Shifty Duels [tbc]

<1.0>

Konstantin Schaper  
David Kuehlmann  
Alexander Hoffmeister

Video Game Design (CGP603)

Unit Lead: Christian Brindley

**DELETE SECTIONS IF THEY DO NOT APPLY TO YOUR GAME E.G. MONETIZATION  
(delete this message before hand-in)**

[Revision History 4](#_Toc464116256)

[Concept Document 5](#_Toc464116257)

[Game Goals 6](#_Toc464116258)

[Story Overview 7](#_Toc464116259)

[Game Controls 8](#_Toc464116260)

[Technological Requirements 9](#_Toc464116261)

[Front End of Game 10](#_Toc464116262)

[Title/Start Screen 11](#_Toc464116263)

[Game Flowchart 12](#_Toc464116264)

[Loading Screen 13](#_Toc464116265)

[Game Camera(s) 14](#_Toc464116266)

[HUD System 15](#_Toc464116267)

[Player Character(s) 16](#_Toc464116268)

[Player Metrics 17](#_Toc464116269)

[Player Skills 18](#_Toc464116270)

[Players Inventory Tools 19](#_Toc464116271)

[Combat 20](#_Toc464116272)

[Power-up/State Modifiers 21](#_Toc464116273)

[Health (if applicable) 22](#_Toc464116274)

[Scoring (if applicable) 23](#_Toc464116275)

[Rewards and Economy 24](#_Toc464116276)

[Collectibles/Object Sets 25](#_Toc464116277)

[Vehicles 26](#_Toc464116278)

[Game Progression Outline 27](#_Toc464116279)

[World Overview/Level Select/Navigation Screen 28](#_Toc464116280)

[Universal Game Mechanics 29](#_Toc464116281)

[Game Levels 30](#_Toc464116282)

[General Enemy Rules 31](#_Toc464116283)

[Level-Specific Enemies 32](#_Toc464116284)

[Bosses 33](#_Toc464116285)

[NPCs 34](#_Toc464116286)

[Minigames 35](#_Toc464116287)

[Monetization 36](#_Toc464116288)

[Downloadable Content 37](#_Toc464116289)

[Cutscenes 38](#_Toc464116290)

[Music and SFX 39](#_Toc464116291)

[Other Screens 40](#_Toc464116292)

[Appendix(es) 41](#_Toc464116293)

# Revision History

Update this information with publishing dates and track which author updated the material

# Concept Document

**Game Name:** Shifty Duels [tbc]

**Genre:**. Turn-Based 1on1 Arena

**Description:**

Shifty Duels is a turn-based, one versus one arena game that is played on a square grid.

The game either ends by one player dying or when a set number of turns have been played. The players gain points for dealing damage to the opponent, healing themselves or taking secondary objectives. The player with the most points at the end of the game wins.

The matches take place on floating debris in space with varied terrain. At the end of every turn the terrain randomly shifts in height, so the player has to adapt on the fly.

**Game features:**

* 1vs1 matches
* Isometric on a square grid
* Constantly shifting surroundings
* Variety of characters
* Interesting array of abilities for each character
* Different ways of winning the game

**Resources:**

* Unity (+ MonoDevelope/Visual Studio)
* Photoshop
* 3dsMax
* Audacity
* Trello
* GitHub (+ SourceTree)
* MS Office

# Game Goals

Why should the audience/readers care about your game? Aim for five “back of the box” goals

* Provide a brief description of your game. Make sure to mention the game’s genre.
* Who – Tell who this game is for. What age? What ESRB rating?
* What – Provide a game summary. What is this game about? Include a concise description of the gameplay
* How – Explain how this game will be awesome. Mention “Back of the Box” items like new/novel mechanics or gameplay features.
* Explain what platform this game is for. Will it feature multiplayer capabilities? Does it have any technical requirements?
* Provide Short descriptions of gameplay types (stealth, battle arena, driving, flying and so on) in the game.

