The 1337 Game Design Document

Introduction:

Blah Blah Blah is a movement focused fighting game for the PC that puts players into the head of a fighter for the warring kingdoms where games are held to decide the winners. In the medieval age, various faction have came in to dominate the games.

Target platforms: PC perhaps expanding later to consoles

Monetization model: a $10 purchase per copy. DLC for additional characters

a free to play model that unlocks different skins and stuff based on ingame points that unlocks skins

Influenced by the many fighting games of this day and age such as the Street Fighter series, Skull Girls, and various other fighting games of last generation along with agile precise platformers such as Super Meat Boy, and Dustforce, the game plans to implement a complex movement system into a fighting game to improve clarity, intuitiveness, and depth to gameplay.

Project Scope:

Description of Gameplay: (old stuff not finished could read anyways)

After choosing a character in the character select screen, and choose the basic square stage, a countdown timer appears on the screen signaling the start of the game. On the top of the screen, you see two health bars both full with your own character’s portrait and the opponent’s portrait, along with a countdown timer that counts is at 99. Under your health bar, there is a small green bar toward the middle of the screen indicating the amount of guard you have left, along with a empty blue bar right under the health bar. You see your opponent’s fighter directly across the screen in an exact symmetrical shape on the opposite side of the screen. The countdown ends and your character is now free to move and the countdown timer begins to tick down.

Your opponent begins the game by throwing a disk shaped object at you straight across the screen. Having quite a few seconds to react, you dash out of the cubicle that was your starting position. As the disk quickly approaches, you jump on a near wall and run up the wall, jumping from the side wall to the middle square as your momentum ends. Landing on the top of the middle square, you look down to find your opponent attempting to run up to you the same way you have had. To attack him the second he began appearing to your level, you dashed and then began charging your attack with the timing that it will hit right as he appears on top. Rather than jumping to your planned spot however, your opponent dashed through the air and then crashed to the floor behind you right as you unleashed your fully charged attack into nothingness. You quickly see the red glow that indicates a forward attack emitting from his weapon and readies your block against him. After successfully blocking his attack, you begin to attack yourself as he is recovering from his attack. You dash in, successfully landing two short attacks and then finishes off with a strong attack that left him flying toward the wall. The health bar on top dropped off around 15 percent of his max health.

Philosophy/Design Goals:

Clarity: Moves are easy to read, distinguishable, and have real impact on gameplay where correct prediction and defense could win games. Clarity is important in any game and not only visual clarity but mechanical clarity in that many basic rules that one learn will apply to many different characters and nothing is really “out of the way” but rather present different options per character that allow vastly different gameplay while having similar controls.

Rockpapersissor gameplay: Retain traditional fighting game gameplay of rock paper scissor and allow awesome yomi. The idea of the offense and defense to exist and having advantage of one able to react while having one able to decide the manner of engagement.

Improving learning curve of fighting games: Not overflowing people with options when going into the game. An easy and planned out/ branching learning curve that gives people clear direction of improvement and implementation of new mechanics. That means implementing mechanics that naturally connect together and also building different mechanics on top of basic mechanics to allow player to forsee an easy route to learning the game. Rather than have the learning be branching out and learning completely different systems, I take what players learned and put increasingly complex mechanics on top of the one they have learned similar to a rpg skill system that allows user to learn increasingly complicated moves with different properties over time.

Improve watching experience: Makes watching a fight more intuitive and clear for the person watching. Not overflow the screen in effects while keeping each action of an individual while fast, easily breakdown-able and allow people of all skill level to watch exciting gameplay. While the action might be confusing at times for players, there is nothing that is “hidden” from the viewers such as a stun meter, option selects, and other form of “hidden” mechanics. I also hope to make the rps visually more breakdownable compared to other fighting games where its often hard to pick out what exactly happened in a close situation.

Decrease route ‘execution” to access all options: Decrease amount of “execution” per individual moves of a character but make it a challenge to be able to connect these “simple” execution into a more complex and efficient dance that cover each other’s weakness. A player should feel that every single move is accessible but the hard part is utilizing them correctly in the right spot while maintaining the feel of physical connectedness and depth to knowing each character.

Make stuff look cool: empower the character so that they feel like they are doing cool things. At no point we should not be rewarding players for doing the right thing. Make players physically feel awesome to execute an attack without the execution challenge.

Basically, to achieve this result, I utilized the intuitiveness of the movement systems of many platformers to allow character to “see” the possible options rather than make the options hidden in the buttons they press. So rather than knowing that certain move buffered into certain move will catch what, I am making options more clear by making gameplay more kinetic and have what the user sees as potential action be locked inside “simpler” actions and movements to not only make gameplay exciting but also intuitive.

Gameplay description:

The core of the game is going to be the fighting. Two character duking it out blocking, attacking, and exchanging blows.

However, what is emphasized is the platformer elements compared to other fighting games that makes positioning and punishing easier but also create character choices in how they can react in different trade offs. Most combos after a landed hit is going to be short few hits combo but can be extended as people get later into the game and as the super meter fills up. As one’s super meter fills up, they are given more option for combos and more damaging offensive options such as ex moves and super combos which deals a large amount of damage. As matches drag on, the crowd becomes part of the scenery to force the two players together and bringing matches to an end by closing in on the players and limiting movement and increasing offensive positional advantage to both players making hits more damaging with combos with every mistake.

