VOYAGERS

Overview

Introduction

Voyagers is a vibrant, unique third-person shooter and tower defence which takes the player on a journey through spectacular landscapes, pitting them against waves of bizarre, alien enemies. Each level features a multitude of zones that the player must traverse, with each zone featuring a different theme.

Using world events, towers, weapons and abilities, the player must travel through unique landscapes, eliminating waves of enemies and bolstering their defences. Each tower, enemy, zone and character provides a new unique strategic challenge, giving the player a number of ways to approach the game.

Target Audiences

This game is targeted towards young adults looking for a fast-paced action/strategy game with a simple learning curve. The gentle learning curve allows casual gamers - ie. people who may only want to play games for 30 minutes at a time - to quickly engage in fun, strategic gameplay without the commitment that more complex RTS games such as Warcraft (Blizzard) and Xcom: Enemy Unknown (Firaxis) require.

Voyagers also caters to players who may want a more long-term commitment, as unlockable perks and character customizations give the player an incentive to continue play even after finishing the main storyline. Hardcore players will be rewarded with greater in-game perks such as currency and character skins for completing higher difficulty challenges and in-game achievements.

Game Mechanics

Gameplay

The player begins the game by selecting a character or “Voyager” from a roster, each with unique skills and towers. From a third-person camera, the player Hero spawns next to the base or “Nexus” within the map. The player is presented with a HUD consisting of character health, buildable towers, active ability, minimap, wave counter, gold counter, and a “Begin Wave” prompt.

Throughout gameplay, the player must utilize their gold to construct defensive towers, as well as engaging enemies head on with basic attacks and character abilities in order to defend their Nexus, surviving an onslaught of enemy waves. As the player defeats enemies, they gain gold which can be used to place more towers or upgrade existing towers. The player is also able to interact with the world, activating powerful effects depending on the zone which can aid the player in clearing lanes of enemies and traversing the map.

At the end of every of three waves, the player is awarded a skill point which can be used to strengthen character abilities through a unique skill tree, allowing the player to face tougher enemies with greater success. As the waves progress, the player creates a strategy, utilising their towers to capitalise on chokepoints and overcome each enemy wave. Throughout the round, new sections or “zones” will open, creating a greater flow of enemies and causing the player to re-evaluate and optimize their strategy. These zones each have a different layout presenting different strategic possibilities, as well as offering the player a number of new world events and interactions.

Throughout the round, enemies will become more difficult and numerous, putting stress on the player and causing them to constantly re-evaluate their strategy. The waves will eventually come to a crescendo with a powerful “boss” enemy which may cause the player to switch turrets in order to optimize their defence. Upon completing this wave, the player is presented with a victory screen, and unlocks the next level, as well as a new playable character.

Gameplay Modes

Campaign Mode

The Campaign mode is a series of predetermined levels that progressively increase in difficulty. These levels document the player's journey throughout each world or zone, following the set narrative path. The player is able to play through levels sequentially or replay levels at any time individually once they are completed, and is able to switch characters in each level in order to try different strategies, providing a compelling reason to replay sections of the game.

Core Gameplay Mechanics

Tower Defence

The tower defence aspect of Voyagers makes up the main gameplay, as the player must formulate defensive strategies utilising the different features of towers. These towers are integral to player's survival, as the character itself is not enough to defend against the enemy waves. As a result, the player is required to identify choke points and efficient strategies to cull the enemy numbers.

The player is given four placeable towers - two general use towers that all classes can use, and two class specific towers which vary based on the player character. Each turret has a unique effect - ranging from enemy debuffs to area of effect damage - and each tower is upgradable.

Third Person Shooter

The third-person shooter aspect of Voyagers is intertwined with the tower defence aspect, creating a unique blend of strategy and action. This aspect allows the player to feel more immersed in the world, acting as a character deep in battle, rather than as a god-like figure with complete environmental control. It also adds an extra strategic element, as player positioning can act as a benefit or detriment to player strategy.

Each class has a unique basic attack, each with varying damage, range and fire rate. These basic attacks can be upgraded in a number of ways through the character skill tree, such as increasing damage, adding a second projectile or adding a poison effect to attacks. As well as their basic attack, each character is able to use a powerful ability which is able to seriously hinder enemy movement. This ability can range from a strong wind which blows enemies back or off cliffs, to a powerful wall which damages enemies and stops their movement completely. As these abilities are so powerful, once activated they cannot be used until a cooldown timer has expired.

Unlockable Zones

Voyagers features a number of “zones” which feature many contrasting environments. These zones open at various points throughout a level, causing the player to reevaluate their strategy in order to defend against new enemy spawns. It also encourages player exploration, giving a number of contrasting environments which mesh together in an interesting and unique fashion. Finally, map expansion provides a great deal more space for the player to formulate new strategies. While a jungle zone may be rife with choke points, a desert zone may present a new challenge in the form of wide open spaces and require the player to utilise a number of different strategies in tandem.

