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Project:

Conall’s Mess

Game Design Document

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# Game Overview

## Overview of Gameplay/type of game

This game will be an Action-platform based game, where the player will need to traverse through environments by jumping, dashing, wall running and interacting with the environment to solve puzzles to complete levels. This will be set in a Futuristic/Cyberpunk world where the player will need to interact with the world to complete levels.

## Genre

The Genre for this video game will be an Action-Platformer that will be done in third person. The reason we decided for a third person. Most games that fellow this genre are third person as it helps to wider the player view of the environment and helps them navigate through the world. Games like this is ‘A hat in Time’ ([Gameplay](https://www.youtube.com/watch?v=EaR3aEI2DSU)) and Star wars Jedi: Fallen Order ([Gameplay](https://www.youtube.com/watch?v=8939aURV9Dc)) show this off quite well. If these games were in first person perspective they would be a lot harder to play and would lead to the player spending more time figuring out where to go.

## Target Audience

The target audience will be for players on PC for the platform as it is the second largest audience size. This enables us to create and target a genre within the industry that has a wide target audience and a continuous demand for this style of game.

## Storyline (Synopsis)

The year is 2091, most of humanity have retreated from a nuclear wasteland into the safety of the Mega Cites, massive cites constructed by humanities brightest minds. The Founder’s new AI, Overlord has abandoned its role to protect the city and instead wants to improve and perfect humanity with cybernetics to conquer the old world. As a last ditch attempt The Founder reactivates an older cyborg warrior model nicknamed ‘The Runner’ to break through the smog filled, neon flooded Mega city alpha to destroy Overlord before humanity is doomed to extinction.

## Character

Has not been fully decided?

## Game Flow Summary

The player will be task to traverse an environment to get to a certain point to complete the level. To do this the player will have move around climb on walls, slide through vents and go on ziplines to pass through the level. The player will have things blocking the players path and will need to solve how to get around these problems. E.g. change the environment, open a panel or something else.

# Gameplay

## Objectives

The player’s main objective is to complete the level from the start to finish without falling or getting shot. The objective is just to get through the level as quick as possible as you are being timed, this will require good skill of the games movement and knowledge on how to progress within the game.

## Game Progression

Planned for multiply levels to be within the game and completing the previous level will unlock the next one.

After completing the levels next for the player will be how fast can they complete each level and will they be able to improve on their skills and beat it in a faster time.

## Diagram Description automatically generatedGameplay loop

The player will want to complete levels as fast as possible and to do this they will need to gain momentum to pass certain obstacles. If the player is unable to do this they will reset the player and will try again. As this game will have a difficultly curve it is key that we allow little rest time to distract the player and allow them back into the action. This will mean very little time spending in a menu. If the player passes all the obstacles they will complete the level and move to the next one.

## Play Flow

The player will be induced to the mechanics like the zipline and the ability to wall run in a simply way were they can’t fail and are not punished for doing so, these process will teach the player about these mechanics and make them aware of them so they will learn.

After progressing through the main ‘tutorial’ stage they will be introduce to the same mechanics but will have possibly consequences if failed such as dying and retry. The levels will increase in difficulty as the player progresses through, by introducing new ways to interact with new the mechanics like jump from wall to wall to while wall running or added elements like elements.

## Challenge

The player will have a time limit on each level which showcases how long they are spending on the level but this will encourage the player to reply the level but complete in a faster time than before. This will require the player to improve their own skills creating a new type of challenge for the player.

# Mechanics

## Rules

### How to Win?

To win and complete a level the player needs to reach the end point.

### How do you Lose?

If the player dies by falling off the map, going out of bounds or taking to much damage will lead to the player failing and need to retry.

### Checkpoint System

If the player reaches a certain point in the game it will create a save point for the player so that if the player was to die, they would be brought back to that last checkpoint location. These Checkpoint spots will be addressed in some way to indicate to the player that player is near the checkpoint (needs to be talked about)

## Movement

The player will have different techniques to move about this includes Sprinting, Jumping with a double jump/Dash, Wall Run, Slide and Crouch.

### Sprinting

When the player sprints the characters based speed will be increased – unknown by how much as this is undecided.

### Jumping

This action will allow the player to gain access to platform that require the player to be higher up or that need to be jumped across.

### Dash

This action will happen when the player has performed a jump and are still in the air. Dash will allow the player to cross areas faster moving them in the forward in the direction that the player is looking at. ([Gameplay](https://www.youtube.com/watch?v=lYOjIDhJIG0) 0:34 – 0:41)

### Wall Run

This will allow the player to cross certain sections of an area on walls. The player will be able to jump off these walls to reach certain areas. ([Gameplay](https://www.youtube.com/watch?v=3FPtT4C870c) 1:01- 1:06)

### Slide

If the player is sprinting or is landing the ground at a certain speed the player will maintain this speed and slide for a few seconds. The slide will then slow the player depending on the environment. E.g., going uphill with slow the player down. ( [Gameplay](https://www.youtube.com/watch?v=SYU4iJlN7ic) 0:01 – 0:10)

### Crouch

This will make the player slower but will lower the players height. While running this can lead to a slide.

