Tayzar Haaris

Battle Royale

Game Design Document

A unique 2-player side scrolling party game that relies on interesting weapon design and well thought map design.

Story

The story of the game will be that there is a tournament that stems from tradition and now one strong warrior called "shiny plumes" has killed the tournament losers. Now the "Blue Brothers" have come to stop her and these will be the main protagonists. "Shiny Plumes" will be the antagonist.

Gameplay

The Game is aimed at local competitive players with an emphasis on fun with weapons around the map and interactive environments. It is being developed for PC but will be focused for controller support due to the ease of use. It is planned to have some simple maps and some feature-full maps with interactive elements such as doors, glass and water. Up to four players will fight each other in an arena and will be given items in order to help them.

We have planned for weapons however depending on the coder's confidence we will either have guns or more unique designs such as a squid gun (Which will have tentacles that grab an opponent, allowing the player to toss the enemy into any "danger zone") and other fun and silly weapons.

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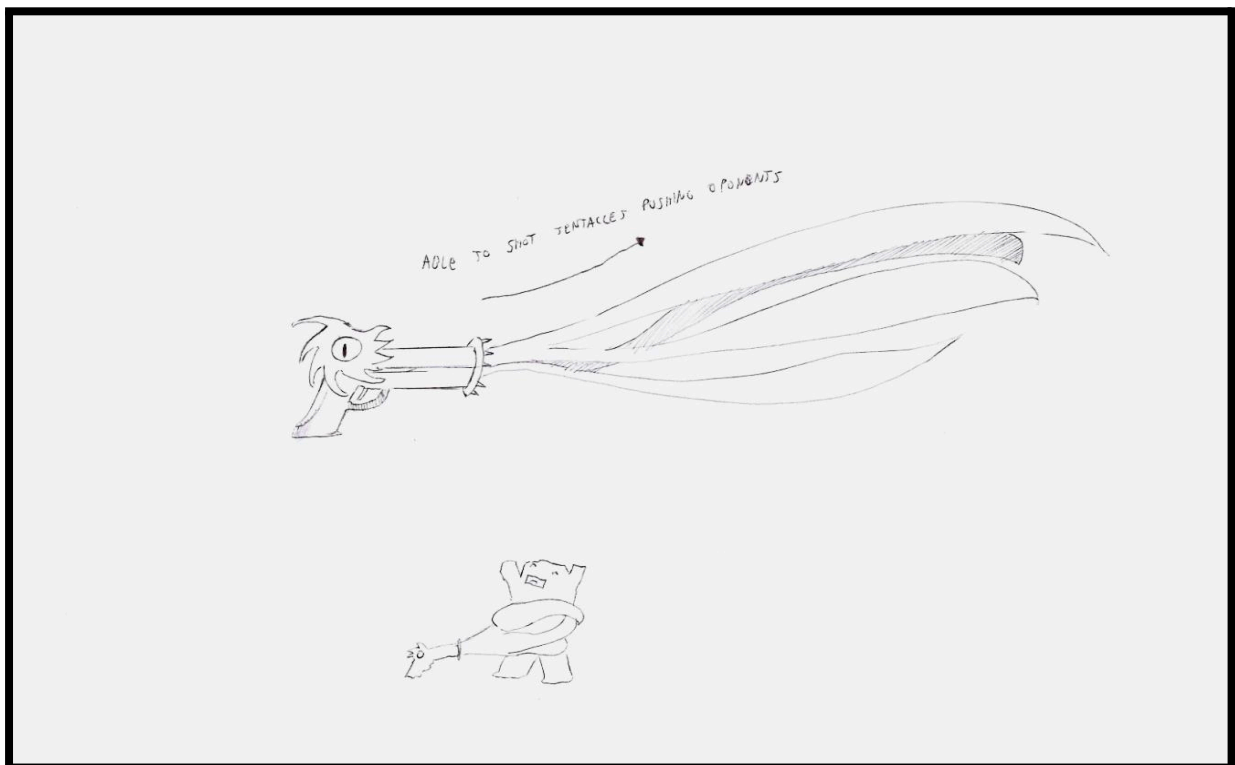
The players cannot attack when they do not have a weapon but they can instead push enemies which will allow them to push them into a "danger zone" of some kind such as pushing enemies off screen which will defeat them.