World Events

The world events and interactions within Voyagers add an interesting layer of strategy, and provide unique depictions of different zones. For example, a player may opt to save their gold throughout a number of waves, waiting until the opportune moment to activate an event which may wipe an entire enemy lane, leaving the player with a clear board and a large amount of spare gold. The world events within the game can be positive, negative or neutral - for example, a neutral world event may be a world teleport, giving the player the ability to quickly maneuver around the world zones. A positive world event may be a boulder or vine which the player can pay to activate to clear a lane or push enemies back. Finally, a negative world event may activate on a set wave - for example a player may have to contend with acid rain for one wave which drains health while the player character is not in cover.

These events have been created to capitalise on our numerous themes, both as an interesting environmental effect and as a satisfying strategic boon.

Story and Gameplay

Story

A group of unknown intergalactic lifeforms, nicknamed ‘The Transient’ have been said to trawl the galaxy, rending planets and leaving chaos in their wake. Myths and legends told throughout history hint at the existence of these beings, some revering them, others condemning. History hints at great landmasses disappearing without a trace, but history turns into stories, and stories turn into legends. This is the legend of The Voyagers, a band of unlikely heroes who acted as the guardians of Earth.

Character Story: Atum The Pharaoh

As a young man, Atum was one of the million slaves that were forced to work under the tyrannical rule of Pharaoh Tau. Atum found an odd staff, wrought of ironwood, seemingly dropped from the heavens that possessed great power. The power within the staff imbued Atum with the ability to focus beams of sunlight to smite his enemies, and call divine spirits to his aid. Using the power of the staff bequeathed unto him, Atum overthrew the oppressive regime and freed his slave brothers and sisters, becoming a great and benevolent ruler - until The Transient beamed him and his lands away to retrieve what was once theirs.

Asset Breakdown

Characters:

- Playable Character: Atum the Pharaoh

Enemies:

- Brute - A basic enemy with all round average base health, damage and movement speed.
- Berserker - An agile canine beast that quickly dashes around the level and deals large amounts of damage to the player, however has low defense.
- Ironshell - A slow and low offense enemy that takes a long time to take down

- Juggerfaw - A mini-boss enemy that is extremely slow, but hits quite hard and will take a long time to take down.

Towers:

Each tower has up to three upgrades. Upgrades found in the section below.

2x General Towers

- Bow Tower - A tower that shoots arrows rapidly at the nearest enemy
- Shrapnel Cannon - A tower that shoots an explosive bomb at a nearby area, damaging all enemies caught in its wake.

2x Class Specific Towers (To Atum the Pharaoh)

- Obelisk Tower - Shoots a beam of energy that damages all enemies struck.
- Sun Disk - Summons a sandstorm to slow and damage all enemies inside.

Map:

Maplewoods

- Platform Trees - Trees with a small wooden platform at its centre
- Tower Placement Trees - Tree with flat leaves on top for the player to place towers onto
- Stump - A stump for the platforms to lay onto
- Log - Hollow log for the player to go through
- Branch - A branch for the player to walk over
- Forked Tree - A tree with a fork in the branches to hold the log
- Jumping Tree - Tree with palm leaves for the player to jump to and fro
- Platform Tree with Hole - Similar to the platform tree but hollow in the center to walk through
- Jungle Leaves Aethstetics - A tree just to be placed around the map to look nice
- Rope Bridge Tileable - Mid section for the rope bridge that can be tiled
- Broken Rope Bridge - Tileable rope bridge with some of the ropes broken
- Rope Bridge End Piece A - Tileable bridge with the end on the north side

- Rope Bridge End Piece B - Tileable bridge with the end on the south side
- Cliff Edge Face
- Vines 1 - Thick short vine
- Vines 2 - Thick long vine
- Vines 3 - Thin long vines
- Torch - Wooden torch with fire at the top
- Jungle Spawn - Spawn point for the enemies in the jungle
- Fireflies - Glowing bugs that float around the jungle

Konton Mura:

- House Design 1 - Japanese themed civilian housing version 1
- House Design 2 - Japanese themed civilian housing version 1
- Temple - Big temple with objects inside
- Boulder - A big boulder to crush enemies
- Stone Pathway Straight - A straight path
- Stone Pathway Curved - Curved path for the corners
- Hill - Grassy hill
- Cave Entrance - Entrance to a cave
- Cave Roof - Roof to the cave
- Grass - Grassy floor
- Archway - Japanese themed archway
- Barrel - Wooden barrel
- Cart - Wooden cart
- Market 1 - Wheeled market cart
- Market 2 - Market with tabletop and cups
- Market 3 - Open market with food and boxes
- Small Tree - Aethstetic small japanese tree
- Bridge - Long bridge to span water
- Fence - Fence to span around the temple
- Lantern - Lantern on a post that emits light
- Japanese Tree 1 - Big purple japanese sakura tree
- Japanese Tree 2 - Similar to one but pink and smaller
- Pot - Clay pot
- Jump Walkway Front - Small wall to jump onto with flags for readability
- Jump Walkway - The walking portion
- Mountains - Mountains in the background

- Zen Garden - For the temple, sand and rocks

General Assets:

- Nexus - Spawn point for the player
- Player Minion - Raisable minions with a shield
- Staff - Player staff weapon
- Lightbridge Platform - Stairs and mainframe for the carriage
- Lightbridge Carriage - Gondola looking frame for the player to go into
- Lightbridge Track - Glowing blue track

Projectile:

