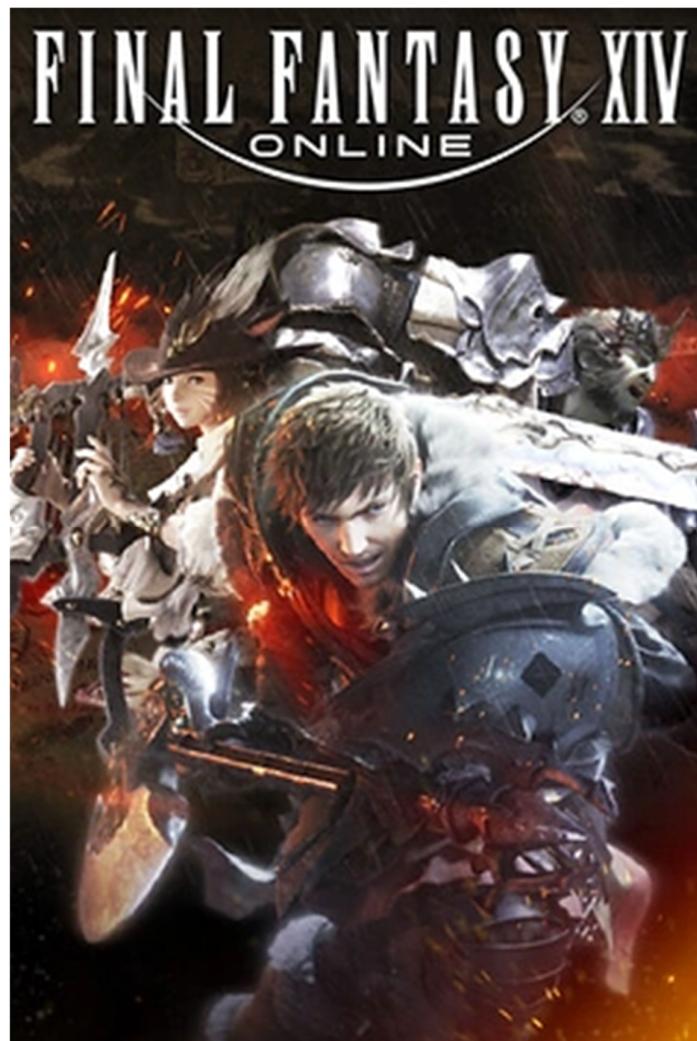


GAME UX
Design Document

INITIAL FRONTIER



Mohamad Nur Shafy Bin Mohamad Aidil
2204977I
P01

Version# 1.0

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One Page GDD

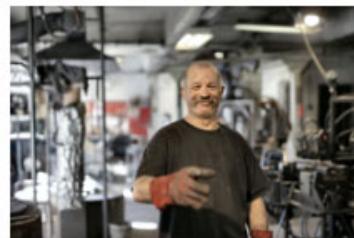
Concept sketch 	Name (I know; this is always hard). Initial Frontier USP (What feature is unique to THIS game?) Dynamic Events – Unpredictable collaborative events that occurs in the game world. USP (Make some research for similar games) Character Customisations – To create unique protagonist for each player. USP ('Unique' is the key to selling your game) Proximity Voice Chat – Allows players to communicate with other players verbally other than using the chatbox. Theme + Mood (Where are we? (world, events, characters...)) Located on the Two Grand Continent, where two major power is vying for control. Players are the descendants of the Imperium of E, old rulers of the Kausian Continent, and have the decision to either bring them back to be the rulers of the continent or forge their own path.
Goal + Description (How would you describe this game to a friend)? The players will have to improve themselves and uncover the truth behind the affairs of the major powers of the Two Grand Continents.	
Core mechanics (What 'rules' are most important for this game? (movement, health, experience...)) Intuitive Melee and Magic Combat system, Proximity Voice Chat.	
Progression + Flow (How does this game engage the player? (levels, history, new content...)) The game allows the player to explore the game world at their own free will. Choose between following the specific path or going against that.	Cite 3 or more references that similar to this idea FINAL FANTASY XIV & FINAL FANTASY XI: Referenced the UI layout and Menu design. SW: The Old Republic: Referenced the internal Skill/Spell selection design.
Aesthetic (How does this game look-and-feel like? (graphics, 2D/3D, music, sound, environment...)) Set in a medieval fantasy setting while also being a full 3D game.	

Design Objective

Multiple MMORPGs in our day and age are getting more and more complex and more inaccessible for multiple people such as those in the older generations. Game developers must consider these people when they develop their game.