Team

The game will be created by Average Joe studios which have me as the project manager as well as 5 other members that consist of 1 illustrator, 1 designer, 1 coder and 2 flexible team members who will help with various tasks.

UI and controller support

We want to create a simple UI (user interface) with health bars and perhaps ammo of the weapon you have. We also want to colour code the health bars so each player knows who they are. We are planning to have up to four controllers connected to the PC at one time and include controller support.
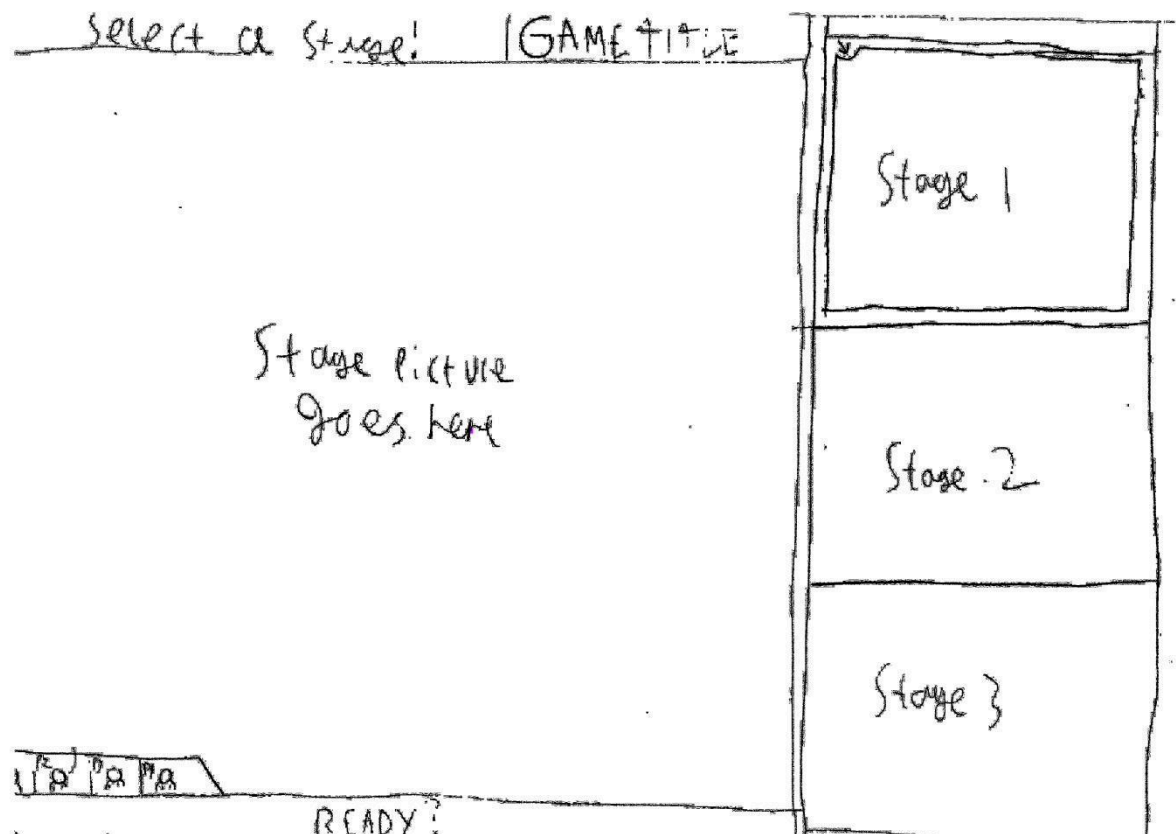

Objectives

My group was debating what to make the objectives of the game as we have discussed two different modes which is the common death match or we will have other objectives such as trying to find a key to unlock a door which might end up being sub-objectives. The players will have to fight each other in order to get the highest score.