- Arrow Projectile - Arrow that shoots from the bow tower
- Bomb Projectile - Bomb looking projectile that shoots from the shrapnel cannon
- Laser Projectile - Laser that shoots from the Obelisk tower
- Sandstorm - Sand particles that come from the Sun Disk
- Beam - Beam of light that shoots from the player's weapon

Sound:

- Brute - Grunt, Hit
- Berserker - Growl, Hit
- Ironshell - Grunt, Hit
- Juggerfaw - Snarl, Grunt, Hit
- Player - Walking, Hit
- Staff - Beam
- Bow Tower - Shooting sound
- Shrapnel Cannon - Explosion
- Obelisk - Beam
- Sun Disk - Sandstorm
- Boulder - Rolling sound
- Acid Rain - Thunder, rain, sizzle

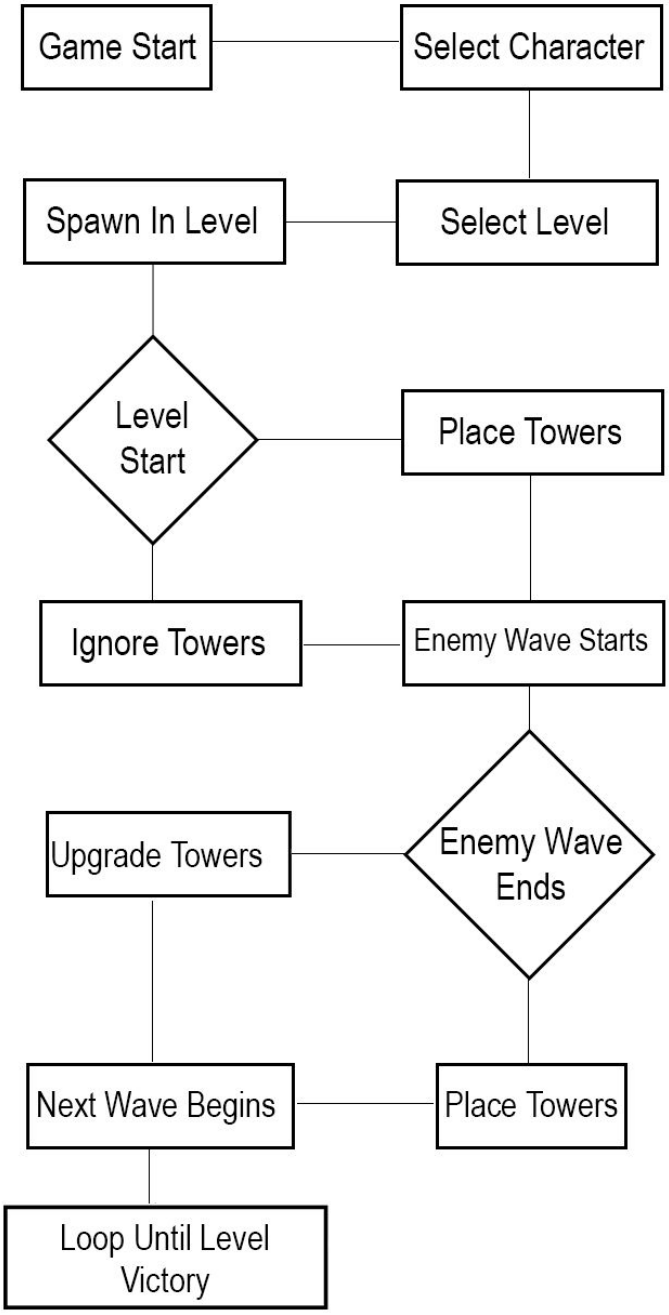
- Light Bridge - Moving
- Japan - Background aura
- Jungle - Background aura
- Gold - Buy, Sell
- Player Ability - Minion spawning grunt
- Skill Upgrade - Ding
- Alerts - 1, 2, 3, 4
- Buttons - 1, 2, 3, 4
- Nexus - Spawning, Powering Down
- Music - General upbeat music

Animation

- Brute - Hitting, walking
- Ironshell - Hitting, walking
- Player - Walking, shooting, jumping, spawning minions

- Environment Animations
- Fireflies - Floating around
- Boulder - Rolling
- Acid Rain - Falling and damaging the player
- Lightbridge - Moving

