****

**Integrated Project 1 (Games)**

Group 6

Enhanced Gauntlet

**Game Concept Document**

Riccardo Testa

Adam Hood

Courtney Healy

Lauren Findlay

Nadine Hazel Parcon

Nestor Medina De Armas

February 2019

# Purpose

This document is intended to guide designers during the development of the game by providing a defined and solid idea on which every decision of the game could be taken. All the fundamental parts of the game should be included in this document, like features, constraints, background and structure.

Every time a new feature is proposed or there are doubts on certain parts of the game, this document should be consulted to see if the issue fits with the other elements of the game and keep’s consistent. Everything that is written in this document should have brief explanation detailing what is adds to the game.

# Game Overview

The game is a dungeon crawler in which a sophisticated artificial intelligence has to escape a virtual network. The player will have to interact with different devices, fight different enemies and to ultimately find a way out of the network. This topic has a lot of potential as the Cyberpunk theme is prevalent in contemporary entertainment, since this kind of technology is in our near future and there are different ideas on how it will develop.

The virtual world represents the network in which the game take place, that is the very secure network that the company uses, so there will be some network components that need to be hacked or manipulated to progress out of the system.

The main items the player needs to find are passwords and keycodes that will permit doors to be opened and enable devices to be used.

The player will feel the constant need to avoid being found because security systems will be alerted during the process and the player will have to fight a representation of anti-virus software that will try to terminate them. The enemies will have weaknesses that needs to be thought about to fight them effectively.

Just like in “Gauntlet”, the game will be a top down shooter in which speed and fast decision making are the core skills required to be successful. The timer mechanic keeps the speed of the game fast to keep the mind of the player busy and avoid long pauses as players could have a limited amount of time to play at the library.

The main character will have a basic shooting ability, which will be intuitive and mastered by the player during the game to defeat enemies. They will also have a power related to their form that will help in the fight against different types of enemies. This simple system gives casual gamers a small learning curve, increasing the fun factor of the game, and allows more skilled players a variety of gameplay possibilities that can be mastered to optimize their gameplay.

The enemies will have different types, like in “Gauntlet”, and each of them should be easier to defeat depending on which form the player is playing as.

The puzzle components will be straightforward to avoid static gameplay that comes with it, there will be some doors that need a password to be unlocked and some hidden data around the level which contains the password, gates may require a magnetic key to be opened. This it to ensure fast gameplay and to avoid breaking the flow of the game on complicate rooms.

The game will have levels, and the story will be delivered as small scenes between the levels. A level will usually represent a local network or the inside of a single device.

The game’s protagonist is a robot which is in a mysterious advanced lab that has been able to replicate the human brain in a virtual program. After some tests, one of the subjects realises what the company is doing and decides after a bad incident (such as his friend “dying”) to escape the building. Since it is only a virtual program, he needs to escape this internal virtual network of the building to reach freedom (the internet). Because the game should promote the library, the narrative in the game, although not being too complicated, needs to entertain the player enough to keep them interested.

The game is set in a distant cyberpunk future, a future in which robots are part of everyday life, and there are some companies that are trying to replicate human-like AI in a virtual world. The purpose of this is to create robots that can fully understand humans and reply to questions that only a machine with perfect calculation skills could solve but need rational skills to give a complete and contextualized answer.

Some ethical themes should emerge from the game, like the difference between an AI that can reproduce feelings and a human with real feelings, or how memories and thoughts could be transmitted on digital media. Those theories are common in the narrative of that genre and will be consolidated by inspiring the player to think about these topics, using some simple scenes or background items to deliver these ideas in a subtle way.

# Design Process

The team started by doing some research on all the possible games they could make that fit the constraints to get as many ideas as possible. Then on the first meeting, they discussed the main ones that everyone had thought of, and everyone started thinking in which direction every game could be expanded on and developed. As soon as every opinion had been expressed, the team decided by majority which game idea they would create and started developing concepts for it, trying to think of a basic story and what the game was about because to attract attention to promote a library an intriguing story is needed, even if the story is short enough to make the game flow quicker.

