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| **November 2, 2018** | **Game Design Document** *v0.01* |

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# 2.0 Change Log

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Changes | Changed By | Date |
| *0.01* | *LIST ALL CHANGES HERE, HYPER-LINK TO LOCATION IN DOCUMENT* | *<initials>* | *15-Sept-10* |
|  | *Removed screen layering section* | *SW* | *11/1/2018* |
|  | *Level completion over view chart was changed* | *JB* | *11/1/2018* |
|  | *Difficulty settings section removed* | *EM* | *11/1/2018* |
|  | *Other trackable stats was covered in over view and was removed as its own section* | *EM* | *11/1/2018* |
|  | *No endless mode was needed and therefore removed* | *EM* | *11/1/2018* |
|  | *High scores removed* | *SW* | *11/1/2018* |
|  | *SoundFX was moved to audio category* | *NN* | *11/1/2018* |
|  | *Stages: changed to levels and stages* | *NN* | *11/1/2018* |
|  | *All charts had their color format changed* | *JB* | *11/1/2018* |
|  | *Table of contents changed to match document* | *NN* | *11/2/2018* |
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# Executive Summary

## Description

Emergence is an open world RPG that revolves around an Astrophysicist. The game’s target audience is Science-Fiction fans ranging from 13-30. Emergence’s alternative real-world setting makes it immersive, and its unique story and game play make it stand out with other games in this genre. Coupling aspects from other games we have enjoyed, (Cabal Online, World of Warcraft, Runescape) we believe we have found a balance between them all and are using it along with the story to touch the hearts of our fans. The games that influenced us are not in fact a threat as there is no significant way to directly link those games to ours.

## Features

* Huge open world
* 3D Graphics that aim to please visually.
* An immersive customization system for weapons and crafting system that requires exploration to gain resources will keep players busy for quite some time maxing out different weapons to their ultimate forms.
* Seeing creatures from our world with an interesting set of mutations connected by their genus gives an in-depth bestiary for players to enjoy the content and help with fan made stories.

\*proposed feature, may not be in final release

## Project Goals

The main drive behind this game is to make something that thousands of people will enjoy for a substantial amount of time. Driven by our love of the MMO style games and the writers wish to convey this story as well as the artist’s love of creating will push us to create a player environment to rival big name games.

For our company, the goal to please users is primary however the companies’ goal is to use this game as a first major success to promote our personal brand to the entertainment industry. Creativity alone isn’t what pulls off good games. People working close with one another for long hours dedicated to delivering high quality art and in-depth story. For the company it isn’t just about the game, it’s about our journey to make it!

### License Integrity

All intellectual properties in this game are completely original, however historical events will be used to an advantage with conspiracy theory to drive the plot.

### Visual Treatment

The art team is dedicating themselves to create futuristic weapons, placed in our world seeming both out of and yet fitting in place, to set the heart of all sci-fi fans ablaze. The texturizing of the land scape between the major zones will be captivating but not so much to take away from game play. The HUD system will be simple to use for both beginner and experienced player to the MMO style of games. (See further sections to see an example).

## Gameplay Overview

Gameplay will be an open world concept where players are free to roam at their leisure. Console gamers will have a separate use interface then pc gamers to accommodate the controls of the analog/digital controller. Whereas Pc gamers will have an action bar to set spells in their own custom order and using point and click movement.

Utilizing abilities and specializations the players will interact with creatures and Context sensitive areas to accomplish goals. Different types of damage include DOT (damage over time), DPS (damage per second) and same for healing as well, HOT (healing over time) effects allow players to keep their health up as well help fellow players on the way.

### Player Objectives

1. Players are trying to further the story by following the given guide lines. The A.I. and the main character, Alex, serve as your moral compass and information sources. At any point these two can remind you what you are doing as well as add a bit of comic relief and help drive the story to the climax.
2. Maxing out skills, professions, and Gear are all considered a secondary goal in the game. Growing stronger is key to progression but being over powered will happen after the main story, this constant growth will allow for several hours of active playing.

### Game Modes

**Story Mode:**

You are in a futuristic style of our own world. The government is over shadowed by what is currently known as “The Agency” who control a massive portion of the world’s wealth and almost all its influences. Responsible for almost all the technological advances we have and selling the ideas to the companies we are familiar with (never mentioned in game other than the words software/technology companies). While no discernable “level” is noted the game has been divided into quest groups which need to be completed to accomplish the tasks.

