Game Design Document – *Verge*

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Philosophy

Verge will be presented as a fun, lighthearted trek through a crazy science fiction/fantasy world. Children who play the game should find wonder and excitement in the weird locations they visit, while teens to adults should find the gameplay addicting and engaging. The game is geared towards all age groups, and so will be limited in violence and other adult themes.

The gameplay is designed based on the idea of the three-minute rush. Players will face waves of enemies for a short duration (30 sec. – 1 min.) before receiving a short respite and a reward for their victory. One or two more waves will follow, each more difficult and varied than the last. Beating the round – either by outlasting the timer or eliminating all enemies – will result in a bonus reward and the ability to progress to the next round. These rounds will be given variation by incorporating different objectives such as defending or escorting an item, reaching a distant location, or defeating a boss.

Because the game is being released for free, we as a development team must use other methods of monetization. There will be two types of currency the player can receive, *Data* and *Cores*. Data is acquired normally through defeating enemies and completing missions, and buys "normal" items such as standard weapons, health potions, and armor pieces. Cores are more difficult to acquire, and are used for unique items and more valuable consumables – they can also be purchased in packs for real money. Ads will be offered before or after rounds, for a currency/experience bonus. People who accept them more will be offered them more often, and vice versa.

Feature Set

- Player Character
    - Exists in Verge as their "avatar"; customizable with weapons and armor
    - Player picks gender, face, and skin tone at beginning
- Enemies
    - Vary in appearance based on world

- o Standard types include:
    - ▪ More standard grunts, with ranged or melee weapons
    - ▪ Tanky power troopers with heavy armor and special attacks
    - ▪ Others that may vary based on location
- Bosses
    - o Generally appear at the end of each world; random spawns may be included at the end of matches
    - o Each behaves differently, and can be fought with different tactics
    - o Give player new items or cores when defeated
    - o Can be repeated from level selection screen – offer rewards for beating them in certain ways (under a certain time, with a specific weapon, etc.)
- Leveling
    - o Each level up grants player a "loot box" with random items and currency
        - ▪ New boxes can be bought for money or special currency
    - o Specified levels grant new titles or customization options
    - o Experience gain can be increased using items or by watching ads
- Weapons
    - o <u>Guns/Powers</u> – can equip 3 at a time, and cycle through them in-game
        - ▪ Powers have cooldown but not weapons
    - o <u>Melee</u> – only equip 1 at a time
    - o <u>Legendary Items</u> – unique; can be randomly rewarded through loot boxes, or player can buy them for a hefty price from the store
    - o <u>Limited Items</u> – offered for a *limited* time in the store; uniquely named with special effects and generally high damage
    - o One button controls all attacking; if at close range, character will automatically use their melee weapon
- Multiplayer
    - o Arena – Player-vs-Player battles where players can pit their characters against one another; will receive balancing algorithms so people can't be ridiculously overpowered
    - o Cooperative – specific levels in which players can start with others; this will aid people struggling but grant less currency for each
    - o Summoning – similar to co-op; players can use special items to "summon" other players to their world for help against bosses or enemies

Gameworld

The year is 2095, and Virtual Reality has taken the world by storm. It is used for most social interactions, and many sports have begun to be replaced by professional gaming. The Verge is the VR "world" where many of these media overlap. It hosts tournaments where aspiring pro gamers can develop their skills, earn money, and learn to be the very best (like no one ever was).

You are the Visitor, a new traveler in this strange alien world. Will you conquer it? Will you defeat the other gamers and prove yourself worthy of the Tournament?

Development

Verge is intended for mobile devices, specifically iOS and Android phones. This means that the languages used will be Java and either Swift or Objective-C.

Level design and character modeling will be conducted through Unity, using textures and scripting created by our team. AI and physics for the gameplay will be programmed or modified by the team as well.

Our scheduled release is for April. By that point we will have pitched the game demo to a publisher for support in marketing and selling on app stores. Then we will roll out the full game.

Aesthetics

Our art style will be consistent across the various worlds we create within Verge. We aim for very cartoonish graphics that use thick dark lines between character models and environment objects. Characters use unrealistic proportions, such as large heads and smaller bodies, to appeal to a younger audience.

The world of Verge, beyond each of its individual worlds, should feel very *Matrix*-like. Digital grids will flicker as one enters and leaves the world, and enemies break into glowing pixels when destroyed.