This game aims to simplify the genre by having a simpler UI, vibrant visuals, and a more intuitive gameplay experience while also incorporating the familiar story and plot of a typical RPG game to make MMORPGs more accessible to a broader audience, including those from the older generation, and fostering a gaming community that values diversity and enjoyment for all.

User Persona Comparison



Explorer Edward

"The world in ones oyster."

18 - 24	Student
European Union	
Explorer	

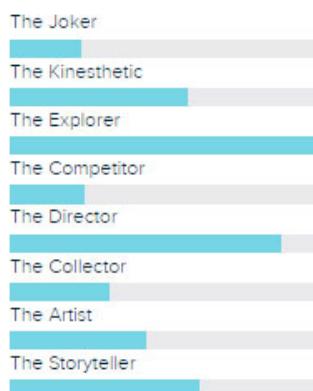
Goals

Experience new things in a game world

Frustrations

Too much grinding
Too much information in UI all at once.

Play Personality



Storyteller Ellison

"I seek not just challenges but the unfolding of narratives in the worlds I traverse"

18 - 24	Unemployed
China	Reflective

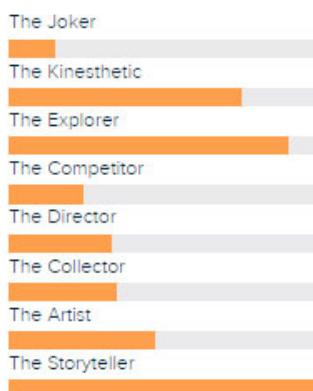
Goals

To immerse themselves in the game's lore and history.

Frustrations

The obstacle that prevents this user from achieving their goals.

Play Personality



Collector Abbas

"Curating memories, one artefact at a time"

45 - 54	Engineer
Malaysia	Acquisitive

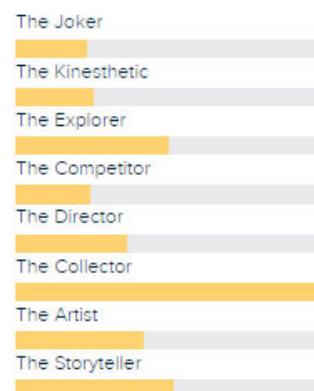
Goals

To enjoy the vibrant and visually-appealing graphics of the game

Frustrations

Amount of information shown in game is too much and he cannot keep up with what is going on

Play Personality



User Persona

Persona 1

Edward Jorgensson



Adventurous Curious Risk-taker
Patient

Goals

- To fully explore the game world
- Find new things in a game world

Frustrations

- Too much grinding in a game
- Too much information in UI

Bio

Edward Jorgensson is a college student living the European Union who like to play games on his free time. His favorite genre of games is Strategy game since those game allows him to experience a wide range of events and a wide play area or world for him to explore.

Motivators

Visuals & Audio	Medium
Gameplay	High
Story	Medium

Recently, he tried to play a game from the Massively multi-player online role-playing game (MMORPG) genre but he could not continue due to the fact that not only due the game requires him to grind a lot for experience points and gear, the user interface of the game was just too much for him to handle.

Play Personality

Play Personality	Score
The Joker	Very Low
The Kinesthetic	Medium
The Explorer	High
The Competitor	Medium
The Director	Very Low
The Collector	Medium
The Artist	Medium
The Storyteller	Medium

Favorite Games



Persona 2

Ellison Jeong

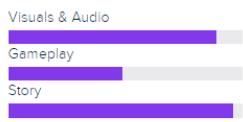


Creative Curious Emotional Reflective

"I seek not just challenges
but the unfolding of
narratives in the worlds I
traverse"

Age: 18-24
Work: Unemployed
Location: China
Main Personality: Storyteller

Motivators



Goals

- To immerse themselves in the game's lore and history.
- To understand any and all secrets and tips related to a game.

Frustrations

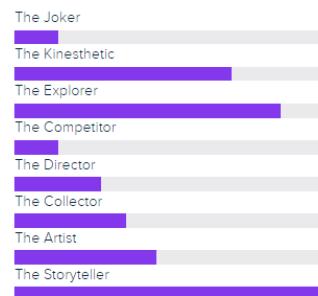
- Some user interfaces are just too overwhelming, making the gaming experience not enjoyable.