## First 5 Minutes

A new player to the game will witness the entry cinematic about one minute in length giving a small piece of the story to come. After that new players are given the prompt to create a new character, or edit options. These options will be the only two available at the start of a game for new players. Choosing options will bring up audio and visual settings for the player to change if they chose, Create new character will bring you to a character customization menu where the player will create and edit the avatar to their own specifications.

Scrolling through the various selections of faces, hair, body types, and gender the player makes their avatar as they see fit. Naming the avatars primary name after selecting their changes will allow you to change Dr. Steel’s first name to whatever you see fit. And then the story begins.

The camera scroll through the office of your avatar. Showing bits and gadgets on the table to show his hobby aside from Astrology. On one of the tables there is a machine that seems almost lifeless but ready to jump at the same time.

The player’s avatar is seen tinkering on the table with his creation and studying a sample of a strange crystal he received for a study. After watching the introduction you will then be promoted to learn how to move your avatar around the office to accomplish certain tasks. Picking up items checking emails and the basic movement. While doing this the player walks towards the table with Darla on it after having examined it in a microscope and noticing something strange. While standing near the machine a spark shoots from the crystal figure to the sphere. Steel decides to put the crystal near Darla, doing so causes a flash of light and spark show. Knocking steel to the ground. Steel gathers their composure and looks up to see Darla floating in the air glowing with a faint blue light. “Hello Doctor Steel, my name is Darla”

## One Line marketing statement describing the story

Witness the Emergence

# HUD

(Gameplay screen, mock-up)

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## Informational HUD Elements

1. Character portrait
2. Player Health
3. Player Resource
4. Party Window
5. Map + Utilities Window
6. Action Bar
7. Player Inventory
8. System Tools
9. Player Weapon
10. Player
11. Target Health Bar

## Interactive HUD Elements

List of Informational HUD Elements.

### System Menu

Consists of player-controlled elements of the interface.

* **Options**
  + **Graphics**  
    changing everything from distance rendered in your field of vison to changing the texturing of everything on screen. Remove screen clutter to increase performance or adding more for a more entrancing experience.
  + **Display**  
    allows the player to customize the HUD menus and individual windows at their leisure. Making windows smaller or larger and moving focus bars and name plates to give a more player centric experience.
  + **Sound**

Allows for custom levels of sound for NPC conversations, ambient sounds, and music

### Action Bar (PC)

Consists of main layout, keys “1” to “=” act as action sequences for talents and abilities.

* Allows players to place their abilities in sequence for easy use and rotation. This will help with managing global cool downs and local cool downs of abilities.

### Player Inventory

Pop-up menu consisting of the player’s inventory bags and item slots within them

### Party Window

Shows the player’s party members. Includes a character portrait, health and resource.

* Maximum of 4 players in the interface (max party size =5)
* Allows for healing classes to perform spells with more accuracy and plan their next move.
* Allows for “tanking” classes to see who is in need of help.

### Map Menu

* The Map Menu will allow you see all of the hubs that you can travel too. There will also be an option for players to mark a point on the map and navigate there with a GPS like feel. Darla will also be telling you where to go when not in the full map screen.

### Character Menu

Consists of:

* **Gear**
  + Weapons (level and attributes/upgrade paths)
  + Armor (level and attributes/upgrades available)
  + Skins – in tier purpose is to add personalization to the player’s individual avatar.
* **Talent Tree**
  + List of talent tree abilities
* **Crafting**
  + Items
    - Potions
    - Status healing items
    - Effect causing items
    - Player made gear and add-ons

## Animations and Transitions

The look-and-feel of the game.

### Loading Screen

The player has launched the game: The Loading screen is visible.

* Loading screen is filled with a screencap or artistic rendition of the area you are loading into.
* Facts about the game or hints and tips appear centered in the screen, below the image. It is randomized for every loading screen.
* Spinning Ouroboros in the lower right-hand corner of the screen that acts as a loading as well as a saving indicator.

**Transitions**

This animated loading transition is also displayed each time the player is led from one screen that requires loading time to another.

### Menu Animations

* Menu buttons become lighter when hovered over.
* Menus transition with a sliding or fading animation.
* Sound queues are used to indicate when buttons or clicked, and when actions are confirmed or canceled as well as when a menu transitions to another.

## In-Game Visual Feedback

During in-game events, the player should receive visual/audio feedback for all actions; as well as receiving visual feedback on player performance.

