The Undying Noble

Game Design Document

Cover Image / Screenshot of Game

The Crew

David Collins/Program Manager, Christopher Dessenberger/Modeler,
Faith Potter/Animator, Ali Larson/Graphic Artist,
Jesus Lovato-Dominguez/Audio Engineer, Cailee Walker/World Creator,
Gavin Evans/Programmer, Rylan West/Programmer,
Victor Valenzuela/Programmer

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Game Concepts (Rylan West, Cailee Walker, Chris Dessenberger, Faith Potter)

High Concept Statement (Rylan West)

The general concept of the game is to protect and help. The quest that are given from the creator of the game is more to help the player with the further quests. Also some quest will be given from the NPCs which will also help the player but will also further help the villagers he is trying to protect.

Player's Role

The player's role is to protect the village from enemies at all cost. The player is pretending to be a part of the village he is known as the hero and his job is to protect and also try to get rid of all the enemies on the map. The player will have other things to do such as quest given from the game and also the NPCs which will help the player out in the long run. It is an adventure game so the role of the player will allow for him to move freely to try and help the villagers while also protecting them.

Main Character

The main character will have an avatar. The main character is an older male character.

Gameplay

The gameplay is meant to show it is a free roam game with some restrictions. The challenges the player will face will be enemies and some difficult quests that you will have to find something hidden. The player will have to fight the enemies to get passed them or search in different locations to try and find the item that they are looking for.

Interaction Model (Cailee Walker)

The Interaction Model of this game is through an avatar. Everything is happening either to or around the character.

Camera Model

Our camera will be in the third person mode, making the player view the whole avatar while playing the game. With a 3rd person view, the player will be able to view the general area around the avatar.

Genre

This games falls under an RPG, Action and Adventure Genres. Throughout most the game the character will be attacking and journeying to distance places to destroy the enemies/monsters that invaded his homeland

Type of Play

This game consists solely single-player. It is the one avatar on his adventure to save his village. There is no multiplayer concept

Target Audience(Chris Dessenberger)

This is game is going to play with the interesting concept of respawning in the game. This game will attract all ages in fun puzzle solving roleplay. This game will not be super graphic and will be able let all players have fun. This game will not be aimed at a gender. Though this game should be a fun game that people can pick up and play. The time sessions needed will not be a ton, but will get longer as the game progresses.

Platform(Faith Potter)

The desired platform for *The Undying Noble* is PC. If game development continues, it is possible that it would be published as a console game as well.

Setting

The Undying Noble currently takes place in a small village. If we continued to develop this game, it would expand beyond that small village

Levels

With further development, yes. The game will include multiple levels but currently only contain one. Each of the levels would include slaying enemies and taking on challenges with a variety of difficulties.

Story

Basically, the game will take place in a calm and peaceful grassland world where these villagers live away from the evils of other lands. One day though, they are attacked by a certain evil. The survivors of the town gather together and decide to send the player to go and cleanse this evil using the power of reincarnation to pass any obstacles in the way.

Game World (Chris Dessenberger)

Physical Dimension

This game has a physical dimension, level one being the village valley. It will consist of a single layer of reality where the player can run around defeating enemies. Two physical planes if you count the ground and the air. The player will be able to switch to different morphs to fly and walk. The boundaries are set by the valley the village is in. The walls of the valley being too steep to climb.

Temporal Dimension

Time is not a big thing in our game. We may have the enemies get stronger in the night and weaker in the daylight but that is an unimplemented idea. If it is implemented, the player will not be able to change it and will be able to tell by the change in lighting

Environmental Dimension

The game is centered an a peace loving village, only getting involved in the world after eb attacked by a great evil then choosing someone to fight back with powers of incarnation. This world is thought to be set some time in the middle ages. There will be villagers but will just be there to be there. There homes will not modern but more like medieval times. This game will have an adventure type feel and upbeat music and battle will hopefully convey that message

Emotional Dimension

At the beginning of the game it will be a fun happy place but will seem to slowly die out do to the spread of the monsters. The game will include happiness but also an aspect of sadness as the monsters come.

It shows the player the effect the enemies have on the NPCs to want to try and help them. Yes trying to fight the enemies is a main part of the game. It motivates both the player and the character to fight the enemies.

Ethical Dimension

In this game, you are supposed to beat the great evil in the land. You do this through morphing, sword swinging, or other methods to defeat the monsters. When you die you will change to another moph that you have. However you can only do that to many times before a restart occurs. So death is not an super bad thing. We will tell the player of the person's powers when they receive them in game.

To complete the level, the player must defeat all the enemies.

You could double cross your fellow villagers, which would be a negative, so the villagers would revolt or you lose your powers for the level.

The only choices the player could make is different ways to complete a puzzle.