Bio

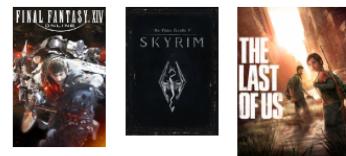
Ellison Jeong is a student who absolutely loves playing games, particularly those within the RPG (Role-playing games) genre. Games such as FINAL FANTASY 14 and Skyrim are just some of the games he enjoys playing. Within those games, he particularly enjoys understanding the lore and history of the game world and would usually take months to complete just one game.

Recently he was in another massively multiplayer online role-playing game (MMORPG) and realised that the user interface of that game was just too overwhelming to him so it wasn't as enjoyable for him to continue playing.

Play Personality



Favorite Games



Persona 3

Abbas Mahmoud



Thorough Curious Comprehensive
Methodical

Goals

- To just pass the time playing some simple games.
- To enjoy the vibrant and visually-appealing graphics of the game.

Frustrations

- Amount of information shown in game is too much and he cannot keep up with what is going on.

Bio

Abbas Mahmoud is currently working as an engineer. When ever he has free time or when it is during his day off, aside from watching the television or reading the newspaper, he would play some simple and fun games on his phone. Since he is getting on in years, he's preferred game is all within the Puzzle genre.

Motivators

Visuals & Audio	High
Gameplay	Medium
Story	Low

"Curating memories, one artefact at a time"

Age: 45-54
Work: Engineer
Location: Malaysia
Main Personality: Collector

Play Personality

The Joker	Low
The Kinesthetic	Medium
The Explorer	Medium
The Competitor	Low
The Director	Medium
The Collector	High
The Artist	Medium
The Storyteller	Medium

Favorite Games



The Game World



This map illustrates the game world of **Initial Frontier**, which is set in The Two Grand Continents, Kausian and Yu. There are three main factions or empires: the ruling Kingdom of Kausia located on the Kausian Continent, the rival Furina Tsardom on the Yu Continent, and the secluded Imperium of E situated on the main Kausian Continent. Due to towering mountains surrounding them, the Imperium of E is isolated, with its only connection point being the House of Everlon, leaving them cut off from the rest of the continents.

Major Powers

The Kingdom of Kausia – The current ruling kingdom of the *Kausian Continent*. They have a very deep and bloodied history, most recently, the century-long war with the Imperium of E, a conflict that has shaped the geopolitical landscape of the continent, leaving lasting scars on both nations.

The strategic position of its capital gives the kingdom a big advantage, granting it control over all trade flowing in and out of the continent, cementing its influence in the region.



Cities by the River – Obtained from:

<https://www.freepik.com/search?format=search&page=2&query=fantasy+kingdom#uuid=dffba2a2-aace-4992-9dc1-c626c47f6027>

The Furina Tsardom – Current rulers of the *Yu Continent* and the rival of Kausia, they seek to gain control of the Kausian Continent ever since Kausia won the century-long war with the Imperium of E. As the only bastion of life located in the cold and inhospitable Yu Continent, the Tsardom has committed itself to assert its dominance over the Two Grand Continents.



Towering Kingdom – Obtained from:

<https://www.freepik.com/search?format=search&page=67&query=fantasy%20kingdom#uuid=dffba2a2-aace-4992-9dc1-c626c47f6027>

The Imperium of E – Once powerful rulers of the *Kausian Continent*, now shrouded in mystery. Very little is known about the current affairs of this kingdom, with the **House of Everlon** serving as the guardian of the only known entrance to the Imperium. This secretive organization restricts access to their region, leaving the fate and activities of this former ruling empire to remain unknown.



Hidden City – Obtained from:

<https://www.freepik.com/search?format=search&page=67&query=fantasy%20kingdom#uuid=dffba2a2-aace-4992-9dc1-c626c47f6027>

The Story

The Beginning

For centuries, the Kingdom of Kausia and the Furina Tsardom have been locked in a never-ending struggle for supremacy, their rivalry rooted in ancient grievances and territorial disputes. As the conflict intensifies, a shadowy third party begins to emerge, meddling with the affairs of both major powers and planning to exploit the ongoing discord for its own enigmatic purposes.

Our protagonist was an insignificant peasant from an insignificant town. They were soon banished from their own hometown due to an altercation they were in which resulted in the death of one of its residents. Soon after their banishment, fate took another cruel turn when they were apprehended by one of the kingdom's patrols. Now, shackled and confined to a cart, the protagonist finds themselves enroute to the capital where an imminent execution awaits them.

Not that they will reach the capital anytime soon; their cart was ambushed by multiple assailants, clad in black. In a swift and brutal assault, they slaughtered everyone before turning toward the protagonist. Sensing they were still shackled; they knew they could not defend themselves and merely accepted their fate.