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Progression

The game is going to have a numerical scoring system and will be the main competitive reason behind the game. We decided that we would make the objective a race-like game with both players trying to beat each other's score. The player will progress by moving to the next level and eventually beating Shiny Plumes in a boss battle.

| Stage 1 (Night Stage)	→	Stage 2 (Day)	→	Stage 3 (Castle)
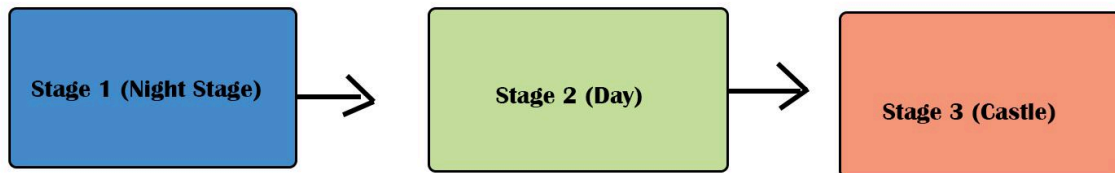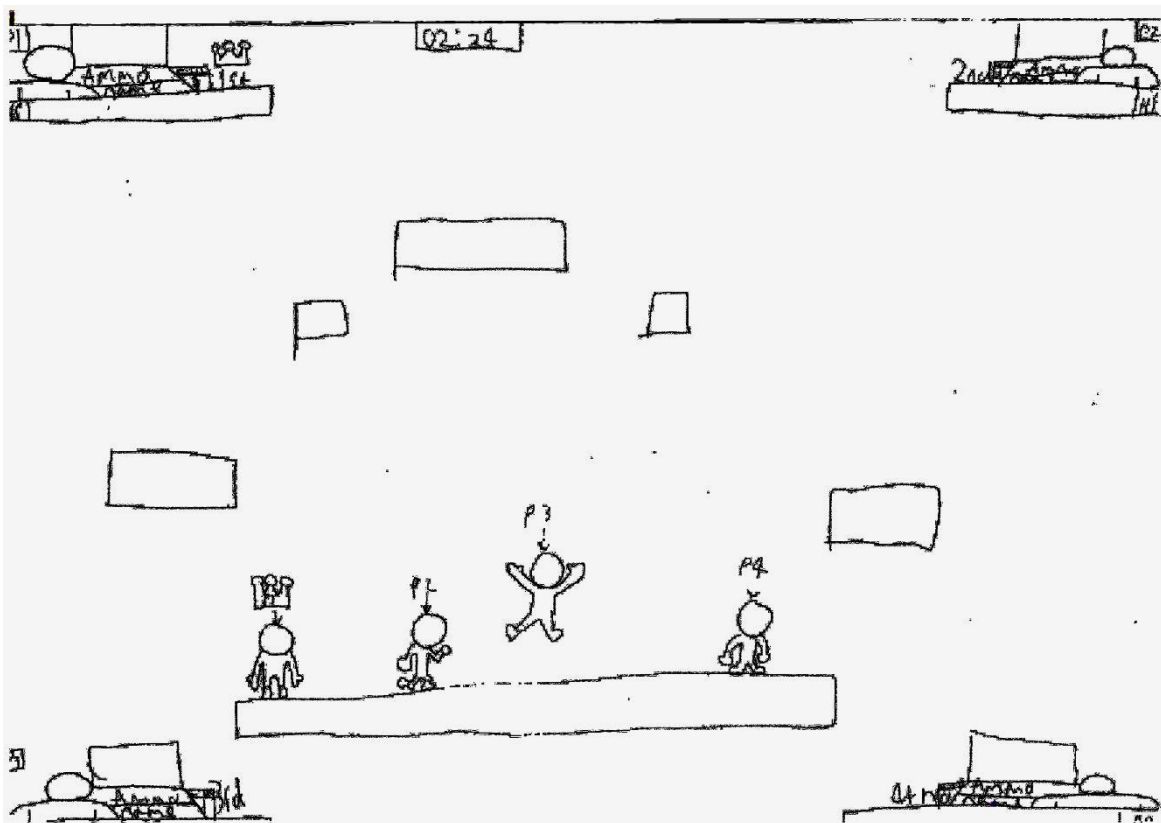
Arenas

This image is actually an example of potential In-Game User Interface

The players will be confined to one arena that will vary largely in size as we only plan for 2-4 maps due to the small amount of team members. One will be very simple and will be the primary map for testing so it will have a small amount of features compared to the rest. Others will be more active.

