

smol academy

GAME DESIGN DOC

Game Analysis

In smol academy the player can choose between different game modes, where he can battle other players using different characters with their own set of abilities. Besides the fun mechanics each character brings, the player can also use cosmetics for their individual taste and use the chat or emotes to interact with other players.

Mission

A fast paced 3D Action RPG MOBA game for the browser to deliver the most basic MOBA style experience from known games like League of Legends or DOTA 2. Players with no time can enjoy the MOBA experience they know in a short time without any installation or high hardware requirements.

Genre

- Multiplayer Online Battle Arena (MOBA)
- Action RPG

Platforms

- Browser

Target Audience

- 13-18 years: teenager
- 18-24 years: young adults
- 25-35 years: twenty & thirty yo

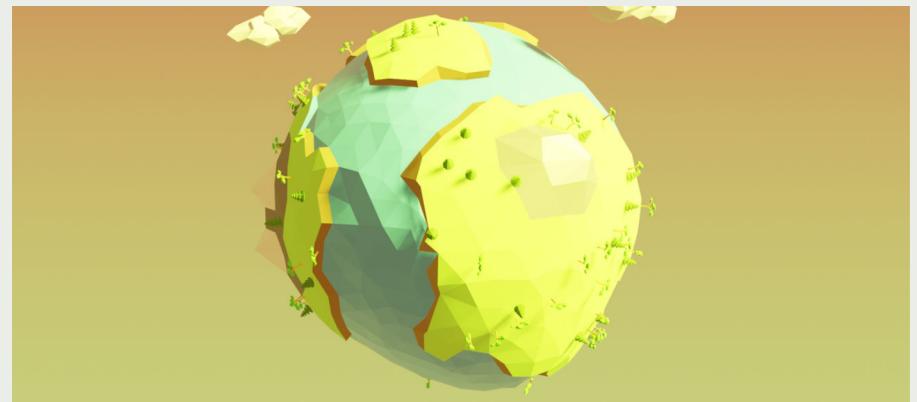
Control Scheme

- | | |
|--------------------------|-------------------------------|
| - [Mouse]: Camera Pan | - [STRG]+[1]: Character Joke |
| - [Mouse-R]: Move/Attack | - [STRG]+[2]: Character laugh |
| - [Mouse-L]: Confirm | - [STRG]+[3]: Character dance |
| - [Mouse-Wheel]: Zoom | - [Tab]: Show Stats |
| - [Space]: Lock Camera | - [Esc]: Menu |
| - [Q]: Ability 1 | - [Enter]: Chat |
| - [W]: Ability 2 | |
| - [E]: Ability 3 | |
| - [R]: Ability 4 | |
| - [D]: Spell 1 | |
| - [F]: Spell 2 | |
| - [S]: Stop Movement | |
| - [A]: Attack | |



Story & Characters

Robots want to conquer the galaxy. For this purpose they have opened an academy on the small planet Smol to create the strongest robots. The robots, also called Smols, are equipped differently and fight each other in the academy. Here survives the strongest, who is also used later in the mission to conquer the Galaxy.



Gameplay

The player can initially choose between three game modes: 1v1, 3v3, 5v5. Each game mode should not exceed the 10-minute mark. After finding other players, each can choose a character, helpful spells and optional cosmetics (character skins, emotes). After each player has made their decision, they are called into the battle arena with their chosen character. The goal now is to kill the enemy nexus. To do this, the player must first take out the enemy towers. Since this is a multiplayer game, the opposing players won't let this happen so easily, which means that the player will have to take them out as well to achieve the goal.



Level Design

The levels are all themed in a stylized low poly scifi look. Depending on the game mode the battle arena will provide a different amount of obstacles. The levels will be designed in a way to provide optimal performance in web browsers and to be able to finish games in under ten minutes.