Character Development (Cailee Walker)

Character Style

Our main character is a story-based. We will use Text Box Dialogue to show the characters personality and attitude, using modern english

Stereotypes

The main character is very ambiguous. He has a noble personality and will do anything to protect his values and the village which he lives, including death during specific levels.

Sidekick

This game contains no Sidekicks.

Player Interest

The avatar will have to use death to get passed certain parts of the levels, which will strike interest into the player causing them to think of when to use the ability through the level. The avatar will be the heroic type. The person who saves his village

from the enemies that have attacked them. It will help the player to feel more adventurous and heroic while playing

Character Growth

The main reason of him starting his venture is to protect the village he lives in. His emotional connection to his people is what causes his want to protect them. So he venture out to destroy the enemy.

Archetypes

Our main character corresponds with the Hero archetype. The avatar is the savior of the people. He ventures off to the get rid of the enemies/monsters.

Character Sounds

With the game being set in medieval times, our characters will be talking through Text Box Dialogue in modern English. Which includes: main character, and the other villagers. As for the monsters, they will have no language besides growls.

Character Speech

The character will be easily understood by the player due to the simple talking style of Text Box Dialogue in modern english

Story (David Collins)

Actions

The player won't have choices really, but rather, different options that lead to one conclusion. The player will not have the power to change to the outcome.

Include different kinds of enemies, more unique reincarnations, and gradually increasing difficulty in levels.

Type of Story

The story will be rather linear with only mild variations from the true storyline, like Legend of Zelda.

The story will have one ending. Although the ending will not reflect the player's choices, it will reflect the player's strategy and skill in combat and puzzles.

Granularity

It will most likely have a simple granularity, that doesn't go into too much detail, but you can tell what things are. Some narrative events would be the opening cutscene showing what is happening, and certain quests that serve a big role in the story.

Advancing the Plot

The plot will proceed through quests. Certain villagers will be known as important via exclamation mark or such. These villagers will grant the player with quests that then progress the story.

Prologue

The game will not have a prologue. Maybe some hints through gameplay as to the past of these people, but there is no prologue.

Narrative

There will be a quest hud that will give the player objectives. Extra information can be found in a menu section. Yes, the narrative will provide the player with instructions and objectives that they will need to complete in order to proceed.

It will most likely be some kind of journal the main character carries around with him.

Non-Challenge Actions

The player will need to explore, slay, and shop in order to proceed. They will need to explore the environment, collect gold from enemies, and then spend it in the shop to upgrade damage, defense, etc.

Scripted Conversations

There will be scripted dialogue. This dialogue will be exclusive to villagers, animals, and certain enemies. It will help the player to connect and learn some things (backstory, hints, etc.)

Story Parts

The game will be a one-part story. This part will be stretched over a long and difficult storyline, but it will be a limited series.

User Experience (Victor Valenzuela)

Controls

The player moves around with the ASWD.
The player stays the same and no control changes in the games.
The player won't have an avatar to follow but will only interact will NPCs.
The player doesn't have control of the camera but when the character moves the camera will point at the character.

User Interface

The character will be laid out with a health bar and stamina bar. He will not have an xp bar since he will not have any levels. Will use a window view.
The view will be in Third person and will be the entire game even when talking with other npcs. The character talks with villagers whole will then give out quests, and it is the common way of chat.
The main character will be looking at the villagers but the view will still be in 3rd person.
No the games genre does not determine the UI. The normal standards that other adventures games have.

Interface Details

The game has a menu and will be structured as settings, load game, save, exit to main menu. It will be an easy to use menu and have simple uses.
The game will not have any text on the screen.
Only icons is a heart for the health and a lightning on the stamina bar
The player will only have bars with no values on the bars.
The symbolic values are the enemies which mean danger.

Style Support

The game is pretty smooth with support. And the elements for the game will playout smoothly.
The player will be followed by music, and when an enemy appears the music will change to a more serious audio.
The game does support the UI. It does not create any emotion.

Creative and Expressive Play (Rylan West)

Some of the features that will be added is by the way the character looks overall. The only other people within the game at the time are AI and the way to differentiate is the main character will have a sword.

There is no customization within the game at the moment but when it is added there will be armor customization.

There will also be no creative play within the game.

There will be no freeform creative play within the game.

The game will have the layout of a game that has story telling or role-playing games. It will be a free roam game so you can travel anywhere within the game barriers and do anything you would like to do. Due to the game being a free roam game these features are already implemented into the game.

There is no plan to allow the player to use mods within the game.

When customization of the armor is added there will be a workshop for these armors to be posted and either be created or downloaded into the game for the player to use.

Gameplay (Rylan West)

Types of Challenges

Some of the challenges that have been implemented into the game is the enemies known as the Schatten. Also what will soon be added into the game is puzzles to find more reincarnations which will help try and defeat the enemies. This game will try and test both the physical and mental abilities of the character. It will challenge them physically to try and time the jumps onto different platforms at a certain time to test the reaction time of the player. This will also challenge them mentally, they must try and think outside of the box to figure out how to get to the end of the puzzle.

