

Design Document



TABLE OF CONTENTS

S NO.	TITLE	PG NO.
1	Game Overview	2
2	Moodboard	4
3	Player Characters	5
4	Game Mechanics	6
5	Player Mechanics	7
6	Weapons	8
7	Consumables	9
8	Loot Collectables	10
9	Art Style and Graphics	12
10	Environment Map	13
11	Map Layout Design	16
12	Grey Box Layout	17
13	Audio and Sound Effects	20
14	Multiplayer and Online Features	21
15	References	22

Game Overview

- - - - X

As part of the Level Design Test, this document features a high-level game design document for a multiplayer free-for-all third-person extraction shooter game.

Players have to compete against each other, scavenging loot and completing quests before extraction. Players can choose to sneak past other players or take them head-on, depending on their preferred playstyle, tactics, and strategies.

Perspective: Third-Person

Third-Person perspective immerses the player in the game world and allows them to see the whole game environment.

Genre: Extraction Shooter - Multiplayer

Extraction shooter is a spinoff of the Battle Royale genre, taking a different approach to combat than your standard BR. It will feature multiplayer on a relatively large map, setting them off to collect loot from their opponents by eliminating them or key looting locations along with the ability to escape game with your loot through extraction makes it different, instead of a last-man-standing like in BR.

Target Audience: Gaming Enthusiasts & Professional Gamers - Age 16 & above

Given that the game will be available for free, many players will want to give it a shot. Fast-paced game flow where the player needs to improve their skills using complex tactics and strategy-favored.

Game Ratings



PEGI 16 – This rating is applied once the depiction of violence (or sexual activity) reaches a stage that looks the same as would be expected in real life. The use of bad language in games with a PEGI 16 rating can be more extreme, while the use of tobacco, alcohol or illegal drugs can also be present.



Mature 17+ – Content is generally suitable for ages 17 and up. May contain intense violence, blood and gore, and/or strong language.

Unique Selling Proposition (USPs)

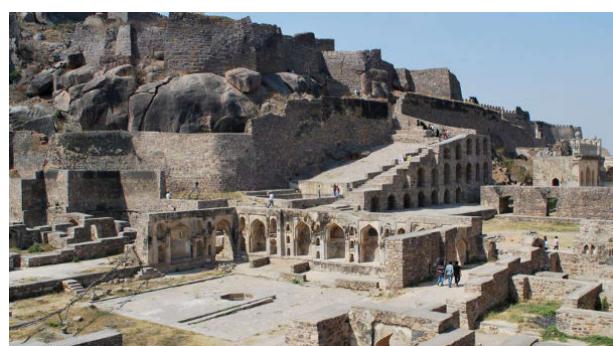
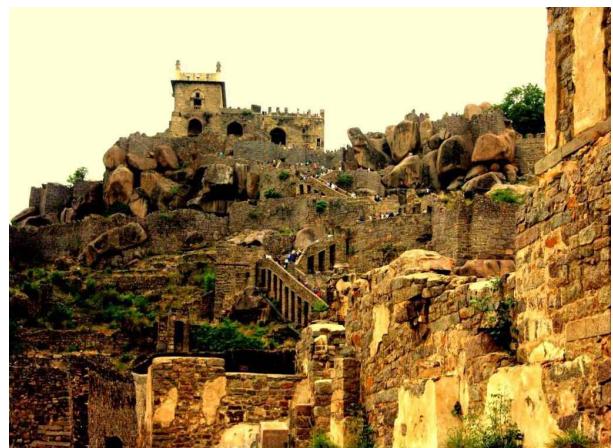
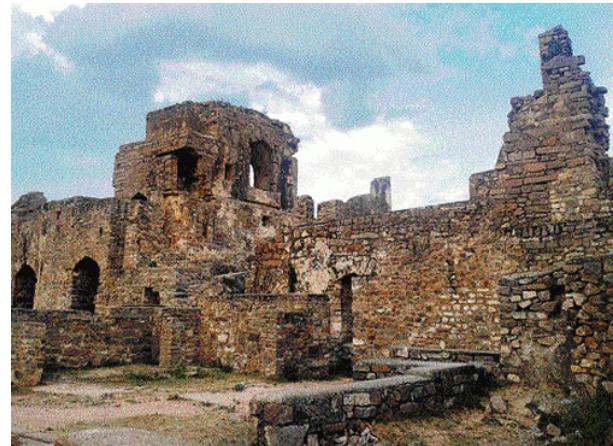
----- X

- Organic combat gameplay with backstory and interactive narration.
- Combat skills can be improved based on the player's performance.
- Set in the backdrop of the ancient fort ruins of Golconda, which can be used gems mining site.
- Higher-value items like diamonds and other precious gems can be mined, collected, and sold in the marketplace to earn game money.
- Combat items can be bought using game money like Armour Vests, Helmets, Medicine, Weapons, Ammos, Throwables, and other items.
- Fast-paced, hardcore, and realistic multiplayer game with completely manual player mechanics.
- Allows players to communicate with each other within proximity range with a combination of stealth and brute force.
- Emphasis on realistic environments, weapons, and types of equipment in a restricted area map level design.