* **Gameplay Feedback:**
  + Completing a quest or leveling up will have a noise indicating the quests completion or the success of leveling up.
  + A walking player will have the ambient sound of footsteps changing slightly between terrains, possible visual effects would include foot prints in snow or sand.
  + Opening and closing doors.
  + An experience bar indicating your level progression above your tool bar.
* **Successful or Failed Actions**
  + Upon a player's death they will dramatically fall to the ground and go limp then spawned back in the nearest hub area.
  + Upon killing monsters, they will let loose a cry in acknowledgment of your victory. The bigger the creature the more dramatic the sound as well as an even more dramatic death sequence.
  + If a spell or ability fails, there will be a distanced noise to acknowledge to the layer there is something wrong as well as the player returning to a none animation phase.
* **Scoring Feedback:**
  + Music, changing between zones and towns.
  + Ambience depending on your location would change. Forrest would have birds chirping an open field would have wind whistling.
  + Voice overs for main characters and important quests.

# Gameplay

Overview of gameplay, and detailed description of mechanics and gameplay elements.

## Intro Scene

The date flashes in the bottom left corner of the screen showing you not only the date but the time and place of the intro. A person in a white lab coat is scurrying about the office tinkering and keeping busy. Music is laid back and almost surreal as the moment shows the characters content to do his work. Camera panning over a spherical object (will be very important later) and a work bench full of science equipment. A phone rings and the player’s character answers a small series of grunts and mumbles can be heard but no words from the character (main character will be silent) Sub titles will pick up that you are heading to a meteor’s crash site. The player looks around the room for what to bring and the camera will focus on what will soon be known to the players as “Darla”.

## Character Interactions

* Main character interactions with the NPC, Alex. These will occur at multiple intervals as she is your guide through the first in tier half of the game and then is still a major figurehead from thereafter. She will offer your choices during the chat that give a little more insight into who she is as a character witch all tie into the main story of the game. Different answers will prompt different reactions from her and will only be seeable once per play through. This keeps her shrouded in a veil of mystery for as long as possible. Choosing small answers, a side there will come a major point in the story where you chose a side. Either allow the Terrestrials to further themselves or so follow the laws of the Sub T. race. This will not change in the end as the story returns to itself after a certain point but offers a chance for freedom of choice as well as adds the possibility for a Player verses player element that surrounds this NPC.
* There are also similar choices for the NPC/Antagonist, Rocco Draven. Draven is a hard to understand character. Being twisted beyond all level of empathy and only focused on himself. So bad this self-obsession is that he can’t even notice that his second in command would do anything for him. Through the various interaction with Draven his underling will divulge a little bit more about him every time until you see his twisted view in full transparency. Being as she follows him everywhere and would do anything for him, she does not mind justifying his actions to others where he himself cannot.

## Special Features

* One of our special features includes an all-terrain vehicle that will also be powered and augmented in a similar way to your armor. Capable of doing everything but scaling mountains at its maximum.
* Another special feature we are offering is an in-game store. In theory this will allow special cosmetic weapon and overlay appearances for your gear, and in game items to give increased EXP.
* A player may buy and sell in the game forum (auction house) to trade with other players.

## Upgrades and Power-Ups

* Upgrades and power ups are directly related to your interaction in the game. Some of them will require you to go and collect materials from stationed nodes and other require you to kill various creatures. Upgrading requires you to learn how to do it and will have different stages unlocked based on your progression in the game. Combining different materials will create the items needed to further augment your weapons and SHELL unit (armor).

