

Game Design Document



VR Archery Game

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Summary

- ❖ Gameplay
- ❖ Controls
- ❖ Game World
- ❖ Interface & Platform Specific Features
- ❖ Mechanics & Power Ups
- ❖ Enemies
- ❖ Current Progress
- ❖ Weekly Progress

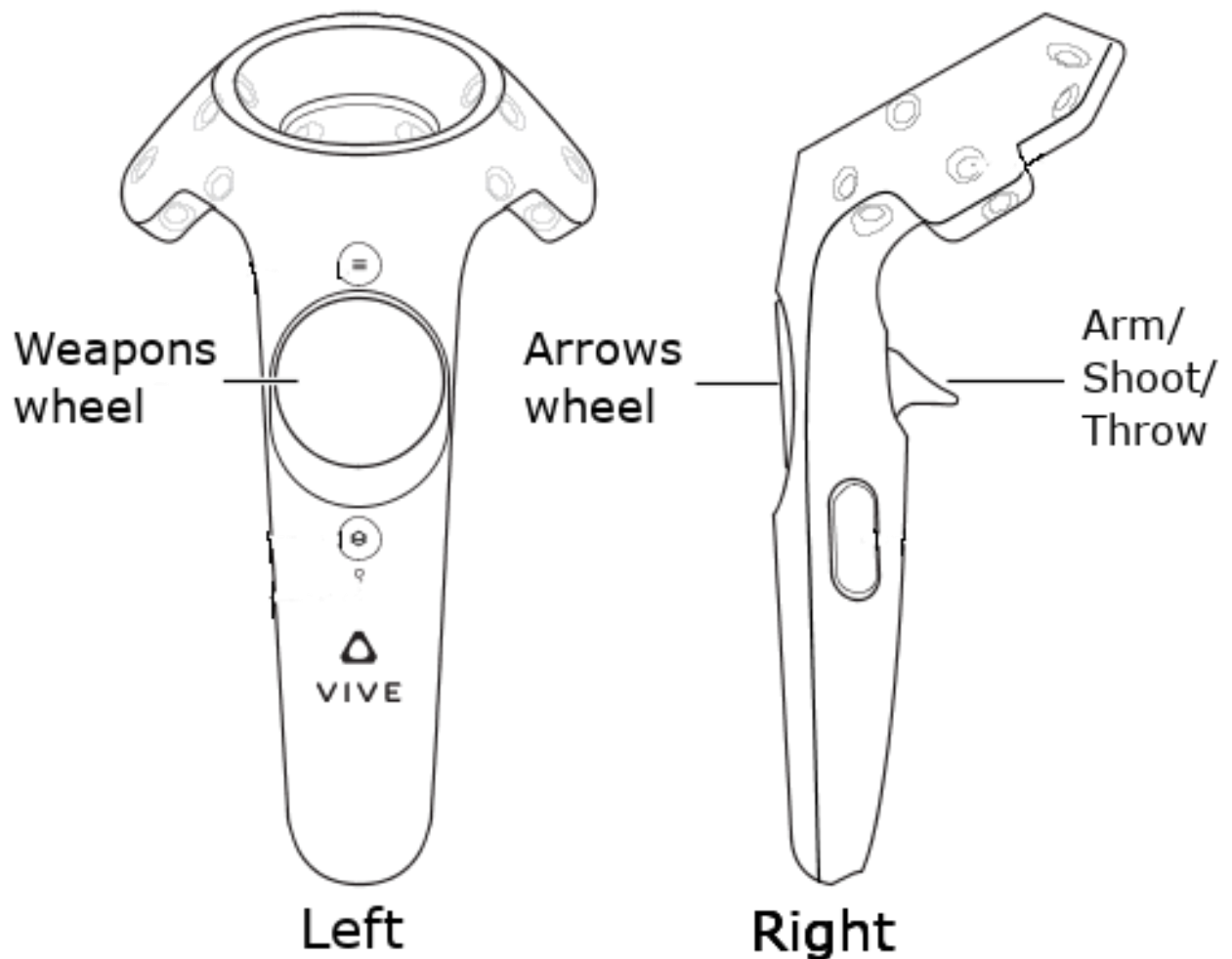
Gameplay

The game's gameplay can be described as a VR wave survival shooter.

You, as the player, will have at your disposal a bow with different types of arrows, shurikens and two katanas to fight against the waves of enemies.

Each level consists in a finite number of waves, with its specific number and type of enemies, and the player must survive the waves by killing every enemy.

Controls



To shoot with the bow, the player must mimic the movement of arming the arrow into the bow.

To throw the shurikens, the player must mimic the gesture of throwing and release the throw button.

To use the katanas, the player only have to swing the controllers around, just like with a real sword.

Game World

The game world is a semi-vast room, lit with dim lights. Within this room, the player will be placed in its very center, the enemies spawning all around him.

The player must feel uneasiness and oppression emanating from that room, while having a sense of power and being free of his movements.

Interface & Platform

Specific Features

Being a VR game, the interface must be a diegetic UI. Therefore, the selection wheels are integrated in the player's hands, and the menu are in 3D, tangible and in front of the player.



The goal of a diegetic interface in a VR game is to not obstruct the player's vision, and to make him feel as immersed as possible in the game's universe and aesthetic.

Moreover, the VR set allows the player to be fully immersed into the game. Therefore, the use of every weapon, from the reloading and arming of the bow to the arrow firing, and the shurikens throwing, all requires near-realistic movements to fully immerse the player into the game and its gameplay.

Mechanics & Power Ups

The main mechanic of the game is score based.

That is, each enemy killed gives to the player a certain amount of points, depending on the limb hit and the killing spree.

Furthermore, the player being subject of receiving damages, will have the possibility to shoot at life orbs, spawning randomly during the level.

Concerning the power ups in the game concerns the different types of arrows. Alongside the basic arrows, the player can also fire Time arrows, which creates a null zone, stopping time itself inside it. Every other arrows fired in this circular zone will be freezed in time, then launched with an empowered force at their original direction. This enables effective defenses, as well as stylish offensives.

The game also has orbs that the enemies can drop randomly. When the player shoot the orbs, they restore some of the player health.

Enemies

The main enemy the player is going to face is a basic humanoid hologram, running towards the player trying to hit him and kill him. Its movements and attacks are basic, and it's pretty slow.

But as the game goes on, the player will eventually face different types of enemy, such as :

- Range enemies (enemies able to shoot at the player in the distance with bows)
- Shielded enemies (hiding behind a shield and requiring from the player specific attacks to break the shield or extreme precision to hit the exposed parts)
- Ninjas (extreme speed and agility, able to attack the player from every angle)

Current Progress

At the moment, the state of the game is as follow:

We currently have a main menu with options menu.

To defend oneself against the enemies, the player can use three different weapons :

- the bow
- the shurikens
- the two sabers.

The bow can shoot two different type of arrows : normal and time stopping arrows.

The game has a enemy waves manager with three waves of enemies that waits until all the enemies are dead to start a new one.

Depending on where the player hit the enemy (head, torso, legs), the effects will be different (damage, score, slow...).

Types of enemies implemented :

- Normal enemies with sword
- Armored enemies with sword and shield

The player can kill the enemies and can be killed by enemies.

What we plan to do next :

Adding new types of enemies : archers and ninjas.

New weapon power-ups: explosive arrow, increasing size shuriken...

Pause Menu.

More levels with different levels of difficulty.

Finish the scoreboard implementation.