Then, in a split second, a woman clad in white appeared from the treeline and stood right in front of the protagonist, seemingly protecting him.

"Begone from this place or face the wrath of the Imperium".

It's as if the woman's words pierced the will of the assailants, they immediately fled the scene, leaving the protagonist and their mysterious saviour alone with the remains of the other passengers.

The Exile's Purpose

After being saved and freed by the mysterious woman, Isla, she revealed herself as an Emissary to the Imperium of E. Tasked in recovering the 'Lost Ones' or the descendants of Imperium blood, she has made it her goal to raid each and every Kausian patrols to bring back all of the Lost Ones.

The Lost Ones

This is where the players will start controlling their characters. Armed with whatever the assailants had during the attacks, the players will have to follow Isla through various locations to try and reach the House of Everlon, gateway to the Imperium of E. The journey will be difficult but for them to survive on the Kausian Continent, they will have to do whatever it takes to make themselves stronger. From eliminating various creatures and mobs found all over the continent to training with Isla, these are just some ways for the player to improve their character's abilities and stats.

Once they are strong enough, they now face a monumental decision. Will they follow the path laid out by Isla and return to their homeland or will they forge their own path and experience they own unique story. That is up for the players to decide. Their ultimate goal in this game is to figure out their character's own destiny. Depending on their choice beforehand, they may experience different perspective of the game world and a varied storyline. Meaning, players will be able to experience certain parts of the world depending on the path they take.

Game Design

Game Objective

The main objective of this game can be narrowed down to the personal development of your own character. This can be done by gaining more experience points (EXP) to level up your character's attributes and stats. For example, players could earn EXP by eliminating various hostile creatures or 'mobs'. Depending on the player's playstyle, they can also obtain EXP by exploring different parts of the game world, unlocking more contents and lore in the process.



The game's early chapters will be on the Kausian Continent but will continue on the other locations in the Two Grand Continents.

Development

We will be developing this game for PC users, mainly due to the fact that most MMORPG players are more familiar with mouse and keyboard controls in various other MMORPGs and other games in other genres.

User Interface Design – Based on the research done beforehand, the game will utilise a simplified UI setup with different elements of the UI being adjustable to be of a different size. Also, these elements would include *vibrant* colours and *unique* designs which, not only fit the overall aesthetic of the game, but also be more appealing to a wider audience.

Proximity Voice Chat – To foster a good community within the game, player will have the option to utilize the game's proximity voice chat. This simply means that depending on the *proximity* of a player to another player, the volume of the player's voice will change, making a more realistic experience for them both. Aside from the volume of the player changing, players will be able to determine the location of the speaking player but simply facing where the voice comes from. This is especially useful if players are exploring a deep dungeon and gets unexpectedly lost within the location. Using this feature is especially useful to location one another and may even be used as a specific strategy during combat.

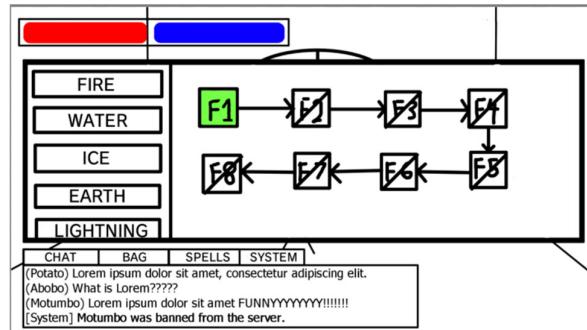
Dynamic Events – To increase the replayability of *Initial Frontier*, included throughout both continents are the **Dynamic Events**. Basically, at any point in time, there would be random events occurring somewhere on the continent. These events could a simple extermination event where the players are tasked with clearing a specific location of mobs, all the way to the grand **Assassination** events, where players are tasked either solo or in a party to eliminate a High Value Target. These targets will have a high health pool and high defence while also dealing a ton of damage to a player if they were to get hit.

Mechanics

Combat Systems – Since this game is modelled similar to a typical Fantasy MMORPG, the combat system will include the basic such as **Melee** and **Magic Combat** systems.

Melee Combat – Similar to any other Fantasy RPG games, the players will be able to equip various types of melee weapons such as the humble *sword* or the ever-reliable *lance*. These weapon, of course, will include various different *subtypes* and *materials* to choose from which will affect the weapons **stats** and **durability**.