The genre of the game is a Strategic Adventure game. The genre of this game implies that you have to think outside of the limits to try and find and also complete the puzzles that will be added. The intended genre is Strategy but it is also a free roam which allows it to be an Adventure game.

Due to it being a Adventure game there will be some challenges along the way while trying to find the puzzles which implements the Strategic part of the game.

Hierarchy of Challenges

Our hierarchy of challenges will increase over the time the game is played. Once a level is complete the challenges will increase for the amount of skill. We expect to have around 20 puzzle like levels. The game is more based on story so it will be quest based so there really won't be any levels within the game. Challenges that will be in each level is a puzzle that you must solve to continue on the path.

The game's atomic challenge will start off with a tutorial where the enemies attack the village and you have to fend off against the group of them. We do not plan on having more than one atomic challenge within the game.

The player will have resources and reincarnations to have the chance of getting up to the point of victory. The player can decide on different things such as a different reincarnation for a level. You can not skip any of the challenges presented. It will be like a campaign type thing where to get to one challenge you must complete the one presented before.

Difficulty Levels

Difficulty levels at the time have not been added it will always begin on normal. Later on difficulty levels will be added to help players with lower or higher skill be at the

level they need to be. All puzzles will be based on the difficulty. If you play on a harder difficulty the reaction time needed will be quicker and the timing has to be more perfect.

Actions

Some of the actions to complete challenges will be jumps, running, climbing, and ducking to get through the puzzles. A player can not complete many challenges by doing minimal actions. It will be a progressive system that will allow for when one level is complete the next will be unlocked. For each challenge you will get a reward equal to the difficulty whether it be something to help against enemies or something to make you character just look better.

We will add attacking for when faced against the enemies and also speaking to get quest from different people. This will allow for more creativity in the game to try and find a high ledge and rain down on enemies or being able to make different types of dialogue.

Saving

The mechanism we plan to make is we will allow you to have multiple save games at a time and you can continue any of the games that have been saved.

Core Mechanics (Faith Potter)

Major Mechanics

The Undying Noble currently uses the progression mechanism due to the challenges required to make it through the level. Along with progression, internal economics is also involved with *The Undying Noble* because the game currently uses gold as its form of currency. If the game continues to develop, it will most likely include social interaction. The reason this mechanic will probably happen is because of the village layout we have for our first level.

Entities and Resources

Entities and resources of *The Undying Noble* currently include the player's score, health, and gold. Other than those, there isn't much else that is considered an entity or resource. With further development, I believe that this category will expand and become incredibly large with all the ideas that were initially given when game development started.

Entities Attributes

The attribute of all the current entities is that they are all numerical.

Entities Mechanics

None of our entities hold a relationship with the player or are symbalic.

Global Mechanics

N/A

Source, Drain, and Conversion of Resources

Gold is given through a variety of challenges and conquering enemies. If development continues, this resource will be used to spend at some kind of market to purchase weapons and other resources. Health will also be affected by these challenges and will drain if injured in anyway by an enemy.

Equilibrium

N/A

Mechanics Actions

N/A

NPC Mechanics

Currently, there are no mechanics that control the NPC's entities.

Game Balancing (Ali Larson)

PvP or PvE

The Undying Noble is a PvE game. A single player is tasked with protecting the in-game world from the forces of evil. At this time, no multiplayer options have been implemented or considered.

Relationship Among Player Options

The Undying Noble is a mostly transitive, linear game in terms of storyline. Gameplay is made more flexible through reincarnation mechanics. Certain parts of the game require the player to kill off their avatar. After each death, the player is allowed to select a different form from a collection of animals. Each form comes with different abilities need to progress through certain areas, as well as slightly different mechanics.

Control of Units

N/A

Difficulty

The difficulty curve of the game is, at the time being, a relatively even increase. The difficulty increases at a consistent rate, with very few prominent spikes or drops. The pacing is slow, with an emphasis on puzzle solving and, less prominently, combat. The most important mechanic in the game is reincarnation. Many puzzles in the game require specific abilities from different reincarnated forms. The solution, and exactly what form is needed in a given situation, can mostly be deducted through logic.

Feedback

Accomplishments such as killing enemies and solving puzzles reward the player with money and points. A certain sound effect rings when a puzzle is solved successfully. Failure to solve a puzzle will often result in death. This does more than result in a negative feedback element, it allows the player to access the death screen, which contains the reincarnation menu. The player will then have the option to select a new form to attempt to solve the puzzle with. Killing off the avatar will send the player to a

previous save point, usually at the beginning of a major puzzle.

Level Design (Gavin Evans)

Setting

The village is located in a generic, timeless forest in a timeless world. There is nothing outside this forest, and it has always been there and will continue to be there throughout the game.