## Levels and Stages

* This game is broken down into stages. Ranging from the first moment, in the laboratory, to the climax encounter with Draven. During the stages a player's level is required to be at a certain point to acquire the main story quests (also sub mission quests). Once level thresholds are acquired the player can then proceed into the next stage of the game.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Success** | **Failure** | **Not completed in time** | **Special Feature?** | **Upgrades?** | **Other Elements** |
| **Stage 1** | | | | | | |
| Introduction | Complete the movement tutorials and main missions in each starting zone | Failure is not an option | Failure is not an option | Learn how to use and acquire your Shell and main weapon | At this time no | --- |
| **Stage 2** | | | | | | |
| Stage one | Complete the main missions | Failure is death. Death makes you respawn at your last safe zone. | There will be a timed instance where you will need to repeat if the timer runs out. | --- | You will receive a new level of your Talent tree upon completion | ---- |
| **Stage 3** | | | | | | |
| Stage two | Identify the first two targets and dismiss them permanently from The Organization |  | If the timer reaches zero you will have to start again. | --- | Will unlock 75% total of the talent tree |  |
| Death | --- |
|  |  |
| **Stage 3** |  |  |  |  |  |  |
| Stage three | Identify the second set of leaders within the organization | Death | --- | --- | Unlock %100 of the talent tree | --- |
| **Stage 4** |  |  |  |  |  |  |
| Stage four | Successfully destroy the science division building | Death | Death | --- | Unlocks your weapon’s final node for upgrading | A major death in the character roster |
| **Stage 5** |  |  |  |  |  |  |
| Stage five | Defeat Draven | Death | --- | --- | Unlock your vehicles flight form and post-game content. | --- |

## Boss Battles

All battles in this MMO will take place in the same manner with the following elements:

* A DPS check is required for larger groups
* Healing intensive fights
* Fights will be in different phases, depending on the bios depends on phase length duration and changing abilities within the phases.
* Standard moment-based strategies and boss casting bars and instant abilities are what makes this challenging. Figuring out windows of opportunity for advancement is key.
* Some fights will have safe zones randomly placed the player and their party would need to run to avoid massive damage.
* Boss health increases in percent with party size.
* Proper Boss mechanics must be followed to pass these fights

## Weapons

* Six different weapons’ in total that change in appearance as they upgrade
* The ability to infuse elemental properties into these weapons allow for a small range of customization for the player.
* Talent trees directly affect the weapon’s power and appearance.
* Weapon types include: Great sword, Nodachi, Gun, bow, duel wielding items, and Main-hand/off-hand (sword and shield).

## Armor

* Auto surgically implanted biotech armor
* Player controls upgrade paths of the armor, chips are found or given as rewards that serve as upgrades and change color and pattern of the SHELL unit.

## Avatar Handling

At certain points in the game you as the player will loss control of your avatar and in these phases need to think of how to get out of the situation.

* Confusion- during this phase your avatar will have the controls inverted (console) or run about in a dazed manner (pc)
* Paralysis- Players will be unable to move and will have to rely on party members for assistance. This effect will wear off
* Sleep- Players fall over and are unable to act until struck by an enemy or another player

## Scoring

Details.

Are variables **tunable PER level**? Or global for every level?

### Scoring System (Chart):

|  |  |  |  |
| --- | --- | --- | --- |
|  | Points Awarded | | Points Lost |
| Success | Bonus | ( condition ) |
| Battle | | | |
| **Minion** | +10 | Multiplier | -20 per X ms |
| **Army** | +20 | Multiplier | - 40 per X ms |
| **Boss** | +50 | Multiplier | - 100 per X ms |
| PVP | | | |
| **PvP** | +100 | Multiplier | -100 per death |

## Achievements

* As the player adventures through the world they will have certain requirements to meet to unlock achievements. While being cosmetic in nature there may be a way to use them in the future. Also certain achievements will yield certain in game themes, like titles or cosmetic appearances.

### Achievements Earned Screen

Description and mock-up.

### (Achievements) List

|  |  |  |  |
| --- | --- | --- | --- |
| Achievement | Description | Handle | Category |
|  |  |  |  |
| Beef BeefBody!! | Reach max level! | Beef Beefbody! | General |
| JOURNEY TO THE... | Discover all zones in the game | JOURNEY!!!! | Exploration |
| One to each generation! | Kill each killable enemy 10 times | SLAYER! | General |
| THERE CAN BE ONLY 1.5 | Kill every boss in the game 50 times | Lowlander | General |
| What do they need such good Eyesight for anyway? | Slay 50 rabbits in 20 seconds | Murderer! | General |
| He had a friend who shouldn’t have played with knives. | Complete the main story line | DRAVEN!!!!!!! | Questing |
| Science, who needs it? | Brought down the science division of the agency | EVOLUTION | questing |
| Biology is gods mistake | Bring down the bio tech division | Darwinist | Questing |
| Reverse Darwinism | Die 100 times | GET WRECKED!!! | Exploration |
| Halt! | Destroy the military division | FIRE! | Quest |
| Elementalist | Master all elemental crystals | Over achiever | Exploration |
| Magnetism | Meet Darla's love interest | Rise of the machines | Exploration |
| Suck piss! | Slay 500 enemy players | Yellow snow?? Yummm | PVP |
| Tree Hugger | Crouch in 50 different bushes | Goin’ green up in here | Exploration |
| Get a life | Play for 100 hours | Really... go see a friend | General |
| Auto-erotic | Slay a boss with no weapon equipped | BRAWLER!!! | Exploration |
| Blabber mouth | Speak to every NPC in the game | Chirp Chirp | General |
| Monster Hunter | Slay Tim the turkey... | Why....? | Exploration |
| Sell out | Switch your faction beliefs | Double agent | Questing |
| BAD TO THE BONE | Stick with your faction until the end of the game | Super Star vs Half a star | Questing |
| **(missing division name)** |  |  | Questing |
| **Road rage** | Slay 500 critters with a vehicle | SUPREMISY | Exploration |