Magic Combat – Fire, Water, Ice, and Earth. These are just some magic elements available for the players to learn. Based on the actions of the player, they will be able to unlock different elements and in turn, unlock more spells for their characters to conjure up during any combat scenarios. Similar to the Melee combat, each of the spells and elements have their own stats, power, and attributes. Some might be effective to certain enemies, and some might even heal the players. As the player continues to use the spells they have unlocked, they will be able to upgrade them to different tiers to improve that specific skill with additional abilities or simply increasing the spell strength.



Prototype of the SPELL UI, Fire tab. Only 1 Fire spell is unlocked.

Character Customisation

The most recognizable feature of any games within the RPG and MMORPG genres, this feature allows players to create a *unique* and *personalised* character. Some examples of attributes that the player can edit include:

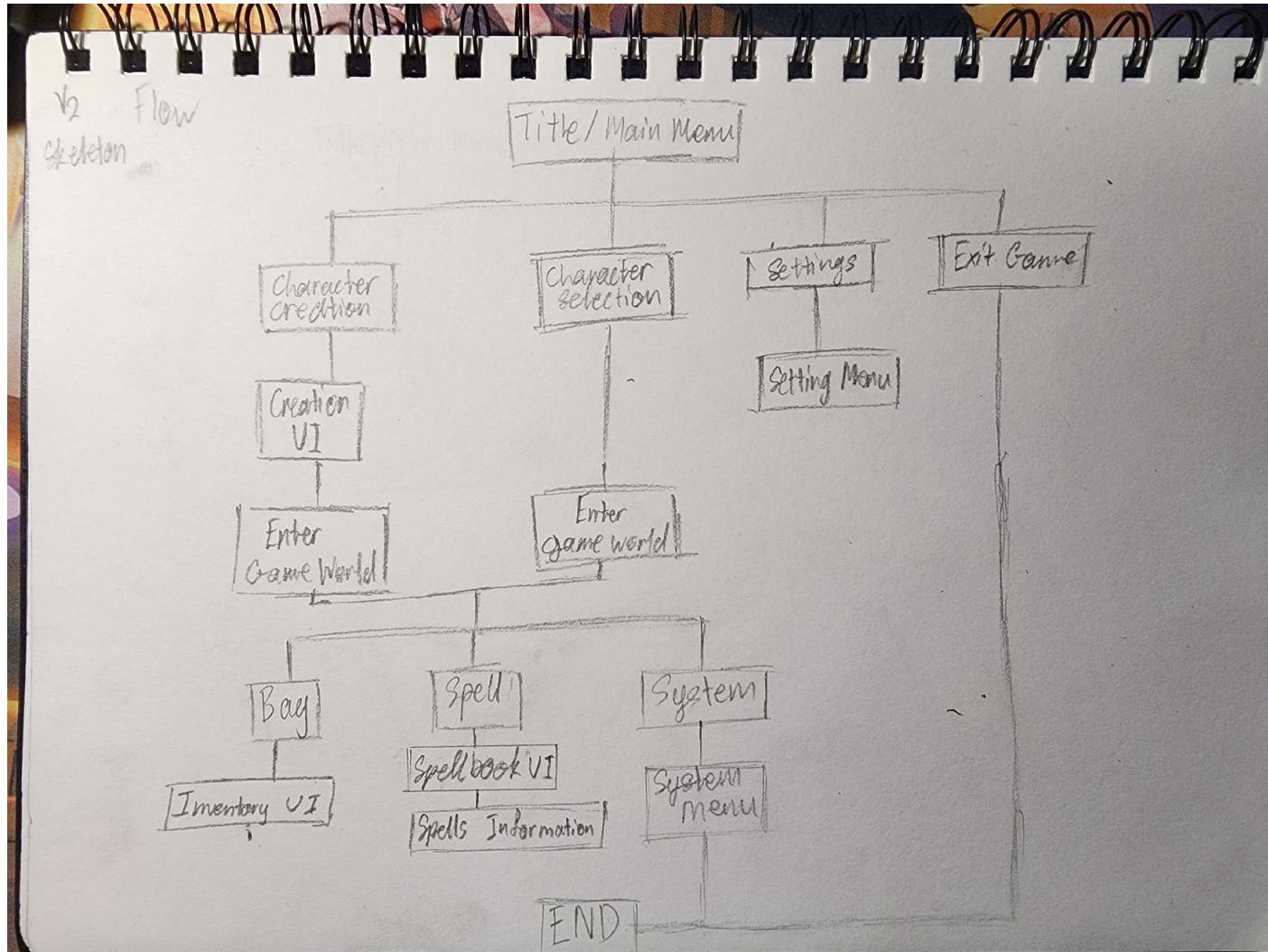
1. Gender
2. Race
3. Age
4. Hair (Type & Colour)
5. Facial features
6. Body type
7. Miscellaneous Character features

These are just some of the options players will be able to edit to make their own unique characters.