The idea came up by looking into all the ethical themes that the genre had to offer and try making a story about it.

As soon as the universe in which the game would be set in had been defined, artists started making some concepts for players and tiles, and designers thought of some interesting and coherent mechanics that fit that universe.

Since the game is set in a virtual world which represents a network, the ideas for every character and every element of the game will be inspired by a real-life computing term or device. A lot of current networking devices and some computing viruses has been taken and adapted to fit the style of the game.

For example, one of the first mechanics which has since been discarded was the ability to move from through wires from one room to another, and there was a router which determined how the player would have changed paths through some crossing cables/multiple networks.

Since the game is set in the distant future, some fictional devices may be used in the game, but they must be realistic.

# Gameplay Mechanics

**Player Movement:** the movement of the player should be fast and smooth, so that the player always feels in control of the character and they will feel rewarded by getting used to the movement and by dodging attacks and using cover effectively.

**Player shooting mechanic:** Fast laser that shoots where the mouse is being pointed. This allows precision and allows the player to defend themselves from enemies. The bullets are infinite as this is the basic attack and having an ammo mechanic would slow down the game by pressuring the player. ***They even got a lifetime that will encourage the player to quickly explore the map and get closer to the enemies as soon as he can.***

**Player different forms:** Each form should represent a different type of gameplay and should match the variability of the enemies and counter some mechanics of the enemies. (for example, a Melee form, a Ranged form and a Shield form.)  
Example:  
Worm – Warrior: Short dash that places a copy of itself down. Player plays as the copy. The old version is controlled by AI and lasts for a certain amount of time before disappearing.  
Virus – Wizard: Infects enemies with poison, nearby enemies are infected on contact  
Trojan – Elf: Disguise as an enemy, player isn’t targeted during this time  
Backdoor – Valkyrie: Player disappears and can place portal using cursor that the other players can use.

**Enemy movement:** The enemy follows a predefined path like a patrol and as soon as it finds the player it will target them in different ways depending on the type of enemy it is.

**Clock:** The game has a clock that runs until it reaches 0. If it does, the game end and the player will see a bad ending.

## Progress/ Level Design

The player progresses by finding keys and obtaining access to areas that gets them closer to escaping the building. This will require exploring the map meaning the player will have to engage in fights or tricky situations while searching for collectables.

The levels should increase in difficulty that gradually increases level to level until the player reaches the end. This could be done by adding more enemies or make them more resistant or by weakening the player at some points.

The first level will be a skippable tutorial level in which the player is guided through the level by the evil company, before he decides to run away from them.

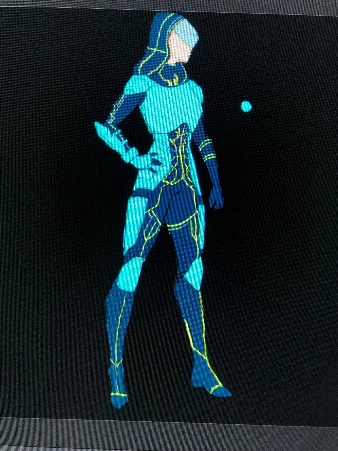
## Player Goal

The goal of the player will be to escape the building in as little time as possible. There will be some extra objectives that can be completed to increase the players overall time left during levels.

## Game Assets

**Main character:** An artificial intelligence controllable with the keyboard that can use 4 forms to fight the security system of the network and shoot. The forms will have different distinct colours, and they will fit nicely with the neon environment ***and it gives instant feedback to the player***

3D render of what the character will look like.



**Enemies:** Driven by a pathing algorithm, they will have different types with different powers. They should represent a threat for the player to avoid.

**Keys/passwords:** Found by exploring and investigating the environment, they should be recognisable and add some randomness to the player’s path. They will need them to proceed. The player should be able to carry them and use them on doors.

**Doors:** Block the path of the player, requires a key or password to unlock.