Game Flow Diagram



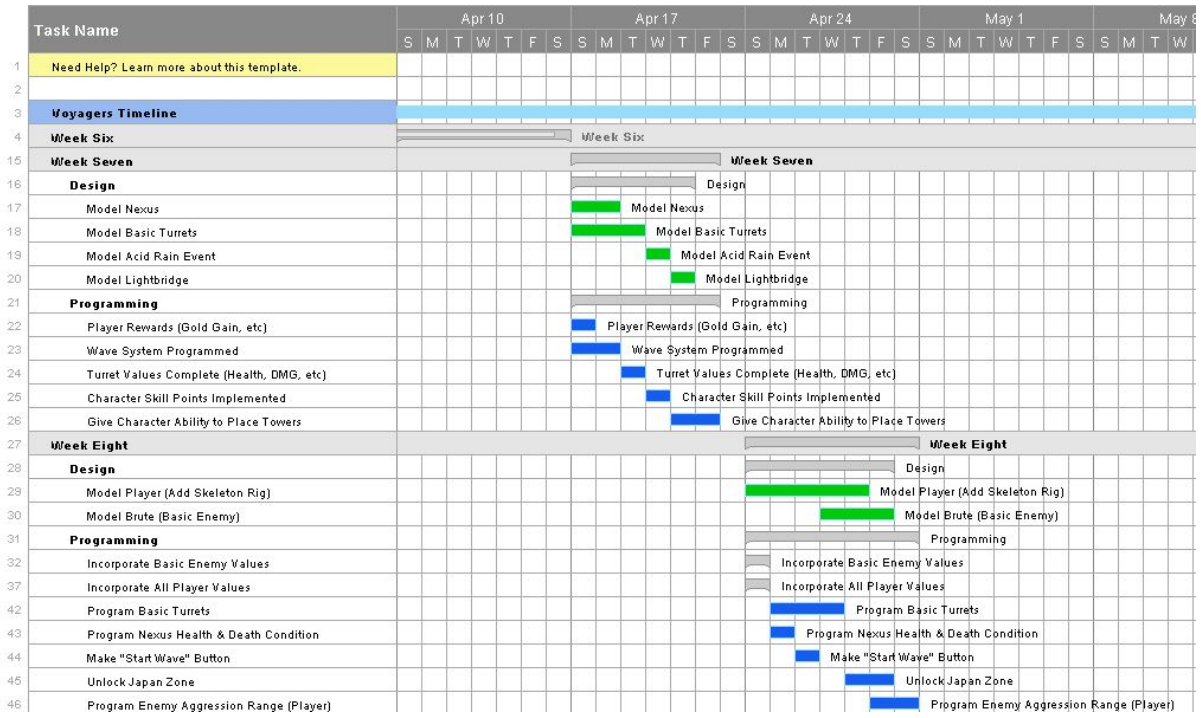
Death/Respawn

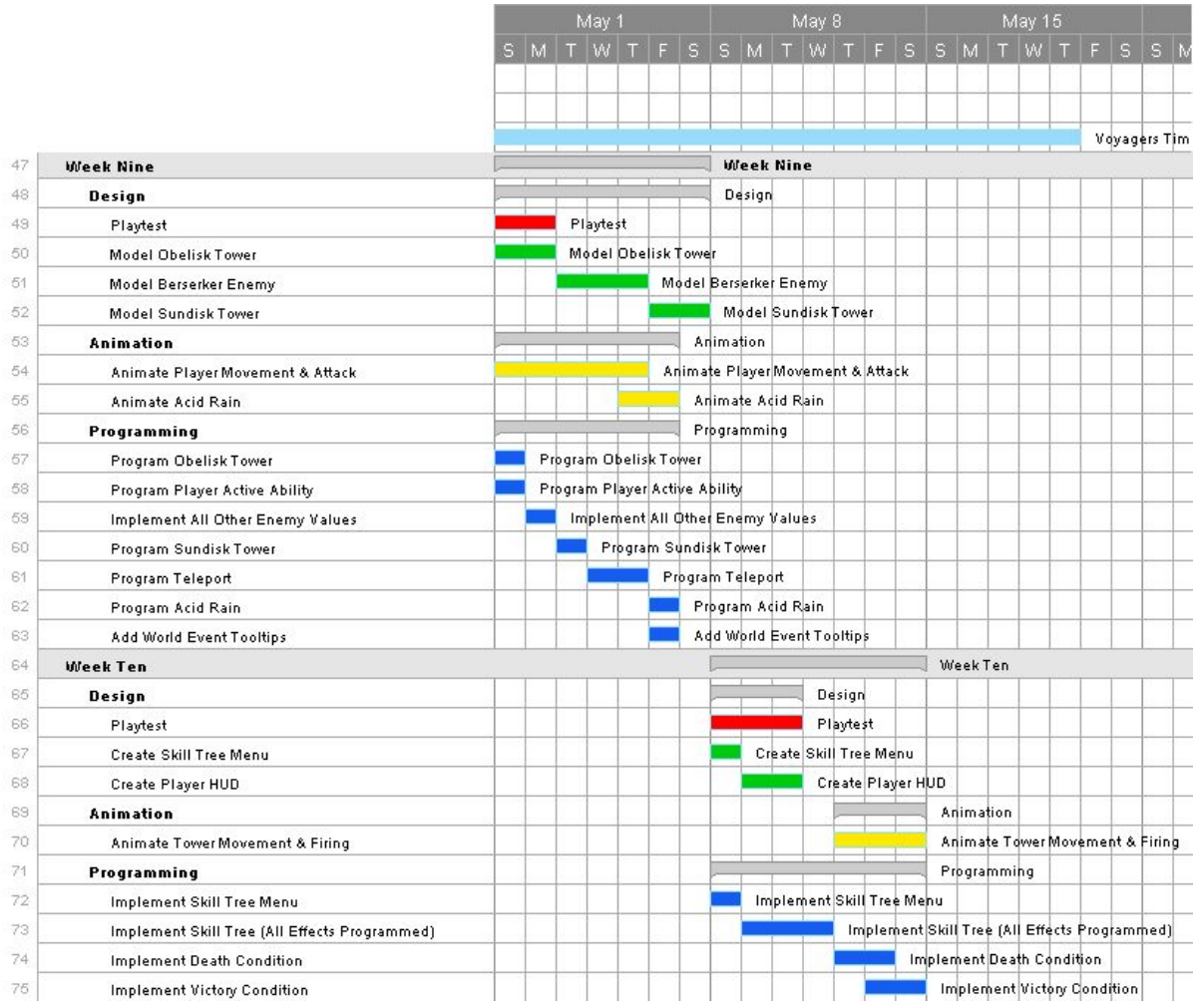
Whilst playing the game, if the player loses all their health either as a result of enemy attacks, world events, or falling off the map, they will die. Once the player dies, they must wait up to 15 seconds (a number which increases the more the player dies as an incentive to stay alive) until they can respawn and actively play again.
Dying also causes the play to lose a percentage of their gold. This acts as a punishment to dissuade the player from using death positively. If the player's Nexus loses all its health, the level ends in defeat, and the player is taken back to the main level hub.