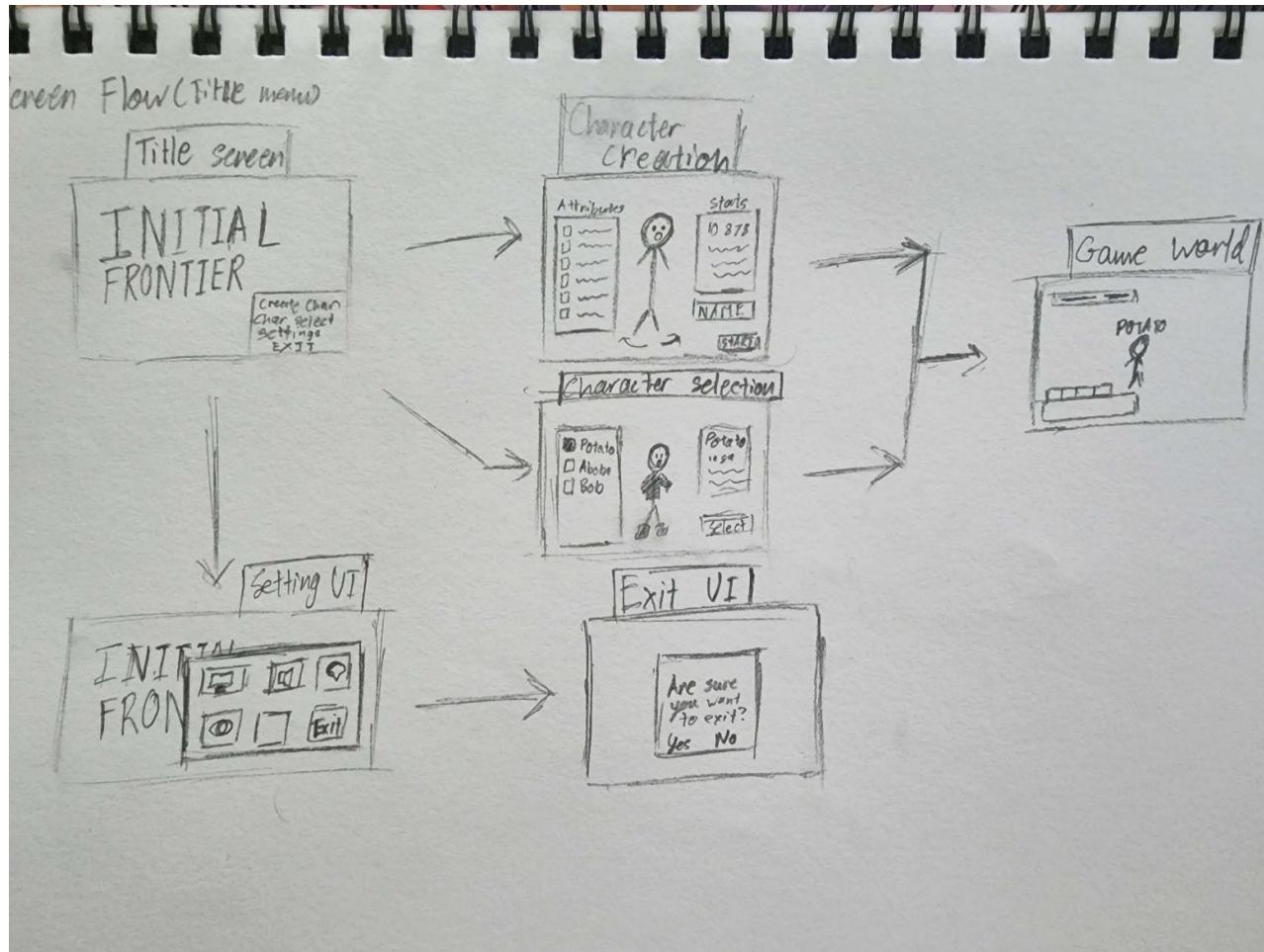


Example of a Character Customisation from MMORPG FINALFANTASY XIV

UI & Screen Flow Design



Screen Flow Expanded



Screen Flow Expanded (After Character creation)