Our game is a turn-based multiplayer arena, the goal is to either kill your opponent or to have the most points at the end. The players spawn on opposing sides of the maps. Both have a hero that has several skills at their disposal, clever use of those skills is the key to victory. The main feature of the game comes into play at the end of each turn, at this point the height of the individual tiles changes changing the look of the arena. The game will be developed in Unity and be playable on PC.

# Story Overview

Remember to keep this description short and frame it in the context of the gameplay. Include the setup (how does the player start the game?) list all locations and how they relate to the narrative (how does the player get from one location to the next?). Don’t forget the finale (What is the ending? What is the player expected to be/have done by the end of the game?).

How are you communicating the story? Movies? Cutscenes? In-game?

# Game Controls

Provide an overview of the controls. List specific moves the player will be doing, but don’t go into detail on the actual moves

Show an image of a controller, touchscreen, or keyboard with corresponding control mapping.

# Technological Requirements

What tools will this game use?

How are the camera, physics, bosses and so on going to be done? Implemented by programmer? By Designer? Hard-Coded? Scripted?

What design tools will this game use? List level creation and scripting tools used.

What are the proposed tools for cheats? Include controls for level, invulnerability, camera, and other gameplay-related cheats

For PC games, include a section covering the target specs of the computer needed to run the game. This will list things like the amount of RAM, minimum CPU speed, minimum graphical abilities, required by peripherals, and so on.

# Front End of Game

Indicate what credit screen will be shown when the game is first turned on, including the following:

* Publisher
* Studio Logo
* Licensors
* Third-party software manufacturers
* Legal screen.

# Title/Start Screen

What is the first impression of the actual game? Include the follow:

An image of the title/start screen and any associated animation and graphics (Design Document)

A list of what selection options are available to the player.

Save/Load file-Describe how a game file is saved and loaded and naming conventions for the player

Player options-include image, sound and music, and player interface details, include details on connecting links to options: Video, audio, music and subtitle settings; contrast tool; and alternate control settings (airplane controls, feedback on/off, and so on).

# Game Flowchart

Show how all the screens from “title/start screen” to “game cover” connect with each other

# Loading Screen

Explain what the player sees when the game is loading. What image or information is presented?

# Game Camera(s)

What kind of camera is used? (First person, third person, forced scroll, locked camera, and so on.)

What is the logic system for the camera? Include the following:

-Game-specific situations requiring unique cameras

-Camera troubleshooting guide with examples of what the camera will do when encountering problems

Isometric

# HUD System

Describe and/or illustrate how information will be presented on-screen to the player. Include images of all associated imagery such as health/status, power/fuel, money, timers, maps, plings, speedomters, lives/continues, targeting, and special view like “predator vision” or bullet-time.

# Player Character(s)

Provide information about the player character (if applicable) including images, names, and relationships to other characters in the game.

# Player Metrics

List and detail the player character and provide metrics pertaining to movement, combat, context-sensitive moves (such as QTEs), health, player death, and idles.

# Player Skills

List the player’s skills and provide a list or “tech tree” of the player’s upgrades.

# Players Inventory Tools

List all the tools and inventory items-things the player will use and how to use them. Describe & illustrate the inventory screen and how the player will assess them.

No inventorz delete?

# Combat

Describe and illustrate all combat moves and reactions including combo moves; different weapon types (melee and ranged); weapon tech tree; ranges; how the player equips; reloads; and changes weapon; lock-ons; and targeting system.

# Power-up/State Modifiers

List power-ups and state modifiers. Show images and list what their effect and duration are.

# Health (if applicable)

Describe how the health is tracked on the HUD and how players can lose and replenish health. Describe how players can tell when health is low.

**Alternate states**—describe any alternate states (stunned, poisoned, turn into a baby, ect) the player can get into and how it might affect controls.

**Lives** (if applicable)—explain how lives are earned or lost and what happens when the player runs out.

**Death** (if applicable)—describe what happens when death occours. List situations requiring unique animations (fire, drowning, and so on). What happens when the game is over? What does the game-over screen look like? Is there a penalty for dying?