### Mantle

The player will be able to Mantle on ledges to help and assist the player when making difficult jumps. This will happen automatically when the player hits a ledge ([Gameplay](https://www.youtube.com/watch?v=TIKofv-jhz4) 0:45 – 1:10)

## Interactable Objects

### Rotating platforms

Within the levels the player will need to change the environment to solve some of the puzzles within the game. To interact with this platform the player will need to active a panel, this can be located above or beside it. An example of this can be seen in ‘Ghostrunner’ ([Gameplay](https://www.youtube.com/watch?v=KAdYpKH8CXc&t=6078s) 1:26:00 – 1:26:30) you can see to being used twice between the timestamp.

### Hittable Switches

Another thing that will be used will be hittable switches that open areas to the player. For the player to hit these they will need a power-up that gives them the ability to throw Shuriken/Kunai (see more about this below). An example of this is in ‘Ghostrunner’ ([Gameplay](https://www.youtube.com/watch?v=KAdYpKH8CXc&t=6078s) 1:27:10 – 1:27:17) you can see this being used.

### Pressable Buttons

This will be another way of opening and interacting with the environment this will be used doors and turning off parts of the environment like blades in the way. To see an example of this in a game ([Gameplay](https://www.youtube.com/watch?v=wz-v_2eaELk) 2:00 – 2:15)

## Ziplines

Ziplines will be used to cross large sections of maps by sending them from point A to point B. The player will be able to join off the Zipline at any point, this can be made where the player can jump from one zipline to another. ([Gameplay](https://www.youtube.com/watch?v=KAdYpKH8CXc&t=6078s) 1:29:45 – 1:30:30) here you can see the player jump from zipline to zipline and the functional of them.

## Power-ups

The power-ups within the game will all be temporary for the player, but some will be necessary for the player to complete sections of the level. The power-ups will be scattered around the levels. There will be two types of ways for the player to get power-ups. The first way will be the Field spell and pick up and disappear. These are explained in more detailed below.

The Power-ups will be a glowing blueish colour that has particle effects coming out of it, this should make it look distinguishable compared to the environment and will make it clear that is something the player can interact with. To see some ideas, look at Miro. ([Miro](https://miro.com/app/board/uXjVPr5ixfM=/))

### Field Spell

This type of Power-up will be placed in a location for the player and will not disappear no matter how many times the player picks it up. This will be used for areas that require the power-up to be used to progress through the level. ([Gameplay](https://www.youtube.com/watch?v=KAdYpKH8CXc&t=6078s) 1:26:49 – 1:27:00) in this gameplay of ‘ghostrunner’ you can see the player collect the power-up a few times and doesn’t disappear.

### Pick up and Disappear

This type of Power-up works differently in the way this is used, this will be more suited for speed or jump power ups (Discussed more below) and are not required to complete the level but give the player a boost. ([Gameplay](https://www.youtube.com/watch?v=dLlZ9dH1Gic) 3.34 – 4:10 & 5:35 – 6:00)

### Shuriken/Kunai

This will be a power-up that the give the player a weapon to throw at objects like switches that help progress through the level. It will also be used to stop enemies (if we decide to add them or not) for a limited time. To see ideas, look at Miro ([Miro](https://miro.com/app/board/uXjVPr5ixfM=/))

When throwing a Shuriken/Kunai they will go in a straight line where the player aims to throw them. (At this moment and time there is no idea about adding a drip to these, will be discussed later) ([Gameplay](https://www.youtube.com/watch?v=lYOjIDhJIG0) 0:10 – 0:23)

### Speed Boost/Haste

This will be a power-up that will speed up the player’s movement and allow them to go faster than their normal speed. ([Gameplay](https://www.youtube.com/watch?v=dLlZ9dH1Gic) 5:35 – 6:00)

### Jump Boost

When this is picked up it will allow the player the ability to jump higher that normal and will run out after a certain amount of time. ([Gameplay](https://www.youtube.com/watch?v=KAdYpKH8CXc&t=5226s) 1:39:05 – 1:39:15)

## Combat

### Enemies

The idea is to enemies more as an obstacle instead a main core gameplay loop. How this will work is an enemy will be placed in a area that the player has to move around but has to avoid getting shot.

The enemies are going to be more turret design based instead of human or robot like. This limits the turret by making it not able to move and will be stuck in one place. The turret will track the player if they are in the player’s slight. The turret will have a laser sight attached to it to show the player where it is aiming towards and will be a clear indication that the turret has spotted the player and it’s locked onto them.

When the turret spots the player, it will aim towards it and shoot towards the player. The turret will keep following the player until it can no longer see them anymore. The turret will only be able to turn 180°.

When the turret is not shooting the player, it will scan from left to right to look for the player.

If the turret is hit by a Shuriken/Kunai the turret will be disable for 10 – 15 seconds.

### Attacking the Enemies

The player will not have a weapon to attack enemies unless they pick up the Shuriken/Kunai Power-up. If the player has this power-up active and throws a Shuriken/Kunai at an enemy it will disable the enemy for 10 – 15 seconds allowing the player time to move about freely without taking damage.

If the player is hit three times within a certain time frame (5 – 8 seconds) this will lead to the player’s dying and restarting the level.

# Story and Narrative

## Back Story

N/A

## Plot Elements

N/A

## Game Story Progression

N/A

## Cutscene

N/A

# Game World

## General Look and Feel of the World

The ideal look for the game will be based in a futuristic – machine focus world. For more visual ideas check out the Miro ( [Miro](https://miro.com/app/board/uXjVPr5ixfM=/)). Some of the surrounding will be more run down making it look like civilisation has come to an end.