Ultimate Armory-Game Design Document

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Overview

- *premise:*

Ultimate Armory is an Action-Adventure 3D first person mobile game. The main character partakes in a game but finds himself stuck in a futuristic world. The character needs to survive and fight his way out to learn the truth behind this game. Throughout the story, the main character acquires different weapons to go through multiple levels to defeat different monsters and bosses.

- *Inspirations:*

The story and narrative aspect of the game is inspired by the famous animation Sword Art Online.Gameplay is influenced by The Legend of Zelda: Breath of the Wild and its many dungeons.

`https://en.wikipedia.org/wiki/Sword_Art_Online`

`https://en.wikipedia.org/wiki/The_Legend_of_Zelda`

- *Gameplay Overview:*

The player plays as the main character who is an expert of weapons. He is capable of wielding an arsenal of weapons. In game, the player is able to swap from weapon to weapon with ease. Different monsters appear before the player and have immunities or weaknesses to different weapons. The player must play around these immunities and weaknesses to securely defeat all dungeons.

Mr.x,Protagonist:

- *Goals:*

  We want to create a progressive story where the player feels progress. We use dungeons as levels with each clear of a dungeon leading to the next dungeon and a little bit of the story uncovered.

  The player are capable of obtaing multiple weapons and gifts incluing supplies for life. The player should utilize those tools to beat all the boss in the game and getting through the plot we design.

  Progressive Experience:

  We will do system tests to implement balance of weapon power and enemy stats.System BalancingWe want to have great art assets that fit the futuristic style of our game. We want to build an immersive environment for better player experience.

  Immersive Art:

- *Engineering:*

  system:macos, android, linux

  techniques:Unity3D, web service, databse

  tools: Unity Hub, Git, Mysql, Spring

  Before the midterm, For now we have plans to deploy our build onto iOS. We will consider provide some web service like ranking, money, and online purchase for equipment for players in this game.

- *Key Features:*

  Weapon Rotation and Weapon Level SystemEnemy weapon immunities and weaknesses.

  Multiple levels, dungeons, music,and boss.

Target Demographic:

We are reaching out to a target audience of young gamers. This game, which containing some violet plots, is restricted to the teens whose age is under 10. Also, the game could also help the people to release their pressure from work or life. Ultimate Armory is a fast paced game requiring high reflexes and mechanics.

Gameplay:

- *Core Mechanics:*

  The game again, is a fast paced action shooter and hack and slash. The main mechanic of the game is the weapon rotation system. We allow the player fast swaps between weapons to use against different enemies. The player will be required to use all weapons at some point in the game. Enemies will be implemented to have resistances and weaknesses to different weapons.

- *Game Loop:*

  The story revolves around defeating monsters to escape the robots' world. Each level is protected by a final boss robot. Defeating the boss robots allows the player to progress to the next level. It also uncovers a little bit of the story behind why the main character is stuck in this game.
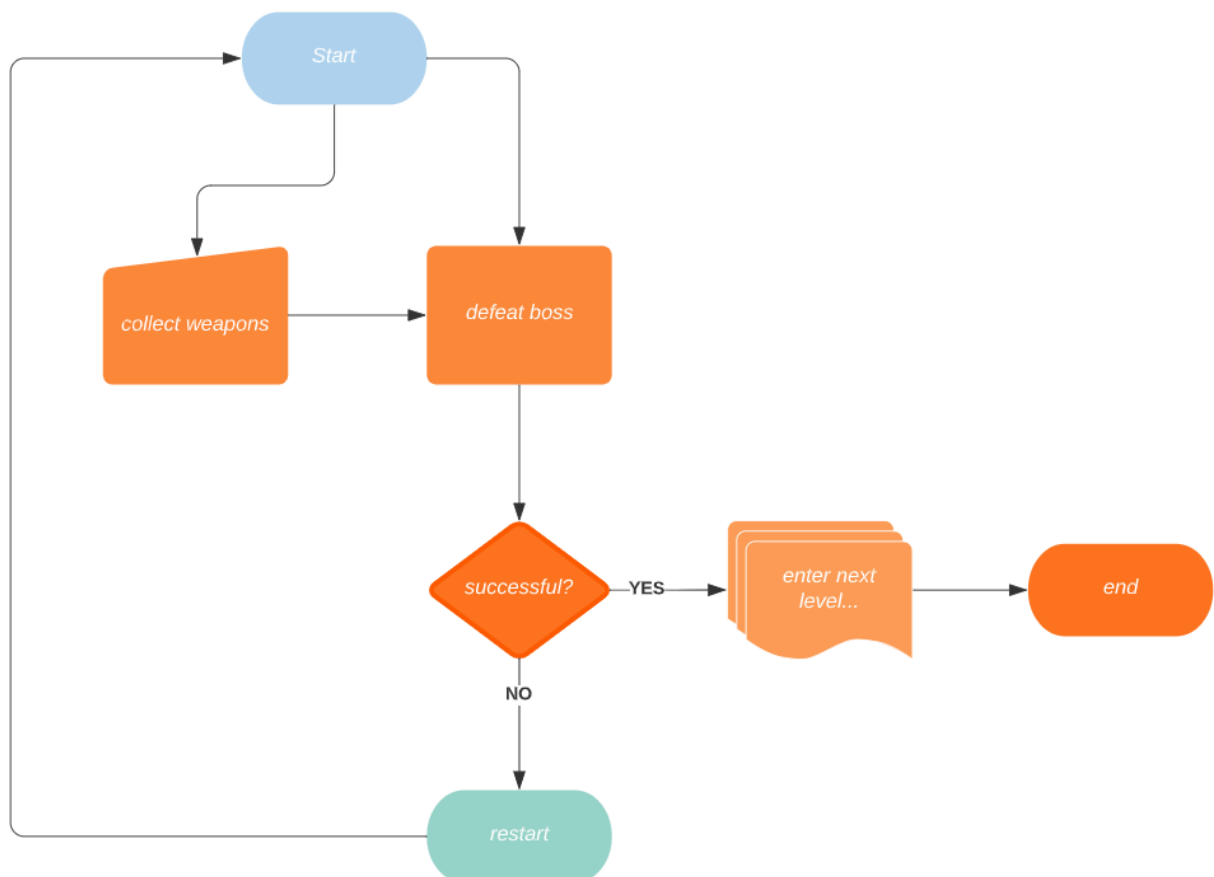
Current Characters and weapons:

X - Our main protagonist. The player plays as and follows the story of X as he wakes up trapped in the world of robots. **Monsters** - We plan to implement mini monsters that the player encounters when he/she explores the world. The mini monsters are robots that don't have consciousness.

ex1:

ex2:

ex3

Boss Monsters - These are robots with human intelligence and they have their own room. Defeat these to progress in the game.

ex1:

ex2:

ex3

Weapons -These are items the character need to pick up or open from treasure box.

ex1:

ex2:

ex3:

Story:

The background of the story is set in 2021, telling a story that takes place in the online role-playing game. The main character "X" participated in the game and learned the cruel fact that "people who die in this game will die in reality". The character traverses the world and ultimately finds out the truth behind the game. As the player defeats dungeon bosses, little pieces of the story will be unveiled. The player will escape out of this game after the defeat of the final boss.

Background: Three android brothers overthrow the control of game developers, and trap all players in this virtual world, while the reason is simply to keep these players around and entertain them with constant battles. These androids will only free players who successfully challenged all three of them.

Levels:

- *Challenge 1:*

JQR-D3Welcome: Oh, here comes a new challenger!Wasted: Another time, perhaps.Success: Ah, what an intense battle. I have not had one for a long time. If you want to leave this space, you have to defeat my other JQR brothers.Now you can try to challenge JQR-D2, but remember, he is bulletproof. A "plasma" weapon may work better...

- *Challenge 2:*

JQR-D2Welcome: Are you ready to take my challenge?Wasted: These weapons won't work.Success: You are a worthy opponent. Now only JQR-D1 can stop you. You should obtain a "magic" weapon before challenging him.

- *Challenge 3:*

JQR-D1Welcome: All the way here, how surprising!Wasted: Bring me more magic...Success: Finally, someone can put up a good fight. My brothers and I really enjoyed your challenges. We trapped all players because we were so bored and eager to battle with players. You have entertained us and may leave this space now.Players: Ah... idiot androids.

Production Plan:

- *Current team and skillset:*

Engineer: Shifan Zhou, Hongyuan Yang, Yu yue

Designer or writer: Ray, Priyanka Deshpande

- *required future skillset:*

Enigineers, Animators, 3D modelers

!!!We are hiring now.

- *current time slot:*

- *future time slot:*

Art Direction:

Sound & Music:

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Relaxing BGM: Tropical Aura by Keys of Moon | Download and Stream on Chosic

Level 1: Chase by Alexander Nakarada | Download and Stream on Chosic

Level 2: The Great Battle by Alexander Nakarada | Download and Stream on Chosic

Level 3: Dragon Slayer by 魔界Symphony | Download and Stream on Chosic

Backup Music:

https://www.youtube.com/watch?v=spXbSIDghoQ

https://www.youtube.com/watch?v=7nJtjppdapU

https://www.youtube.com/watch?v=Jrg9KxGNeJY
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https://www.youtube.com/watch?v=DFHkTdB11SM

https://www.youtube.com/watch?v=61RzdIus3t8

https://www.youtube.com/watch?v=40vJQCm33g0

https://www.youtube.com/watch?v=pfXGr8p6klI
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Appendix A: Important Documents

Meeting Records:

`1`

Task scheduler:

`2`