**Checkpoint System**—Describe the in-game checkpoint system. How does the auto-save system work?

# Scoring (if applicable)

Assign point values to actions and explain what happens when players reach them. How do players earn bonuses in the game (like chaining or combo)?

**Leaderboard setup**—what does it look like? What stats are being tracked?

**Achievements**—what achievements are available and how are they earned? List them and provide images for badges if applicable.

# Rewards and Economy

Describe the game’s monetary system including how money is earned, spent, and saved (if applicable). List purchasable items and cost. Describe how the shopping interface works.

# Collectibles/Object Sets

Provide a list of all items in the game, where they can be found, and what they do. Provide images

# Vehicles

What vehicles are used? Provide visuals. How does the vehicles interact with the world, enemies, objects and so on? How does it control? Does it require a different camera system? How does the player enter or exit the vehicle? What abilities do the vehicles have?

None – delete?

# Game Progression Outline

Provide an overview of all game levels. Insert a beat chart here. Show how gameplay and story intertwines. Indicate introduction of major elements such as enemies, bosses, rewards, items, puzzles, or twists to the story.

Multiplayer maps – delte?

# World Overview/Level Select/Navigation Screen

Provide images and control scheme showing how the player will navigate. List locations and where they lead to. Provide sound and music requirements.

# Universal Game Mechanics

List mechanics that will be found throughout the game. Always include images of each mechanic. List each platform, portal, breakable, hazard, intractable object, and puzzle element and how the player interacts with them.

# Game Levels

List each levels mentioned in the world overview including name, short description, major gameplay, enemies, and items found I the level. Describe how the level relates to the story if applicable. Include a list of time of day, colour guide, and music needs.

# General Enemy Rules

List behaviour types (patroller, flyer and so on) and how the behaviour type AI operates. Describe spawn and defeat parameters. List reward rules.

Multiplayer so no enemies – delte?

# Level-Specific Enemies

Provide an image and description of enemy and where it appears in the game. List all movement and attack patterns and ways the player can defeat the enemy. Describe any combination attacks or encounters between different types of enemies. Describe what happens when the enemy is defeated and what the player gets for doing so.

Multiplayer so no enemies – delte?

# Bosses

Provide an image and description of each boss and its environment. Describe the encounter and what it will be like to play it. List all movement, attack patterns, and ways the player can defeat the boss. Describe what happens when the boss is defeated and what the player gets for doing so.

Multiplayer so no enemies – delte?

# NPCs

List characters in the game. Provide descriptions, images, and where they appear. List what functions they serve in the overall context of the game. List what rewards or items they are associated with.

# Minigames

List the types of minigames and provide illustrations showing each game type. Describe how to play and use control schemes. List what original and repurposed game elements the minigames require. List what levels the games are found on and what rewards they yield.

# Monetization

Describe how monetization will work over the course of the game. Show the interface for purchasing content. List purchasable items and estimated cost.

# Downloadable Content

List the DLC. Give estimated time frames for release.

# Cutscenes

List the cutscenes. Provide short outline of each cutscene and where each one is presented. Create storyboards for cutscenes.

# Music and SFX

List all music needs. Describe the tone or feeling of each piece. List on what level the music is needed, and don’t forget title, pause, and option screens as well as end credits.

# Other Screens

Describe this unlockable content accessed from the title screen. Make sure to include images, sound and music, and player interface details. Possible screens should include:

Credits—include names, job titles, a team photo, or images of the studio at work

Bonus Material—include images of screens. Explain how the player will interact with the interface and activate this material (unlockables, Easter eggs, and so on).

List all alternate costumes or weapons, cheats, art galleries, video players, and special features such as commentary, interview, deleted material, documentaries, and gag reels.

# Appendix(es)

This is the place where long lists go, including player animations, enemy animations, sound effects, music, cutscenes scripts, in-game text, and VO scripts.

This is where your task list should be placed.

This is where your Asset list will be.

You should break this section up in a readable manner using sub-headers ect.

Place list of textures needed.