Website

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We also want an accessible website with a modern look to make people interested as soon as they see the site. The website will also have a link to the game in order to allow easy distribution of the game. We want our fan base to know information about us so we want to give them a site where we could introduce ourselves. This would be the "about us" page. We also want a gallery for our audience to see the work we have put into this game as well as any previous games our team members may have made.
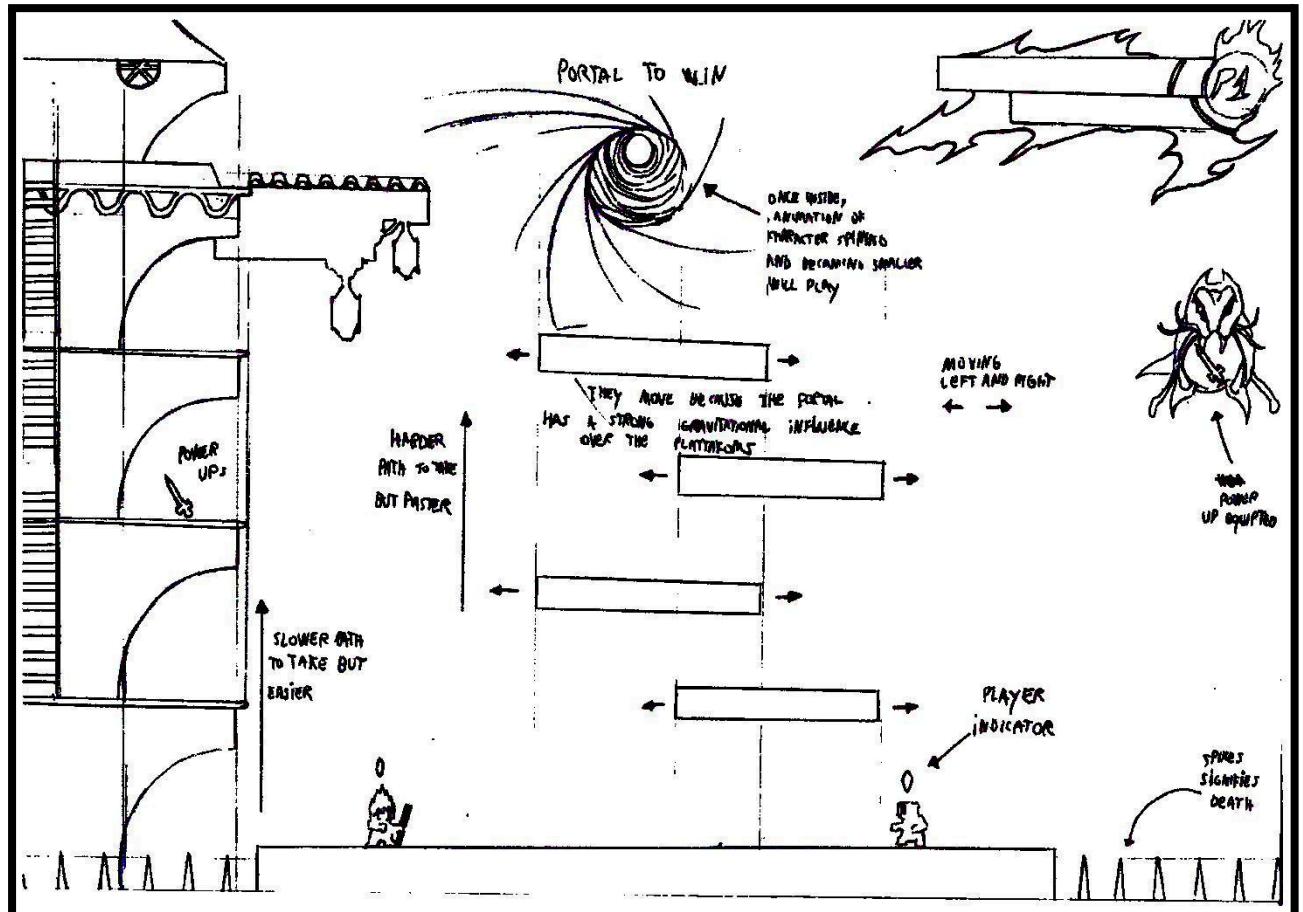
This image show what kind of level design we want to include in our game. We wanted lots of interactivity with elements of environmental danger.