Moodboard

- - - - X

Ancient ruins



Player Characters

- - - - X

Six player characters as seasoned military veterans:

1. **Major (Maj) Rajdeep "Scorpion" Patil:** A former Special Forces operator, Scorpion is a skilled tactician and expert in unconventional warfare. He's also an expert in counter-terrorism and can operate in urban environments.
 2. **Lieutenant Colonel (Lt Col) Pawan "Rhino" Srinath:** A former Indian Air Force garuda commando, Rhino is a master of long-range sniper shots and air-to-ground strikes. He's also an expert in reconnaissance and can provide crucial intel to forces.
 3. **Sergeant (SgtMaj) Pranay "Cyborg" Sai:** A former Para Commando, Cyborg is a skilled sniper and expert in marksmanship. He's also an expert in close-quarters combat and can operate in both rural and urban environments.
 4. **Wing Commander (Wg Cdr) Ritu "Valkyrie" Reddy:** A former Indian Navy Marcos commando, Valkyrie is an underwater expert and can operate in both land and water surfaces. She's also a skilled tactician and can coordinate complex air support operations with ground forces.
 5. **Lieutenant (Lt) Harinesh "Chad" Swaminathan:** A former Indian Navy diver, Chad is an expert in underwater demolition and reconnaissance. He's also an expert in close-quarters combat and can operate in both underwater and land environments.
 6. **Captain (Capt) Ananya "Wildfire" Nair:** A former Indian Army officer, Wildfire is an expert in counter-insurgency and can operate in rural and urban environments. She's also an expert in tactical operations and can lead a team in high-stress situations.
-

Game Mechanics

- - - - X

Players have to compete against each other, scavenging loot and completing quests before extraction. Any equipment not insured will be permanently lost in case of death. Players have the option of spawning solo, or in a duo, and game instances will last three hours before refreshing.

Players can choose to sneak past other players or take them head-on, depending on their preferred playstyle, tactics, and strategies. Players also have to pay attention to the environment and use cover to avoid being detected, and they also need to be aware of enemy player patrols.

1. **Stealth mechanics:** The game would emphasize stealth gameplay, where the player characters would need to use cover, shadows, and distraction techniques to avoid detection by enemy forces. Players could use silenced weapons or hand-to-hand combat to take down enemies quietly without alerting others.
 2. **Tactical gameplay:** The game would feature a tactical approach to combat, where players would need to coordinate with their teammate to carry out complex missions. This would include planning out objectives, selecting equipment, and using communication tools like radios to stay connected.
 3. **Exploration mechanics:** The game would feature a relatively large map, allowing players to explore various locations and gather intel on enemy forces. This would involve climbing, jumping, and zip-lining to reach otherwise inaccessible areas.
 4. **Customization:** Players could customize their characters with various weapons, equipment, and gadgets to suit their playstyle. This could include things like night vision goggles, smoke grenades, and sniper rifles.
-

-
5. **Cover system:** The game would feature a cover system that allows players to take cover behind objects like walls, crates, and vehicles. Players could lean out to shoot at enemies while minimizing their exposure to enemy fire.
 6. **Loot system:** Extracting with loot leads to better equipment, and upgraded gear boosts the future chance of survival. Any equipment not insured will be permanently lost in case of death.

Player Mechanics

- - - - X

- **Movement:** The game could feature smooth movement mechanics that allow players to perform various maneuvers such as running, crouching, vaulting, zip-lining, shooting, and climbing stairs. Player needs to explore various locations and gather intel on enemy forces to reach the otherwise inaccessible areas.
- **Weapon Handling:** Players could have different levels of proficiency in handling different types of weapons. For example, a player who is proficient in rifles may be less proficient in handguns. Players could level up their proficiency in weapons through regular use and practice.
- **Health and Stamina:** The game could feature a health and stamina system where players would need to manage their health and stamina levels to stay in the game. Players would need to use medkits and food to restore health and stamina, respectively.
- **Inventory Management:** Players could manage their inventory, choosing the right weapons, ammo, and equipment for each mission. They could also pick up items like grenades and mines from fallen enemies.