Mechanic Breakdown:

Controls:

Movement Controls:

wasd- a and d being left and right movement, w being a wall momentum

and s being a crouch/break key that shortens character hitbox.

Movement:

Running: Holding left and right on the controls. There is slight acceleration

for changing side but otherwise the movement is fast and tight. While the acceleration is little, it take around 3 sec to reach max v to encourage momentum gameplay

Jumping: The jumping is activated by pressing a jump key. It is possible to control the length of the jump and direction by holding down jump

button or pressing either left or right.

Wall run: It is possible to wall run or ceiling run. The length of ceiling run is

determined by the previous velocity of the run while slower wall

runs are able to be boosted once by pressing up. Pressing

toward the side of the wall makes you slowly slide down it

Dashing: By pressing a dash key and a direction, a player is able to quickly travel

a distance with a slight period of vulnerability in the end. The player is able travel up with 3 directions (upleft,upright,up), left and right, and down. Diagonal movement downward is not possible to add vulnerability to air.

A slight delay is required between each dash but momentum is preserved.

It also instantly puts character in max run velocity.

Double jumping/dashing: After airborne, a person is able to active jump or dash up to 2/1 times. Gives additional mobility in the air and encourage skillful maneuvering. Down dashes does not count as a double jump as it does not give “up” velocity to the player and make gameplay more grounded.

Fighting Controls:

Two “normal’ buttons along with a “special” button along with a block button.

Attacking: each attack button is going to have its accompanied directionals that does different attacks. There is total of 24 available for each character.

5 on the air, 4 on the ground and 3 crouching for each button accounting for neutrals. Generally, the special button will deal chip damage while having a higher risk and more commitment by the player using it.

Charging: All of the directionals will be chargeable- at least for the first character.

To charge, one simply hold down the attack button after initiating the

attack. The attack will then gradually gain attack power, range, and hitstun

until max and then cancels out after charge time doubles. (subject to change. This attack at max charge will break blocks and the charge between no charge and charge is noticeably shorter than the time needed for the third. The player will be able to gauge the charge level based on the effect presented associated with the attack growing stronger and louder.

Blocking: to block, one must hold the opposite direction of the direction of attack and hold the block button. Block is available in 4 directions, up down, left and right. The guard meter gradually fills up as you continue to block and when you are hit, your hitstun increases based on the amount of meter

you have.

Parrying: To parry, one must tap the block key along with toward the direction of attack just before the attack hits the character to parry.

Once parried, the character have no knockback and have no blockstun and is free to do anything during that time.

Push block: By successfully tapping back and block and the special button right before an attack hit, one successfully perform a pushblock and

push the attacker back a large distance while a small push on your own.

Guardbreak: By pressing 2 attack button at the same time. The player performs a

short ranged grab that immobilizes the opponent and does a shotgun like blast to the character, causing medium damage and knockdown.

Health and timer:

Player health: First filled up with the value of 1000, whichever player’s health first reaches 0 will lose the game. Player below 40 percent health will take 25% less damage and color will change.

Timer: Starting at 99 seconds, the timer will tick down until it reaches 0. At 0

At 0 seconds, the crowd from the sidelines will start moving in, constricting player movement and making any player knocked into the crowd take additional damage and be thrown back in.

Combo mechanics:

A normal move will be able to be chained into a special move while non-charged neutral normals will be able to be chained into each other.

Juggle Mechanic:

Any hits on airborne target will render them in a juggle state , making them unable to block or retaliate to additional combos. While they have slight control over they position then fall down, it will be largely uncontrolled and additional moves can be used to juggle the player. However, without a wall rebound, the character will fall at increasingly faster speed per hit.

Any hit that would knockdown the character puts them in a juggled state

also

Wall bounce:

If a character make contact with a wall with certain velocity when in juggled state, the character will “bounce” back, putting in vertical velocity and resetting increased fall speed and bouncing target back When hit against high wall and low wall, it will also reset fall speed and allow continual combo.

Super Meter:

The super meter will be filled up similar to a flow meter???? 3 states and is done by having continuous successful actions?

The flow meter dictates how fast the super meter fills.

Basic super meter filling: A small amount for using a special move, good amount

for hitting the special move. about ½ of amount gained by opponent is gained

when blocking. - Rewards good offense

Uses:

One bar:

Ex moves. By pressing normal and special attack at once and a

directional, you would do a powerful version of the special move that

possibly have additional properties such as higher knockback, knockup, or anything really.

Blowback: On block, if one taps the normal along with block on the

opposite direction of the attack just before the attack hits, a

blowback is done and it pushes the user back a tiny bit

while pushing away the attacker far away

2 bars:

Level 2 super- a normal move cancellable combo extender that is deals moderate combo damage and have other properties. decent recovery time

3 bars:

Level 3 super- big damage, cool effects. Long recovery.

special move- a move with special properties. Special button and input

easy mode- allow for simpler input- not valid in ranked.

2 buttons for normals different directionals.

Different “systems” to add complexity- charge, prep,