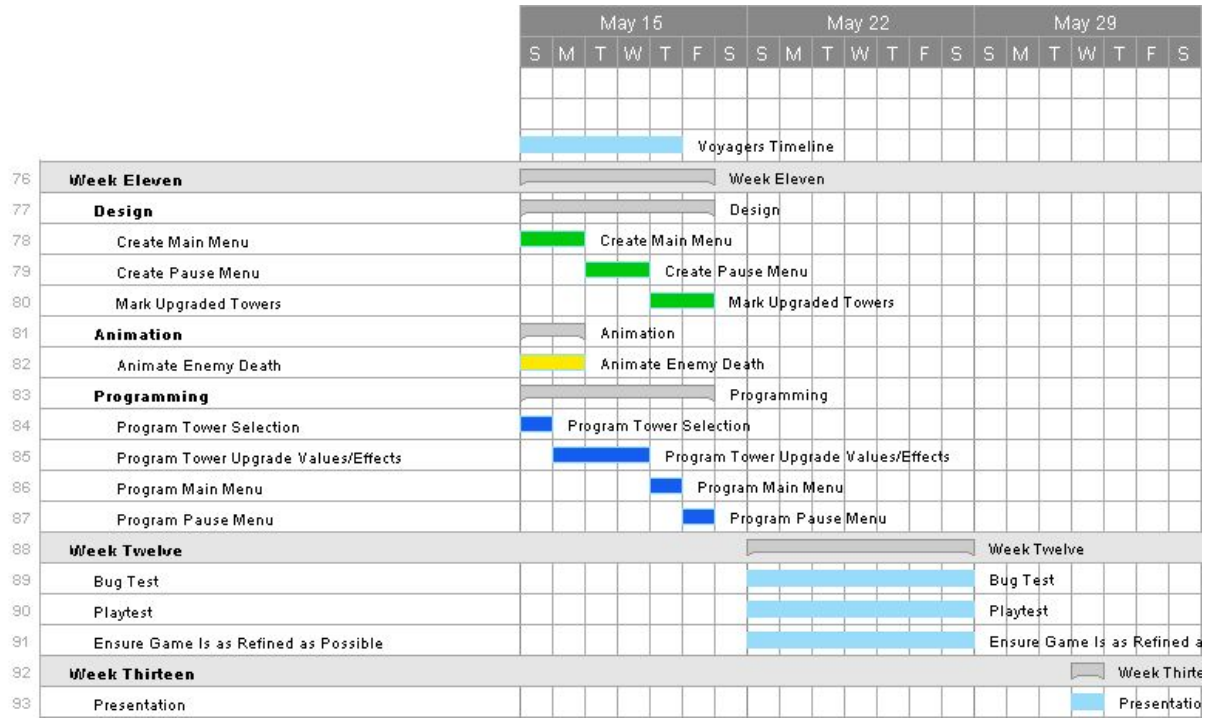
Wave System

Enemies spawn from a number of different points throughout the map, attacking the player in waves which gradually increase in difficulty throughout the level. Each wave is broken up by a 90 second pause for the player to gain their bearings, upgrade, and place their towers. The player is also able to press a button to spawn the next wave prematurely if they feel that their defences are adequate. After the break is over, a sound will play and text will appear on the screen indicating that the next wave is spawning. Every three waves, the player is awarded a skill point which can be used to upgrade their character in order to maintain balance between their power and the enemy power.

Project Management System:







Timelines will be kept through Google Docs, Trello, Facebook (for ease of contact), and regular meetings - meeting minutes will be kept in order to ensure that the timelines remain within scope. Roles will be delegated within the group in order to keep scope - for example, artists will be under the management of one head artist and programmers under one head programmer in order to keep each section as organised as possible.

Player-Controllable Character

There will be multiple classes/characters for the player to choose from. In this version, the player controls Atum, the Pharaoh. He has a weapon, the Staff of Lucency, that shoots beams of light at range that damages all enemies struck.

Different Characters will have a different playstyle - ranged/melee etc. Atum is a ranged character.
Each character also has an active ability that influences the game in some way.