-
- **Melee Combat:** Players could use hand-to-hand combat as a last resort or in stealth situations. Melee attacks could be silent, taking down enemies from the back without alerting others.

Weapons

- - - - X

1. **Assault Rifles:** Weapons like the INSAS assault rifle, AK-47, and M4 carbine could be used as primary weapons for players. They could be effective in medium-range combat.
2. **Sniper Rifles:** Sniper rifles like the Dragunov, M24, and Barrett .50 cal could be used for long-range combat. They would be effective for taking out targets from a distance.
3. **Submachine Guns:** Submachine guns like the MP5 and Uzi could be used for close-range combat. They would be effective in stealth situations where players need to take out enemies quickly and quietly.
4. **Shotguns:** Shotguns like the Ithaca 37 and Mossberg 590 could be used for close-quarters combat. They would be effective in situations where players need to clear rooms or take down multiple enemies at close range.
5. **Silenced Handguns:** Handguns like the Beretta 92, Glock 17, and Colt M1911 could be used as secondary weapons for players. They could be effective in situations where players need to quickly draw and fire their weapons.
6. **Explosives:** Grenades like the hand grenade and smoke grenade could be used for crowd control and distraction. Mines like the claymore could be used to set up traps and ambushes.
7. **Melee Weapons:** Players could use melee weapons in hand-to-hand combat like the combat knife for silent takedowns in stealth situations.

Consumables

- - - - X

Consumables can be an important part of a game's mechanics, as they provide a way for players to manage their resources and make strategic decisions about when to use them. They can also add an element of realism and immersion to a game, as players must consider things like hunger and thirst in addition to combat and exploration, such as restoring health, replenishing ammunition, or boosting stats.

1. **Medkits:** Medkits could be used to restore health during combat. Players could carry a limited number of medkits, so they would need to use them wisely.
 2. **Food and Water:** Players could consume food and water to restore their stamina. They would need to manage their stamina levels to perform physical activities like running, climbing, and jumping.
 3. **Ammunition:** Players would need to replenish their ammunition regularly, either by picking it up from fallen enemies or by finding ammo caches.
 4. **Armor:** Players could find and equip armor to increase their resistance to damage. Armor could be found in various locations throughout the game.
 5. **Gas Mask:** In certain missions, players may need to use a gas mask to protect themselves from hazardous environments or enemy gas attacks.
 6. **Night Vision Goggles:** Night vision goggles could be used to navigate and see in low-light environments. They would be particularly useful in stealth situations where players must avoid detection.
-

Loot Collectables

- - - - X

Loot collectables can serve a variety of purposes in games. They can be used to provide players with rewards and incentives for exploration and completing challenges to improve the player's stats or abilities.

Loot is an essential part of the game, these items are often hidden or scattered throughout the game world and can range from simple items like coins, currency notes, and keys to rare items like weapons, helmets, and armor and valuable items like diamonds and precious gems.

Here is a list of loot collectibles that can be used in the game:

Common Items-

Radio Jammers: High-tech network jammer equipment that can be used to restrict the enemy player signals to isolate and hunt.

Special Weapons: Special limited series weapons with all accessories equipped like scope, extended magazine, suppressor, etc.

Helmet and Armour: High-level protective gear is upgradeable with additional materials to increase their defense against enemy attacks.

Rare Items-

Keys: Secret vault keys that can be used to unlock and access new areas and secret looting sites within the map.

Coins: Ancient vintage gold and silver coins used in the kingdom era.

Currency Notes: Old British-era currency notes.

Valuable Items-

For 2,000 years Golconda diamonds were the only-known fine diamonds and gemologists and traders have classified Golconda diamonds as antique, rare, and precious.

Famous Golconda diamonds include the colorless Koh-i-Noor, the Nassak Diamond, the blue Hope Diamond, the Idol's Eye, the pink Daria-i-Noor, the white Regent, the Dresden Green, and the colorless Orlov.

