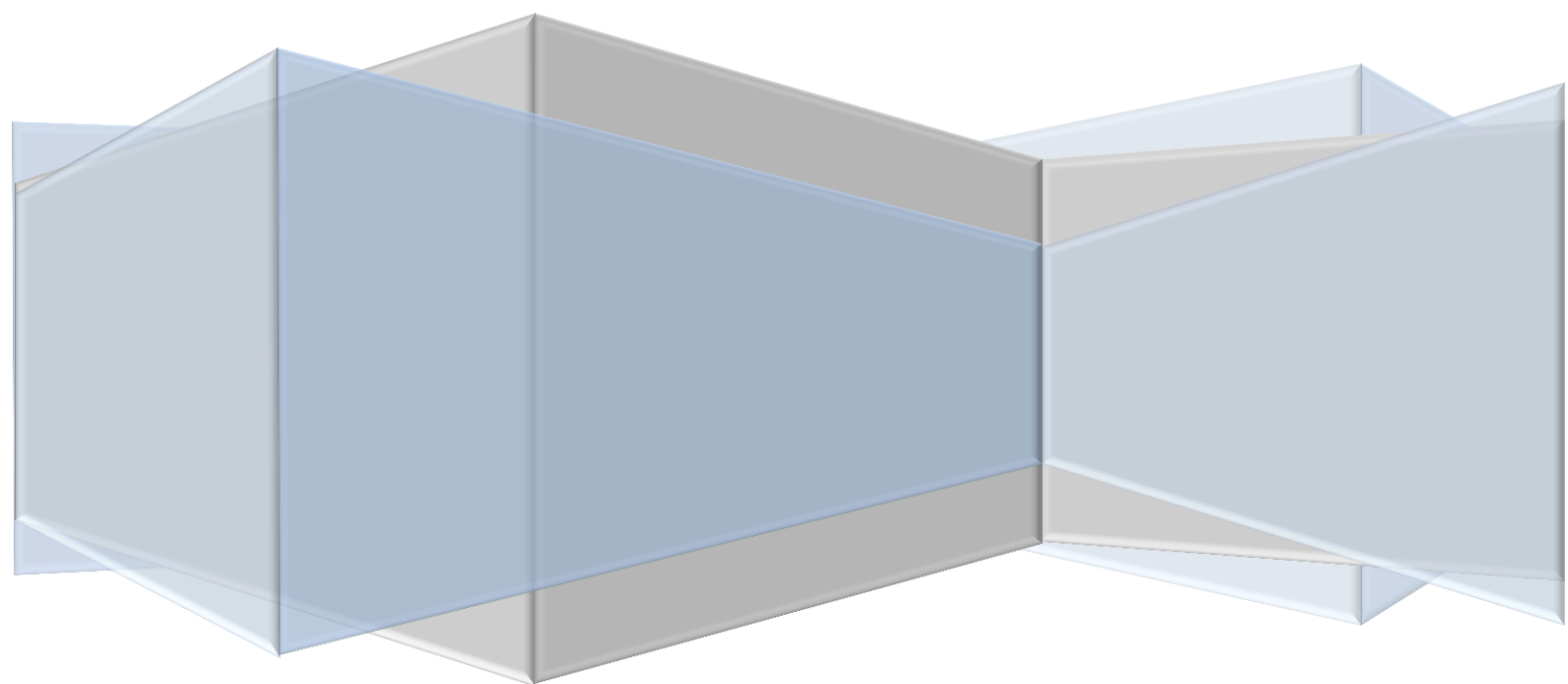


Game Design

Smartphone platform sided-view game

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I. Main Character and Abilities

1. Who Is The Main Character?

The main Character is a powerful Orc warrior warlock. His power is based on control of the 4 elements. He belongs to a clan that fights to improve relations between the orks and humans. But when the fifth orkoide war broke out, a secret organization conspired to mount the empire of men against the warlock clan.

That's why the warlord instructs the wizard to follow the orc army deep into the realm of men to destroy the secret organization.

2. Game Context



The game takes place in a world where many races fight for control the different territories that make up the main continent.

We mainly focus on two factions, the orcs and the empire of men. When the game is played, orks are preparing a new invasion attempt of the Empire, which historians will call in the future orkoide fifth war.

3. Hero's Skills

The character has three skills, two from de beginning of the game, and the third which is unlocked at a specific point of the level.

a) Beginning skills

- Earth sword, is the base attack of the warlock, similar to a sword, it allows the player to fight enemies and destroy interactive elements, can be used only if the player has a dirt floor under his feet.

- Water shield, this skill protects the player by putting it in a water bubble

b) Unlock skill

- Fire ball, this is a distance attack, the players discover when he can't use the Earth sword.
Can't be used under water.

