CS3247 Game Concept Document

Group 2

Name of Game: Stoic Gasa

Game Genre: Arcade shooter

Platform: Samsung Tablet with S-pen

Team Size: 4

Members: CHENG WAH MAN

LEE KUN TAT

MARCUS CHEONG WAI KEONG

NG WEE THIA JOEL

**Summary:**

* High level goal of the game: Entertainment. Bringing the excitement of shooters to a younger audience. As many shooters on handheld devices have poor and limited controls, we also aim to devise a polished way of playing shooters on them.
* Main characters: Stoic (the hero), Evil King
* Flow of the game: The character will advance from room to room in in a scripted manner. This advancement is triggered whenever certain milestones are reached (e.g. all enemies eliminated in the room, or an action sequence occurs - these are all done via shooting). The above is interspersed with mini-games. The player will need to cut through doors/walls/floors/roofs, break the safes, hack computers to disable security, etc. The character will keep clearing milestones under a time limit until he reaches the candy vault. The player will finally get to the candy, where he will try to grab as much candy as he can.
* What makes the game unique (LENS):
  + Lens of The Hero’s Journey
    - The main character is a hero who goes up against the Evil King to bring candy back to the children of world
    - Robin Hood archetype
  + Lens of Skill
    - The game is a fast paced shooter that will not progress if the player does not manage to hit the milestones set.
    - The interspersed mini-games are puzzles that require various skills, including but not limited to: coordination, pattern spotting, quick reactions, accuracy under duress.
    - The player is thus required to have certain level of skill in order to play the game, and this challenges the player.
  + Lens of Problem Solving
    - The game has problems in the form of mini-game puzzles
    - The player also needs to solve the problem of optimizing his gameplay. He needs to figure out the fastest and best way to get past the enemies and break into the vault. Optimized gameplay will offer high rewards.
  + Lens of The Puzzle
    - Some of the mini-games are puzzles.
    - These puzzles are integrated into the flow of the game, as breaking the security of a vault is similar to a puzzle that you need to solve - think of cracking safes and breaking codes.
* Primary Actions player will take:
  + Shoot / Pickup
  + Take Cover & Reload
  + Bomb

**3) Description:**

* Story:
  + The Evil King has taken all the candy. Stoic sees that all the children in the world are unhappy without candy, and decides that instead of simply being depressed, he would do something about it. He will go and release all the candy back into the world.
  + The Evil King is however, intent on keeping his candy safe in his castle, and has placed many traps and security mechanisms in place to prevent just this kind of intrusion. Will Stoic make it through all this adversity and make his way through? Stay tuned…
* Target Audience - young kids to teenagers
* Art Style: Cartoon. Themed to be bright and colorful, or candy like, to appeal to the target audience.
* Main Characters:
  + Protagonist - Stoic. Someone who wants to get all the candy back to all the sad children in the world
  + Antagonist - Evil King. Grabbed all the world’s candy.
* Progression: Scripted progression. Player will hit certain targets (Shooting and avoiding damage, performing a certain number of shots within a time, completing an action sequence etc.) before progression is triggered.

Possible Add-on: Player has to ability to move from cover to cover

* AI: AI will shoot and hide at random intervals at a fixed location

Possible Add-on: move position

**Goal of the player of the game (how does the player win?)**

* Player will attempt to reach the final stage and clear the boss fight.

**What are the key challenges presented to the player?**

* Avoid getting shot
* Bullet management
* Aiming
* Solving and completing the mini-games
* Amount of candy you can get from each vault depends on how well you do in the mini-games.
* Obtaining a high score

**How does the player interact with the game?**

* Primarily built to be played using the S Pen on a Samsung Galaxy Note 10.1 LTE (2014 Edition).
  + Lightly tracing on the screen: Aiming
  + Applying pressure: Firing
  + Hover: Take cover/ Shield
  + Side-button: Pop up menu for inventory
  + On screen buttons: Main menu, pause button, etc.
* During the mini games, the controls may be modified to allow players to interact with the game in a different way.

**How does the player advance the fictional aspects of the game (if possible)? For example, how do they save the princess, or save the world?**

* The player advances the storyline simply by staying alive and successfully completing set goals to progress to the next stage. The story is linear and by surviving each stage, the player will eventually reach the end and achieve his goal.

**If the game has levels, a brief description of each of the levels.**

* General flow of a level :
  + Start at entrance
  + Move in
  + Move from room to room, some rooms are key locations (e.g. security room)
  + Reach the vault
  + Break into the vault
  + Get the candy
  + Escape

**Describe how the game has been specifically designed for the target audience.**

* Specific audience: young kids to teenagers
* Cartoon graphics
* Bright colours
* Main character parallels Robin Hood, a childhood story most are familiar with
* No blood, no death, no gore
* Candy

**The significant scenes in the game**

* Intro: Evil King steals all candy
  + Main character decides to be a hero
* Ending: Main character manages to defeat the Evil King and release all the candy

**Luxury Ideas (done if there is time):**

* Runner mini-game
* Multiple game modes