Some of the notable Golconda diamonds are:

- The **Daria-i-Noor** is part of the Iranian Crown Jewels collection of the Central Bank of Iran in Tehran.
 - The **Nizam Diamond** went missing from Hyderabad after a police action in 1948.
 - The **Great Mogul Diamond** and the **Orlov Diamond** are part of the Diamond Fund collection of Moscow's Kremlin Armoury.
 - The **Koh-i-Noor** is part of the Crown Jewels in the Jewel House at the Tower of London;
 - The **Hope Diamond** is housed in the National Gem and Mineral Collection at the National Museum of Natural History in Washington.
 - The **Regent Diamond** passed through French monarchs Charles X and Napoleon Bonaparte to the Government of France and is now part of the French Crown Jewels on display in the Louvre, Paris.
 - The **Idols Eye Diamond** was stolen by a servant of Ottoman Sultan Abdul Hamid II while he was in exile in Paris.
 - The **Florentine Yellow** was owned by Grand Duke Ferdinand I; it later became part of Austrian Crown Jewels and is now untraceable.
-

Art Style and Graphics

- - - - X

The art style and graphics of a game are important elements that can greatly impact the player's overall experience. There are many different art styles and graphics that can be used in games, and the choice of style can depend on various factors such as the game's genre, storyline, and target audience. I would like to go with the realistic art style and graphics for the following reasons.

- **3D:** Three-dimensional models and environments to create a more immersive and realistic game world used in modern games across various genres.
- **Realistic:** Focuses on creating a highly detailed and lifelike representation of the game world and characters. This style is often used in games that have a serious or dramatic tone, such as first-person shooters or survival horror games.

Realistic art style can be achieved through various techniques, such as photorealistic rendering, motion capture, and 3D scanning.

These techniques can help to create highly detailed and accurate models of characters and objects and can help to create a more realistic and immersive game world.

This can include realistic textures, lighting, and physics effects, such as bullet holes and debris from explosions.

The use of a realistic art style in shooter games can help to create a more intense and immersive gameplay experience, as the player feels like they are in a real-world combat situation.

This can also help to increase the tension and excitement of the game, as the player must navigate through realistic environments and engage in realistic combat scenarios.

Environment Map

- - - - X

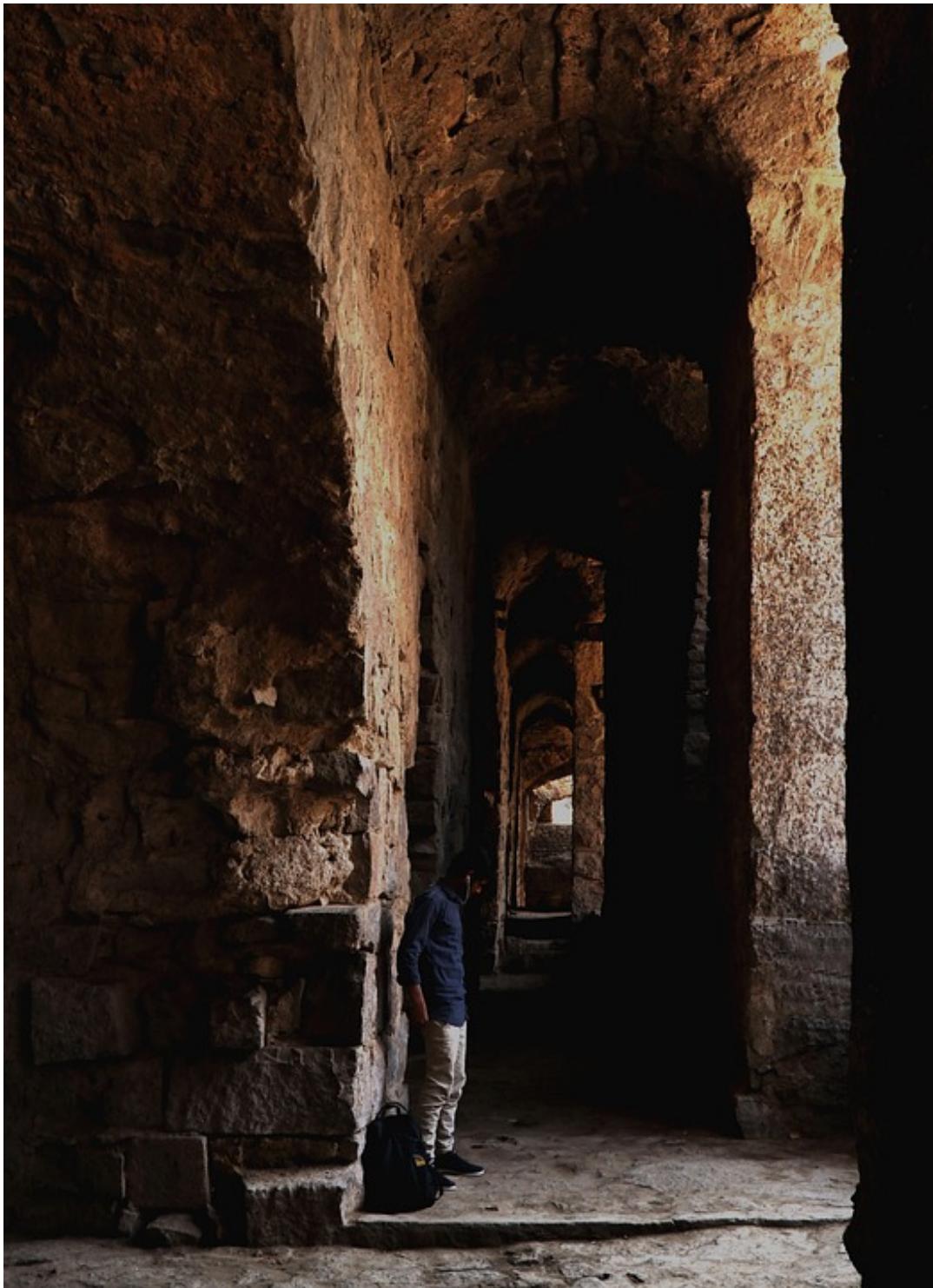
The theme selected for the game will be Ancient temple ruins. The inspiration for the environment has been from the Golconda forts of Telangana. The ruins are typically overgrown with vegetation, giving the environment a sense of age and decay, and are often filled with traps, obstacles, and enemies that the player must overcome.

