**GAME DESIGN DOCUMENT**

**Bandook VR**

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**Game Analysis**

Players will be experiencing a fun journey of Vinod Chaubey who wants to become a cop. Players will be helping Chaubey to master new guns (Disassembling, Assembling and other factors). There will be a full campaign and a separate multiplayer mode in which players will customize their own characters and fight against other players in 1v1, 2v2 and 4v4 co-op mode.

The most interesting thing about our game is that it is a VR platform project and it will be delivering some of the most realistic graphics in VR just to enhance player experience and make them feel like they are living that game not just playing.

**Genre**

Bandook is an educational, action, first person shooter which will give u a brief knowledge about most of the firearms used by cops.

**Platforms**

Bandook will be coming to xbox, ps and windows. A VR set will be required to play the game though we will be launching a non VR version shortly after the launch of VR version.

**Target Audience**

The game will not be targeting a specific age group though it will be 13+ rated due to all the blood and violence. Anyone who is interested in guns and weapons and who wants to have a brief idea how a cop's life work should definitely play this game. The game is on a VR platform and will be featuring realistic graphics and what's more fun than enjoying a real world in your home.

**Storyline & Characters**

You will be playing as Vinod Chaubey who is a newly appointed constable in Mumbai Police. As the story progresses Chaubey will be ranking up and your choices will determine whether Chaubey will stay one of the 118666 Police Constable in Mumbai Police Department or will become one and only Commissioner of Police of Mumbai Police.

**Characters**

*Vinod Chaubey* - Protagonist of the campaign mode. 21 year old Chaubey’s father was a great Inspector in Mumbai police. Chaubey was always inspired by his father and one day his father died in a gunfight when young Chaubey was 18. He then decided that he will become a great policeman just like his father.

*Vijay Salaskar* - Vinod Salaskar a new constable in the same department as Chaubey. He will become best friends with Chaubey and will help him in many crime cases.

*H. T. Sangliana* - Inspector of the department in which Chaubey is. Inspiring, charming and a very strict man. He was a good friend of Chaubey’s Father. You will be getting quests from him.

*Sangram Singh -* Assistant Sub-inspector of the department. He will try to sabotage your mission when you become more popular.

B. Ashok Kumar - Director of Intelligence Bureau, highest ranked officer in law enforcement. He will enter in mid campaign and inspire Chaubey.

**Gameplay**

**Overview of Gameplay**

Players will experience an immensely detailed VR world. They will be playing as Vinod Chaubey and will be learning about different guns used in Indian Police Department. Story will teach players how Indian Police works and moral values.

Game has mainly two modes: Campaign mode and Versus mode. Campaign mode supports a multiplayer option in which 2 players can play the same campaign together. On the other hand Versus mode will allow players to fight 1v1 or 2v2 or even 4v4 in specially designed maps.

**Player Experience**

In the campaign mode players' choices will determine how high the rank of Chaubey will be. Game will be in FPP mode. Players will have to solve various puzzles in order to progress through the story. Players will have to maintain a balance in popularity amongst the Police Department and citizens. A Between a quest major option will come in which you will decide whether outcome will lead to arrest of the criminal or their death. Bandook is a very detailed game so that players have that realistic feeling in VR.

**Game Objectives & Rewards**

Game will use Rupees and Gold Bars to unlock various clothings and accessories. Rupees will also be used in Campaign in order to progress though. Players will get Rupees after a criminal case has been terminated and some bonus mini games. Gold Bars will be hidden in the game so the players have to keep an eye around their surroundings.

Bandook’s main campaign will be over after protagonist Vinod Chaubey has reached the Inspector post but the game will still continue if the player wants to reach the Director of Intelligence Bureau’s post. Players can do side quests in order to get extra rewards.

**Gameplay Mechanics**

The game will be a stunning looking game. The walking and jumping will feel slow and realistic. Explosions and lighting will be realistic too. Game will feature a day and night cycle. In which IGP will have to rest and eat in order to get his health in shape.

Game will use a system in which if a player takes lots of hits in a short interval of time, he will die and respawn through the nearest checkpoint.

**Control Scheme**

The game will require a VR set to play the game. Though the non VR version of the game will be released soon too.

# **Game Aesthetics & User Interface**

Bandook will be a realistic looking game with beautiful graphics and lively environment. You will be able to interact with almost every NPSs that you see in the match. HUD will be changeable but default one will have that indian classic cop vibe.

Menus will also be classy indian cop themed. Players will experience that indian cop life, with all the struggles and fun that they have in their duty time.

Game will have a photo mode in which you can pause the game and save a customized screenshot of the scene. Players can then use that screenshot as their menu wallpaper or extract that screenshot as desktop wallpaper.