# Game Progression

## 6.1 Career Mode

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### Career Mode Progression Flow (Flowchart)

Turn Items in

Gather required items to complete quest

Quest Giver

Level requirement

0-100

### Flowchart Element

* The Flow Chart shows how to progress in our game in the simplest form. First you start at level 0 and to progress you do quests to get experience and gather resources. Next you use the experience and the resources to level up, then you will repeat the process.

### Level Won (Game Over)

* Experience gain and as you level you unlock more power ups.

### Level Failed (Game Over)

* You respawn at the last safe zone.

## Career Mode Level Progression

# Upgrades / Power-Up

**Overview**

All weapons follow the same flow. Items obtained from creatures allow you to upgrade your gear aspects to a certain point. Buy fusing these crystals with your weapons you can upgrade them, and armor gains higher stats and different elemental properties.

Upgrades List:

|  |  |  |
| --- | --- | --- |
| **Upgrades** | **Gameplay Impact** | **In-Game Message** |
|  |  |  |
| Weapon crystal level 1 | Increases weapon stats | This item is used to upgrade tier one gear |
| Armor Crystal level 1 | Increases stats and adds an element to defense | This item is used to upgrade tier one level gear |
| Weapon crystal level 2 | Increases weapon stats | Used for upgrading tiers 2 and 3 items |
| Armor crystal level 2 | Increases stats and adds an element to defense | Used for upgrading tiers 2 and 3 items |
| Weapon crystal level 3 | Increases weapon stats | Used for upgrading tiers 4 and 5 items |
| Armor crystal level 3 | Increases stats and adds an element to defense | Used for upgrading tiers 4 and 5 items |
| Weapon crystal level 4 | Increases weapon stats | Used for upgrading tiers 6 items |
| Armor crystal level 4 | Increases stats and adds an element to defense | Used for upgrading tiers 6 items |
|  |  |  |

# 7.1

**Upgrades:** How upgrades work is when you kill a creature there is a small chance that they will drop upgrading crystals. The amount of crystals needed to upgrade weapons/armor changes as the weapons/armor levels needing a maximum of 5 per level for tier one ten for tier2, and so on.

# Front End

All Menus, Options, etc.

## Menu Flow

FAQ, wiki, Submit ticket

Help

Exit Game

Exits to Desktop/Dashboard

Change controller layout or change key binds

Resolution, brightness, Blur, etc.

Adjust Music, Sound FX, Voice

Controller, Key Bindings

Video

Audio

Game Start

Pick Saved Game to Load

Load menu

Start game

Character Creation

Load latest save

Settings

Load Game

New Game

Continue

### Main Menu

Description and Design...

* Continue
* New game
* Load Game
* Settings
* Exit game

### New Game Options

* Character Creation (Male, Female, how the character looks)
* Character Starting Zone (Chooses one of three zones)
* Back (To main menu)

### Setting Menus

**From Main Menu:**

* Music (slider 0 – 100%)
* SoundFX (slider 0 – 100%)
* Voice, Dialog (slider 0 – 100%)
* Back

## Saving and Resuming

### Saving

**Saving is recorded automatically whenever a player:**

* 1. Enters a town/hub
  2. Leaves a town/hub
  3. After a boss battle
  4. After cut-scenes

**The following Game State data should be saved:**

* Physical stats
* Items
* Weapons
* Currency
* Armor
* Location

### Resuming

Player resumes in a town/hub after starting/loading a game.

Restarting the game will always send players to the Main Menu.

## Help Screens

In the menu screen there will be a help option that will show players the controls, and how to use the mechanics in the game. Darla will also be you’re in game help. Anytime you’re are stuck in a rut Darla will help you out of it.

