

Game Design Document

1) Title

The title name we decided on is: **Planet Reborn**.

2) Genre

The genre we're thinking of settling on is an action roguelike adventure game.

3) Platform

PC is generally our target audience, as we generally don't have experience optimizing our game for consoles. We also considered our control scheme to work best with a keyboard and mouse, therefore trying to implement mobile controls could be an issue.

4) Premise

Survival is paramount, at all costs. Use whatever tactics or items you can scrounge up and escape the planet.

5) The Backstory

The player has crash landed onto a planet and they are tasked with not only surviving with the . As they journey through the planet's multiple in-game levels, they will encounter different aliens and wildlife that are bent on annihilating the player. The player must escape the planet, for if they stay there for too long, the inhabitants will become ever more hostile...

When given a moment of respite, an Envoy of the Seven with dubious intentions trades miscellaneous items with the player, in exchange for the coins they have collected. Some of those items may range from the ones that were once a part of the ship they were on, or items that were questionably collected from fallen foes, or scavenged and repurposed for another task.

6) Target rating

Our target rating is most likely going to hover around T for teens. We don't intend to have visceral gore and violence, etc.

7) Target market

The target audience is particularly those interested in games similar to Risk of Rain and the age range will generally range from as young as 13. We don't know the max age limit, but we think that's very negligible.

8) Player motivation

The player wins by either escaping the planet, or dying and acquiring unlockable items for the Envoy of the Seven. Each item that is found or unlocked through achievements, will be found and added into the item pool in the next run. The player is also encouraged to explore every level and find hidden lore codexes, if they're interested in that.

9) Unique selling point (USP)

What makes Planet Reborn unique compared to existing options in the genre is its replayability, since each run the player may have a different assortment of items or powerups they have been able to find or purchase. Our biggest differentiating feature is the concept of switching primary abilities as well, allowing the player to even change the main action they can typically take. If they don't like a particular attack they have, they can swap it out for a new one. Other roguelikes typically require the player to keep their core attacks, allowing them to improve other stats throughout the run, but with our ability swapping system, we take this one step further.

10) Competitive analysis

The games that should be considered competitors are of the following: Risk of Rain 2, Hades, and Barony.

Risk of Rain 2 is a 3D third-person **action roguelike** game that utilizes platforming, shooting, and progression that carries over through multiple runs. In addition, each character within Risk of Rain 2 has a unique set of abilities that differentiate themselves from other survivors. For example, the 'Commando' is often considered the 'Jack of All Trades, master of none', because they have a basic shooting ability, a long ranged ability, and crowd control ability, and a simple dash mobility ability. In contrast the Railgunner is a precision sniper that excels at single target damage over long distances; however, she does not have many abilities to control large amounts of enemies. We believe our game can attract the audience from Risk of Rain 2, because some of our ideas were inspired by Risk of Rain. In addition, we wanted to make our gameplay loop similar to Risk of Rain: the longer the run lasts, the enemies become tougher to kill, etc.

Hades is another **action roguelike game** that has a progression system that's similar to Risk of Rain; however, there are quite a few major differences with how the item system functions. In

Hades, the player is gifted with passive bonuses, called 'Boons'. Each boon grants the player passive abilities from different Greek gods, some of which provide very potent effects. On top of that, the player can unlock additional rooms by constructing, once the run ends. Let's not forget that the combat system in Hades's very well-constructed, as there is no wrong way to play the game. On top of that, Hades has a wide array of characters that can potentially offer assistance to the player, be it they will give items that may help the player. Similar to Risk of Rain, our game development team predicts that it may interest certain players who have played Hades.

Barony is an **action roguelike** game with a relatively simple medieval theme and setup, focused on a dungeon crawler experience (find a hatch and clear the level of enemies). You start by choosing a class, which determines your starting equipment and the kind of attributes your character will focus on (Strength improves melee damage, Dexterity improves ranged weapon damage, etc.) Barony's draw is its extreme difficulty curve while forcing a player to adapt to any scenario due to randomly generated levels with the ultimate end goal of defeating the final boss. Depending on what the levels in Barony generate, you will need to potentially alter your style of play to have the strength to beat that level. For example, if you are trying to run a class focused on melee, but can only find spellbooks, then it may be in your best interest to start using these spellbooks to get the edge over your enemies. While Barony has had a small following, it has recently gained a resurgence of popularity thanks in part to content creators trying out the game and posting very popular videos online. We believe our game can attract the audience of Barony because we offer a similar experience with a more futuristic theme and without the difficulty curve that can end up preventing some players from experiencing the entirety of Barony.

11) Goals

Sense of exploration, and inspire creativity to try different builds. Also some stress should come with adaptability in the heat of battle when picking up random power ups. Ideally we want the game to be easy to pick up and understand, but have a depth of mastery that makes the player notice as they improve. Finally accomplishment and satisfaction should be achieved when completing the game.