II. Entertainment Culture / Competitors

1. Key Reference for the game

a) Landscapes and sceneries

- The Lord of the Rings



- Game of Thrones



- The Elder Scrolls





b) Atmosphere and political

- Game of Thrones
- Orcs (books by stan nicholls)
- Of Orcs and Men

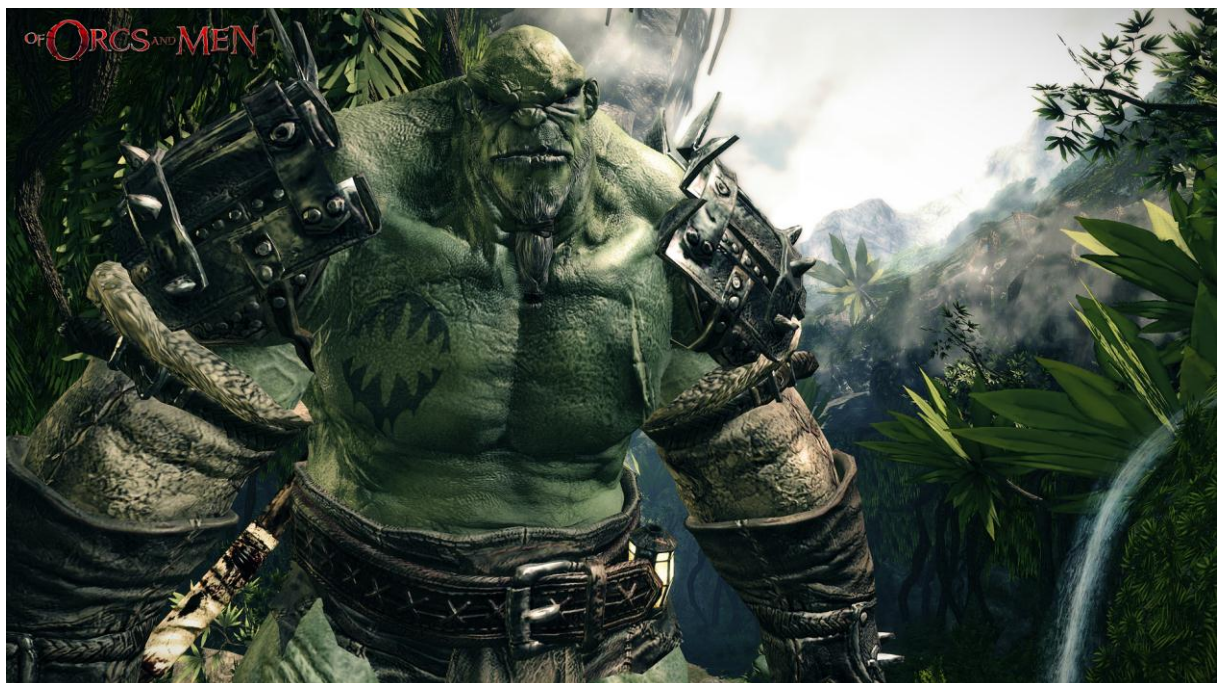


- Warhammer battle



c) The Characters Style

-Orcs :





d) Music

The music should be close to soundtracks by Hans Zimmer, Danny Elfman, Howard Shore and John Williams.

2. Competitors

- Gunman Clive, for the game play and the graphics



- Braid, for the game mechanics, graphics and the original universe





III. Gameplay

The player has mana point to use elemental powers. He can found mana potion on barrel to restore his power. Every Enemies killed by the character gave him back a few mana points, this is because his anger his unchained!

He also has health point, he lose several each time enemies hit him. He can also found Health potion on barrel.

If he falls on ground hole he dies.

1. Controls

a) Free actions

- Virtual pad: left, the character goes to the left.
- Virtual pad: right, the character goes to the right.
- Virtual pad: up, the character jump, if we are under water he use water stream to go up, else he use air stream to jump twice his height.
- Virtual pad: down, the character Crouch, if we are under water he use water stream to go down.
- Tap on element: if the character is near from a fixed weapon the character used it.

b) Power actions

- Button 1: Rock Sword, cost 1 mana each time. Basic attack of the character. The warlock invokes a sword made of rock to slay enemies. 2 hit to kill enemies. Can be used everywhere.

- Button 2: Water Shield cost 10 mana points each time. This skill protects the player from enemies attack, but is very expensive in mana. If the player is under water it's an air shield in place of water.
- Tap on the screen: send fireballs following the direction between the characters and where the player taps. Except if the player is near fixed weapon. Cost 10 mana and one shot enemies. Can't be use under water

2. Surface Properties

a) Surface 1: Ground

Basic surface made of dirt, rock and earth. Objects (including player) collide with the upper part of the tile. Player and NPC's will therefore be able to walk on it. Player can use all his powers here.

b) Surface 2: Wooden Plateform

Surface made of board and log. Objects (including player) collide with the upper part of the tile. Player and NPC's will therefore be able to walk on it. Player can't use Rock Sword because there is no material to do it. However he can use water shield because he takes the water from the air. And he can use fireball.

c) Surface 3: Water zone

Surface where Objects are under water, they collide with all the part of the tile. Player and NPC's are swimming. Player can't use fireball, but can user other power.

3. Interactive Elements Properties

a) Interactive Element 1: Barrel

The player can destroy it with powers or use it like a platform, when the player destroys it, the barrel drop potions (mana, health).

b) Interactive Element 2: fixed Weapon

There are several fixed weapons that can be used against enemies (catapult, ballista...), when the player activates those, enemies in the range of action of the weapons are destroyed.

4. Enemies

a) Enemy 1: Human Soldier

Basic enemy, walk and attack the warlock with swords. Each hit cost 10 health point.

They can protect themselves with their shields. They were killed in 2 rock sword hit.



b) Enemy 2: Human Archer

Range attack enemy, use bow to hit the warrior, but each cost only 5 health point. They were Killed in 1 rock sword hit.



5. Level Design

a) How the player unlock de the third skill

The player came on wooden platform, so he can't use earth sword to attack enemies, and archer appears outrange of the orc, so he remembers of a spells he have learn from his master, the fireballs.

b) How to ensure players understand the skill's use

First, when the player came on the wooden platform, we have a message from the warlock to inform us that we can't use earth sword here. A few moment later, when we falls on archer, we have another message to inform us that the orc remember the use of another skill.

To explain us how to use the skill, a cursor appears on enemies to invite us tapping on them, so we can now observe the warlock unleash his full power