Skill Tree Passives:

- Increased Attack Speed
- Increased Character Damage
- Attacks apply a Slow
- Buff Towers when close
- Attacks apply Burn Damage
- Character Shot can rebound to other enemies

- Extra Gold on Kills

Active Ability: Resurrect
Atum summons two minions to spawn from the dirt in front of him, blocking enemies in their path, tanking damage and dealing a small amount before dying.

Enemies, Waves, Turrets

Player Starts with 200g

Player Base Health - 500hp

Nexus Health - 500g

New zone unlockable by the end of wave 6.

Enemies

Type	Health	Damage	Description	Speed (1 Slow-5 Superfast)	Gold Per Kill

A – Brute	100hp	20dmg	Basic	3	10g

Type	Health	Damage	Description	Speed (1 Slow-5 Superfast)	Gold Per Kill
B - Ironshell	500hp	20dmg	Tank (defense)	2	10g

Type	Health	Damage	Description	Speed (1 Slow-5 Superfast)	Gold Per Kill
C - Beserker	150hp	70dmg	Glass Cannon (offense)	4	10g

Type	Health	Damage	Description	Speed (1 Slow-5 Superfast)	Gold Per Kill
D - Juggerfaw	1000hp	100dmg	Juggernaut (mini boss)	1	40g

Type	Health	Damage	Description	Speed (1 Slow-5 Superfast)	Gold Per Kill
Atum	300 hp	7dmg	Playable Character	4 (3.5 when shooting)	

Spawning System

Based off 12 Rounds. Waves come in 3's. 4 sets of 3 waves.

Round Number	Enemy Type/Quantity in Spawn Order	Total Enemies and Types	Gold Earned
1 – Basic Level	Ax10	Ax10 = 10	100g
2 – Basic Level	Bx10	Bx10 = 10	100g
3 – Basic Level	Cx10	Cx10 = 10	100g
4 – Harder Level	[Ax5, Bx5], Cx5, Ax5	Ax10, Bx5, Cx5 = 20	200g
5 – Harder Level	Ax5, Bx5, Cx5, Ax5, Bx5, Cx5	Ax10, Bx10, Cx10 = 30	300g
6 - Harder Level	Ax5, Bx5, Cx5, Ax10, Bx5, Cx5, Bx5, Cx5	Ax15, Bx15, Cx15 = 45	450g
7 – Blitz Level	Ax5, Bx5, Cx25, Ax5	Ax10, Bx5, Cx25 = 40	400g
8 – Tank Level	Ax5, Cx5, Bx25, Ax5	Ax10, Bx25, Cx5 = 40	400g
9 – Busy Level	Ax10, Cx10, Bx20, Cx10, Ax10	Ax20, Bx20, Cx20 = 60	600g
10 – Boss Level	Cx5, Ax10, Bx5, Dx1, Ax20, Bx5, Cx15	Ax30, Bx10, Cx20, Dx1 = 61	640g
11 – Boss Level	Dx1, Bx15, Ax15, Cx15, Dx1, Cx15, Ax15, Bx15	Ax30, Bx30, Cx30, Dx2 = 92	980g
12 – Chaos Level	Cx10, Ax10, Dx1, Bx10, Ax10, Dx1, Bx10, Cx10, Dx1, Bx20, Ax20, Cx20	Ax40, Bx40, Cx40, Dx3 = 123	1320g

Turret and Weapons

Player Weapon – Staff of Lucency

Ranged shoots bolts of light that damages the first enemy struck. Infinite ammo.

Damage	Range	Attack Speed	Cost
7	Medium	Medium	Free

Bow Turret

Shoots a single arrow that damages the first enemy spotted in its radius. Good and cheap for early rounds.

Damage	Range	Attack Speed	Cost
30	High	Medium/High	70g

Upgrade Name	Description	Cost
Broadhead	40 damage	40g
Swiftshot	High attack speed	40g
Steel tip	45 Damage	40g