# Content

**9.1** List of Characters, Props, Animations:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Generic** | **Emotes** | **Great sword** | **Nodachi** | **Gun** | **Bow** | **Duel Wielding** | **Main Hand/Off-Hand** |
|  |  |  |  |  |  |  |  |
| **Walk** | **Wave** | **Action 1** | **Action 1** | **Action 1** | **Action 1** | **Action 1** | **Action 1** |
| **Run** | **Smile** | **Action 2** | **Action 2** | **Action 2** | **Action 2** | **Action 2** | **Action 2** |
| **Sprint** | **Disagree** | **Action 3** | **Action 3** | **Action 3** | **Action 3** | **Action 3** | **Action 3** |
| **Crouch/Sneak** | **Sleep** | **Action 4** | **Action 4** | **Action 4** | **Action 4** | **Action 4** | **Action 4** |
| **Equip** | **Dance** | **Action 5** | **Action 5** | **Action 5** | **Action 5** | **Action 5** | **Action 5** |
| **Unequip** | **Applaud** | **Action 6** | **Action 6** | **Action 6** | **Action 6** | **Action 6** | **Action 6** |
|  | **Laugh** | **Action 7** | **Action 7** | **Action 7** | **Action 7** | **Action 7** | **Action 7** |
|  | **Sit** | **Action 8** | **Action 8** | **Action 8** | **Action 8** | **Action 8** | **Action 8** |
|  |  | **Action 9** | **Action 9** | **Action 9** | **Action 9** | **Action 9** | **Action 9** |
|  |  | **Action 10** | **Action 10** | **Action 10** | **Action 10** | **Action 10** | **Action 10** |
|  |  | **Action 11** | **Action 11** | **Action 11** | **Action 11** | **Action 11** | **Action 11** |
|  |  | **Action 12** | **Action 12** | **Action 12** | **Action 12** | **Action 12** | **Action 12** |
|  |  | **Walk** | **Walk** | **Walk** | **Walk** | **Walk** | **Walk** |
|  |  | **Run** | **Run** | **Run** | **Run** | **Run** | **Run** |
|  |  |  |  |  |  |  |  |

## NPC List

|  |  |
| --- | --- |
| **Name** | **NPC Description** |
|  |  |
| **Alex** | **Primary character, anti-hero** |
| **Darla** | **Steel’s personal A.I.** |
| **Rocco Draven** | **Head of The Agency, main antagonist** |
| **Seth Chernobog** | **Figure head of Science Division** |
| **Pandora Vlad** | **Figure head of Tech Division** |
| **Kasdeya Sekhmet** | **Figure head of Biology Division** |
| **Zagan Army** | **Figure head of Military Division** |
| **Flint Steelfish** | **Henchman of Seth** |
| **Gaston Buffbrow** | **Henchman of Pandora** |
| **Butch RockCastle** | **Henchman of Kasdeya** |
| **Orphius** | **Henchman of Zagan, also a sub-boss** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

# Controls

General Control Mechanism:

## Controls Overview

|  |  |  |
| --- | --- | --- |
| Function | Button Event | Screen / Mode |
|  |  |  |
| Move Forward | W / Joystick |  |
| Move Backward | S / Joystick |  |
| Turn Left | A / Joystick |  |
| Turn Right | D / Joystick |  |
| Strafe Left | Q / Joystick |  |
| Strafe Right | E / Joystick |  |
| Jump | Space / X / A |  |
| Toggle Crouch/Sneak | Ctrl / R3 |  |
| Activate | **F/ O / B** |  |
| View Toggle | PgUp / Pause Menu |  |
| Toggle Run/Walk | Caps Lock / |  |
| Sprint | Shift / L3 |  |
| Action 1 | 1 / X / A |  |
| Action 2 | 2 / O/B |  |
| Action 3 | 3 / Triangle/ Y |  |
| Action 4 | 4 / Square/ X |  |
| Action 5 | 5 / Change in menu |  |
| Action 6 | 6 / Change in menu |  |
| Action 7 | 7 / Change in menu |  |
| Action 8 | 8 / Change in menu |  |
| Action 9 | 9 / Change in menu |  |
| Action 10 | 0 / Change in menu |  |
| Action 11 | - / Change in menu |  |
| Action 12 | = / Change in menu |  |
| Chat | Enter /Up on D-pad |  |
| Inventory | E / right on D-Pad |  |
| Menu | Esc / Start |  |
| Map | M / Touchpad / Select |  |
| Crafting Menu | Tab / Left on D-Pad |  |
| Contacts | U / Down on D-Pad |  |
| Use Items | RB |  |

# 

# Appendix

## Text

### About Text

**Credits:**

The Credits will show when you complete the full game. We will also have a button in the menu that will allow players to see them.