Initial Conditions

The level's initial conditions starts him out in his home village. The townsfolk are friendly and won't attack you, but a monster lies on the other side of the mpa that will attack. Water is dangerous, and the mountains are the edges of the level. The player starts with a simple weapon and armor. Very basic stuff to start with. No additional resources can be found within the level.

Level Layout

The mountains surrounds the entirety of the level, limiting the player's movement. In one corner lies the player's home village. A small rivers runs through part of the level, starting near the village then moving away from it. Diagonally opposite of the village is a pass through the mountains. A forest hugs the mountains and spills out into the second valley, where the monster lies. The player can travel openly throughout the valley the village is nestled in. They can't, however, move over or around the mountains, and the water is deadly as well. The player will experience challenges in a linear format, with increasing difficulty between challenges. This particular level only has only two challenges to deal with: the monster on the other side, and the eventual leaving of the level.

Short-Term Goals

Since this level is straightforward and is supposed to introduce you to the game, there is so few short-term goals that the player will just have to remember what to do. If necessary, the quest-giver will remind you of what you're supposed to be doing.

Challenges and Actions

The player will have to kill the enemy located in the forest on the other side of the pass. That is all we currently have planned for the level. Since this is the first level, and not much is unlocked for the main character, the player will have limited options. To start with, they'll have to fight the enemy with simple sword attacks, as that will be all that is revealed to them to start with.

Rewards and Punishments

Other than starting the plot and revealing the story, defeating the enemy will reward the player with gold, which can be used later in the game to purchase new weapons and armor, to generally improve the player's power. The player will win the level by defeating the enemy and proceeding forward to the next level. It will be extremely difficult to lose the level, since it is the first, and dying does not make you lose. Under no circumstance should the player lose on this level.

Pacing

The player can only wander within the level's constraints. With the level not being very large, they are restricted with the challenges they can complete. Since this level is designed to be straight-forward, pacing is extremely linear.

Story

This level sets up and begins the story, from the establishment of motive to the first challenges. It will cover the beginning raid, establishment of plot, and the introduction on how to overcome the first challenges. This is the first level, so it will feel rather basic and streamlined narrative-wise.

Mood

The level's mood is very nondescript, meant to feel very generic. The overall atmosphere of the level is supposed to feel calm and peaceful, with vibrant colors to give the scene a more cartoonish feel. The enemy is much darker, like a shadow. The audio is light and forgiving, showing that this is the beginning, and everything is alright here.

Schedule (David Collins)

(Structure your development so that you complete each layer before going on to the next. Plan exactly what is entailed in each layer, and <mark>which team member is going to do each component</mark>.)

1. **Functional Minimum**: minimal items to make something that you might call a game. You'd be embarrassed if you only got this far, but at least it'd be something. Many artifacts/unity projects, nothing linked.

   a. Basic movement and fighting program (Rylan). Menu Screen (Rylan). Basic world (Cailee). Models for enemies, humans, and reincarnations (Chris). Animations for those models (Faith, Victor). Basic sound effects and background music (Jesus). Textures and concept art for the models (Ali).

2. **Low Target**: Your target for what you want to get done--the least possible to feel sorta OK about the result. A single Unity project with most of everything linked.

   a. A slightly more developed landscape, along with an Easter egg (Cailee). More movements options for the main character and better AI movement for the enemies (Rylan). UI for health, stamina, etc. (Gavin). More detailed textures and cover art for the game (Ali). More sound effects and musical soundtrack (Jesus). More animations for a greater range of motions (Victor, Faith). Basic storyline coming into play (David). At least three reincarnation models (Chris). Each reincarnation with unique abilities (Rylan).

3. **Desirable Target**: This is what you're aiming for, if things go reasonably well. Interactable (but buggy) Unity project with UIs.

   a. More developed storyline that follows a linear storyline (David). At least 3 different landscapes to explore and fight through (Cailee). Full cover art for the game with completed textures (Ali). At least 5 reincarnation options (Chris). Complete animations for the main character with basic animations for all reincarnations (Faith, Victor). Complete UI hud (Gavin). Accurate and effective movement control for the main character,

all reincarnations having their own abilities (Rylan). Full soundtrack and sound effects for all movements (Jesus).

4. **High Target**: It might be possible to get this much done, if all goes extremely well. Exportable Unity Game - prototype tutorial level.

    a. Enemies progressively get harder throughout campaign (Rylan). Full Storyline and campaign (David). At least 5 different worldscapes for the player to explore and fight through (Cailee). 10 different reincarnations with a few different types of enemy, with a boss (Chris). Animations for all new reincarnations and enemies implemented (Faith, Victor). Complete soundtrack, covering all scenarios and creatures (Jesus). Every reincarnation having its own abilities (Gavin).