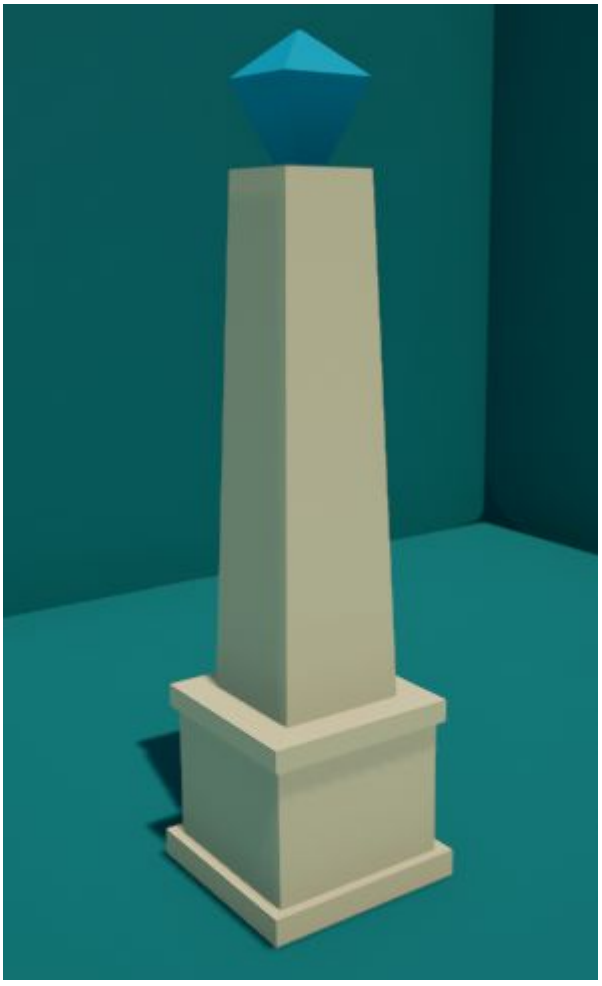
Shrapnel Cannon

Shoots a projectile towards the first enemy and explodes shortly after.

Damage	Range	Attack Speed	Cooldown	Cost
75	Low	Slow	5 seconds	100g

Upgrade Name	Description	Cost
Internal Combustion	85 damage	50g
Supercooling	4 Second Cooldown	50g

Inflammable	Attack Speed Medium	50g

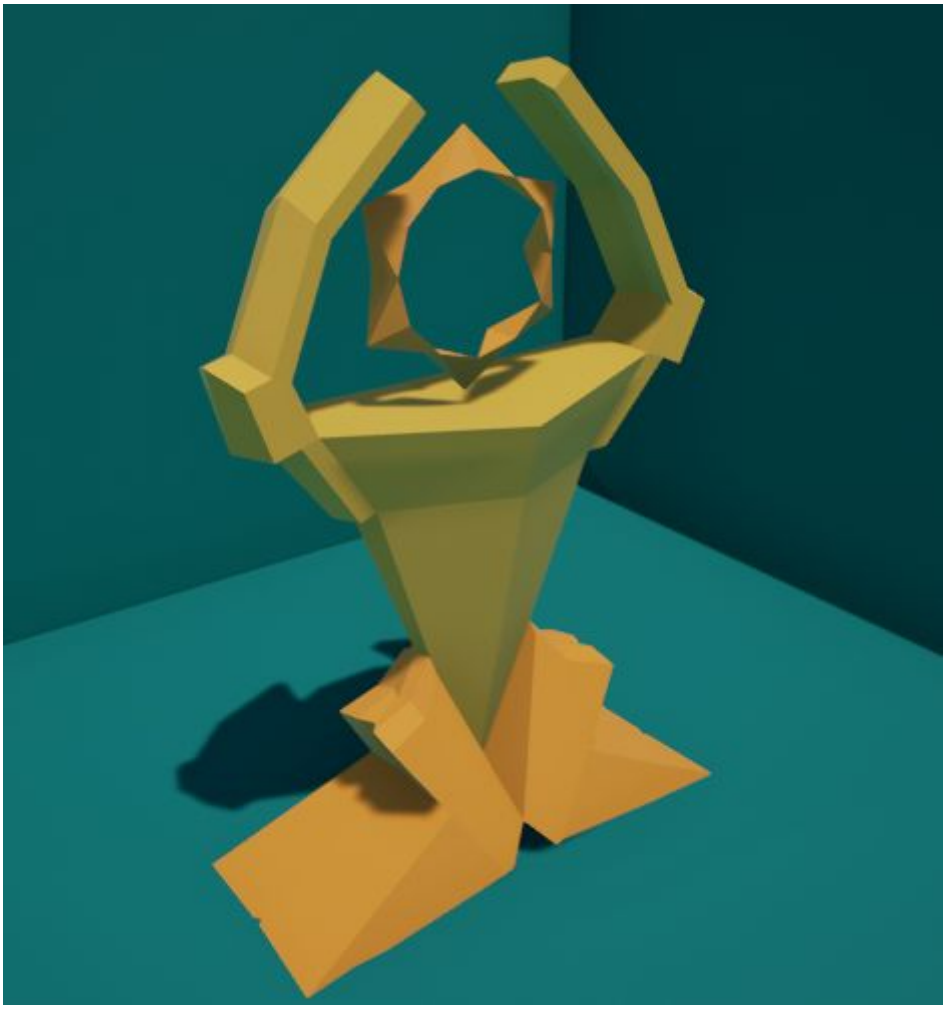


Obelisk

Shoots a large beam of light down onto a spot dealing mass amounts of damage to enemies inside. Good for stacking of enemies.

Damage	Range	Attack Speed	Cost
30 per second	Medium	Fast	150g

Upgrade Name	Description	Cost
Lights Embrace	40 Damage	80g
Sacrifice	+20% extra gold per enemy killed by Obelisk	80g