### Help / How-To-Play

Darla your super smart assistant will be helping you along the way anything that she feels you are having trouble with she will help. Darla will also be with you throughout the whole journey.

## Audio

### Sound Effects

The sound effects will be life like and allow the player to use them to their advantage throughout the quests. We will have different sound effects for each of our power ups and different energies. We will also have different footstep sounds for each different terrain.

|  |  |  |  |
| --- | --- | --- | --- |
| **Event** | **Action** | **Filename** | **Notes** |
| **Menu System** |  |  |  |
| **Click/Select** | **Click** | **Click** | **Confirms action** |
| **Transition** |  | **Swoopydoopy** |  |
| **Confirm** | **Confirm** | **Yes** | **Confirms action/change** |
| **Cancel** | **Cancel** | **No** | **Cancels a change/action** |
| **Environment Sounds** |  |  |  |
| **Footsteps - Snow** | **Walk/Run** | **Walk\_Snow / Run\_Snow** | **Noise changes depending if Walk or Running** |
| **Footsteps - Soil** | **Walk/Run** | **Walk\_Soil / Run\_Soil** |  |
| **Footsteps - Stone** | **Walk/Run** | **Walk\_Stone / Run\_Stone** |  |
| **Footsteps - Water** | **Walk/Run** | **Walk\_Wet / Walk\_Wet** |  |
| **Footsteps - Grass** | **Walk/Run** | **Walk\_Grass / Walk\_Grass** |  |
| **Wind** |  | **Wind1 / Wind2 / Wind3** |  |
| **Water** |  | **Water1 / Water2 / Water3** |  |
| **Fire** | **Burning** | **Fire** | **As Fire burns it crackles** |

### Music

*Overview*: The music that we picked is made to make the player feel more immersed in the game, the combat sounds will make the game stand out because the combat sounds will make the player continue to play more of a combat/ aggressive play style.

|  |  |  |
| --- | --- | --- |
| Music Event | Song | Platform / Format |
| **Combat - Minions** |  |  |
| **Combat - Army** |  |  |
| **Combat - Boss** |  |  |
| **Explore – Main World** |  |  |
| **Explore – Dungeon/Castle/Enemy world** |  |  |
| **Level Up** |  |  |
| **Vehicle Travel** |  |  |
| **Town/Hub** |  |  |
|  |  |  |

## Game Screens Overview

### Key Screen Mockups

**In-Game layout**

Enemy health bar

Player’s Party

Health

Rage

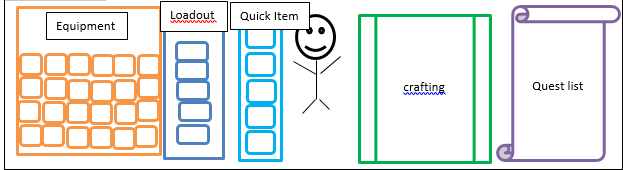
Mana/Energy

Active Quest list

(toggle)

Quick item list

**Inventory screen mockup**



## Marketing

### Taglines

* “Witness the Emergence” This will be our tagline because it bring people in, and they will; want to know more.

### Positioning Strengths

### We want this game to be seen by the public as a unique but immersive experience. To make this game unique and immersive we have a story line that has never been heard of before, the story will always leave you wanting to play more. This story and gameplay mechanics will allow us to be ahead of the competition. The way we will advertise this game is through social media and word of mouth, this will allow us to reach our target audience effectively and efficiently. Our competitors would be companies that make MMO’s for example WOW, Runescape, and Cabal. The reason that our game will be able to compete with these games is the immersive story and the stunning gameplay.

### Target Audience

Primary – For this game our target market will be ages 12-25 with a household income of around $30,000-$80,000. The main target will be in North America and Europe. This game will come out around Christmas so that our main audience buys the game for themselves or someone buys the game for them.

Secondary- Our secondary target market will be the parents of our primary target market. Ages 30-55 with income between $60,000-$100,000