Pseudo code

Pseudo code is a useful way to think about your code and think about potential issues with it.
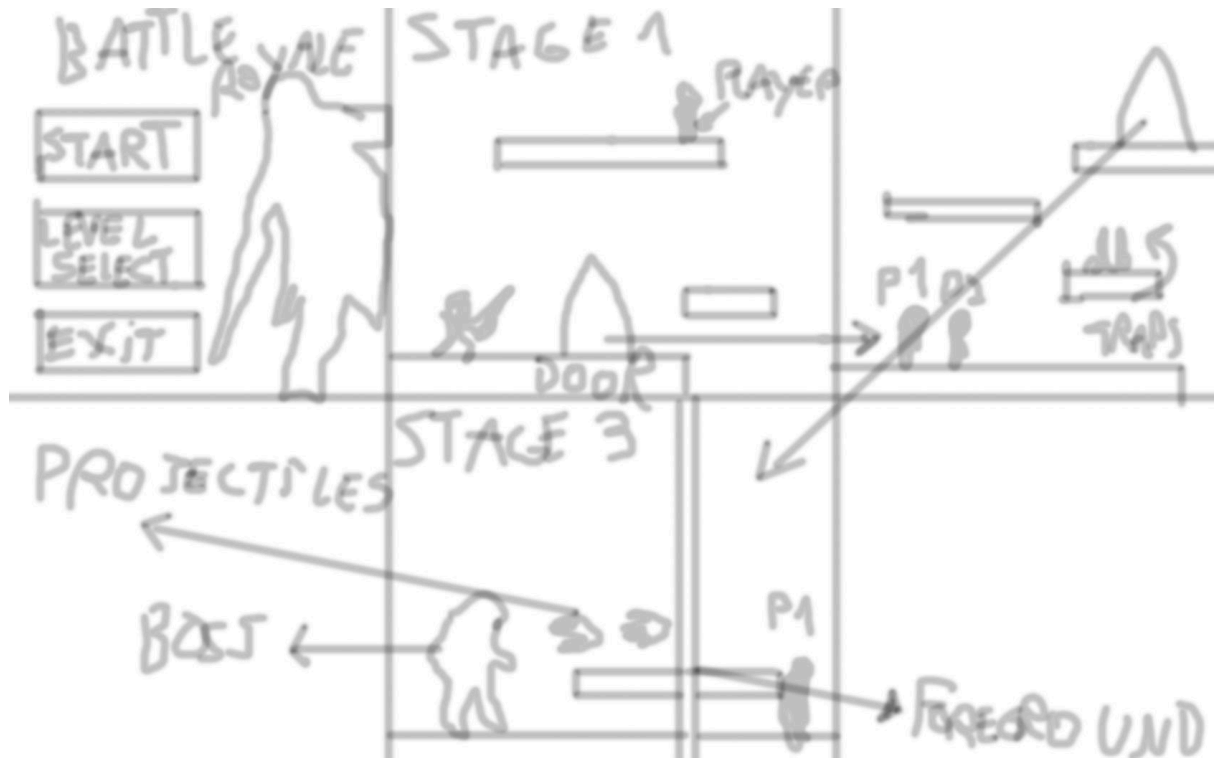
If player swings sword

 If sword collides with enemy

  Deal 1 damage

  Display hit art

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This is the code that we want in our game. This code shows what we need to work on during the coding for the game, it's relatively simple and is just an example of what the code should look like.

BATTLE ROYALE | STAGE 1

START

LEVEL SELECT

EXIT

PLAYER

P1

TRAPS

PROJECTILES

STAGE 3

DOOR

BOSS

P1

P1

FOREGROUND

The storyboard is showing a transition from the main menu to the gameplay. As you can see from the storyboard we discussed a possibility of bosses and we annotated elements of the game so you can see the projectiles and traps.