Sun Disk

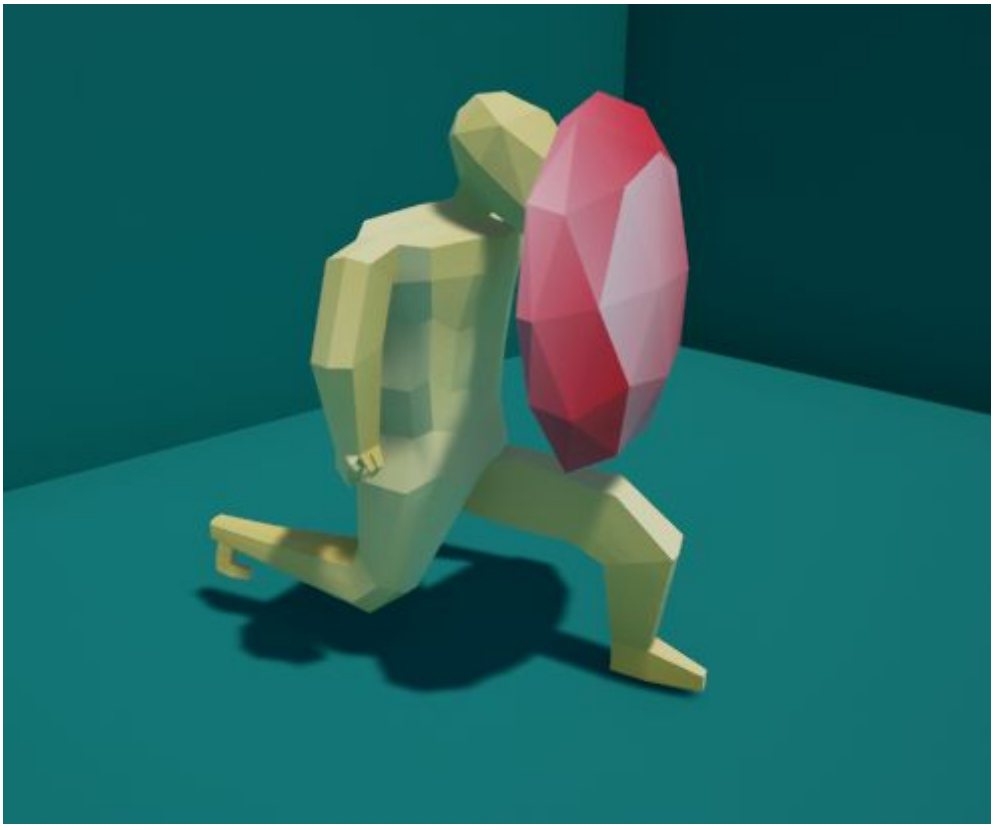
Choose a certain area. Creates a sandstorm over that area, damaging and slowing enemies. Good for chokepoints.

Damage	Range	Attack Speed	Cooldown	Enemy Slow	Cost
20 damage	Medium	Slow	10 seconds	25%	150g

Upgrade Name	Description	Cost
Harsh Winds	Enemies slow to 30%	60g
Eye of the storm	When in the sandstorm, enemy damage and attack speed decreased 50%	60g

Blowback	Enemies are pushed back after the sandstorm subsides	100g

Character Skills



Pharaoh Active Ability: Resurrect
Summons 2 undead minions for 10 seconds in a tile that attacks enemies that come near it.

Damage	HP	Cooldown
10	50 each	Lasts 10 seconds. 1 Minute Cooldown.

Atum Skill Tree

Unlocked Wave 0	+ 0.5 Movement Speed	or	+ 15% Player Attack Speed
Unlocked Wave 3	When all your minions die or despawn, they explode stunning all enemies for 1 second and dealing double their attack to all enemies stuck.	or	+50 HP for each minion summoned
Unlocked Wave 6	Nearby towers have +10% Attack Speed	or	Nearby enemies have -0.5 Movement Speed
Unlocked Wave 9	+10 Player Damage	or	Ability summons a third minion

Additional Ideas and Possibilities

The following are ideas which we would like to implement - or at least explore - in later iterations of the game. These range from improvement on current mechanics to entirely new mechanics which could alter the way the game is played.

Rewards

Beating a level rewards the player with ‘Crystalgems’, an in game currency that can be used to purchase various thing in the in-game market.
The market allows the player to customise gameplay in a number of ways. These include:

Unlockable Characters:
There will be a multitude of characters that the player can unlock using the Crystalgems. These playable characters will be available to them in-game and change the way the player plays the game. Some examples include different weapon stats, active abilities, class specific towers and themes. The unlockable characters will be people such as a shaman, mechanic, medieval knight, and many more.

Skins:
Cosmetic visuals that change the way the characters in the game look. Skins will be available for each playable character. For example, Atum the Pharaoh would have one called ‘Underworld’ that would make his character be all dark and grey, change his weapon to shoot beams of dark energy rather than light, and spawn skeletons instead of minion slaves. For more expensive skins, more changes will be implemented. For example the cheap skins may just feature a recolour of the cape and clothing, but as the price goes up, sound effects and particles and meshes will change.

Skins will also be available for enemy characters. This would change them only visually in game, and would not impact gameplay. Examples for the enemy skins would be carnival skins that give the enemies light-hearted style clothing and vibrant colours.

HUD Skins:
Skins that change the way the HUD looks.

Announcer Packs:
These would change the default voice over lines such as ‘A new wave has started’ to a different voice actor. These would also change the default button sounds, depending on the theme.

Multiplayer

A multiplayer mode would feature a co-operative game mode for players to play with their friends online. They would be able to complete the level together, however would have their own gold meter. Characters unlocked would not be shared, and would only be available if they had unlocked them previously. Completing the level would count as a victory for both players.