The use of the ancient temple ruins theme can also provide a rich backstory for the game world, with the ruins containing artifacts and relics that provide insight into the history and culture of the ancient civilization that built them.

Overall, the theme of ancient temple ruins is a popular choice in video game design, as it provides an immersive and exciting environment for players to explore, while also providing a rich backstory and history for the game world.







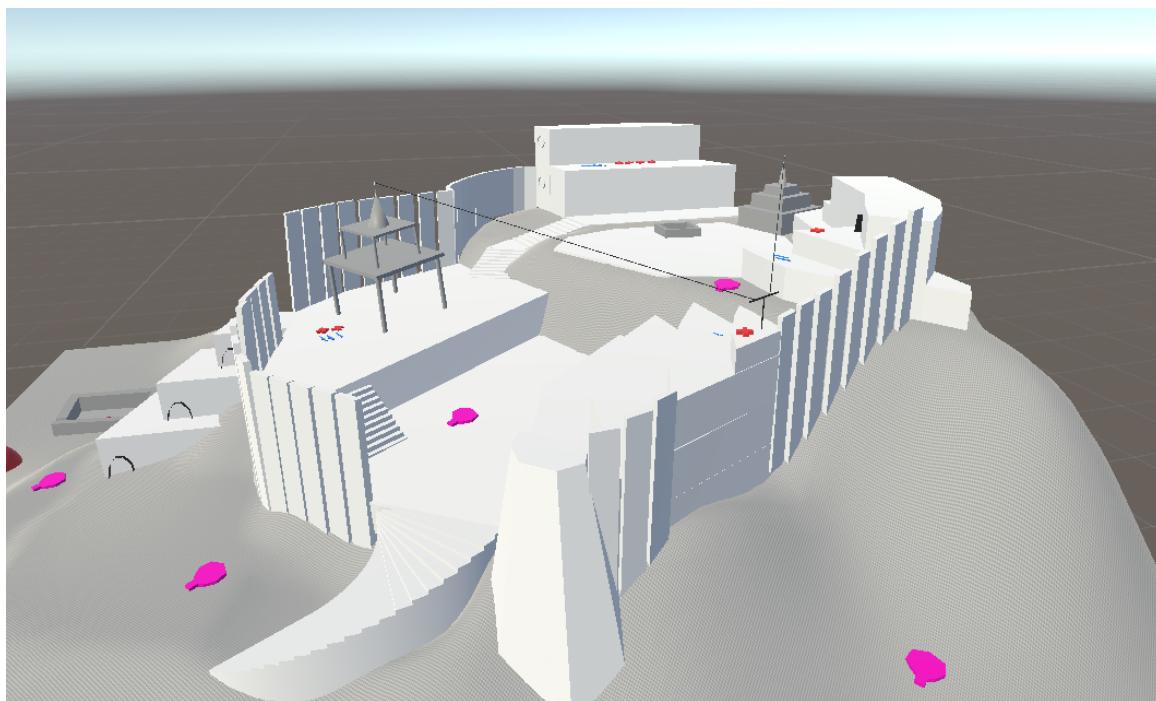
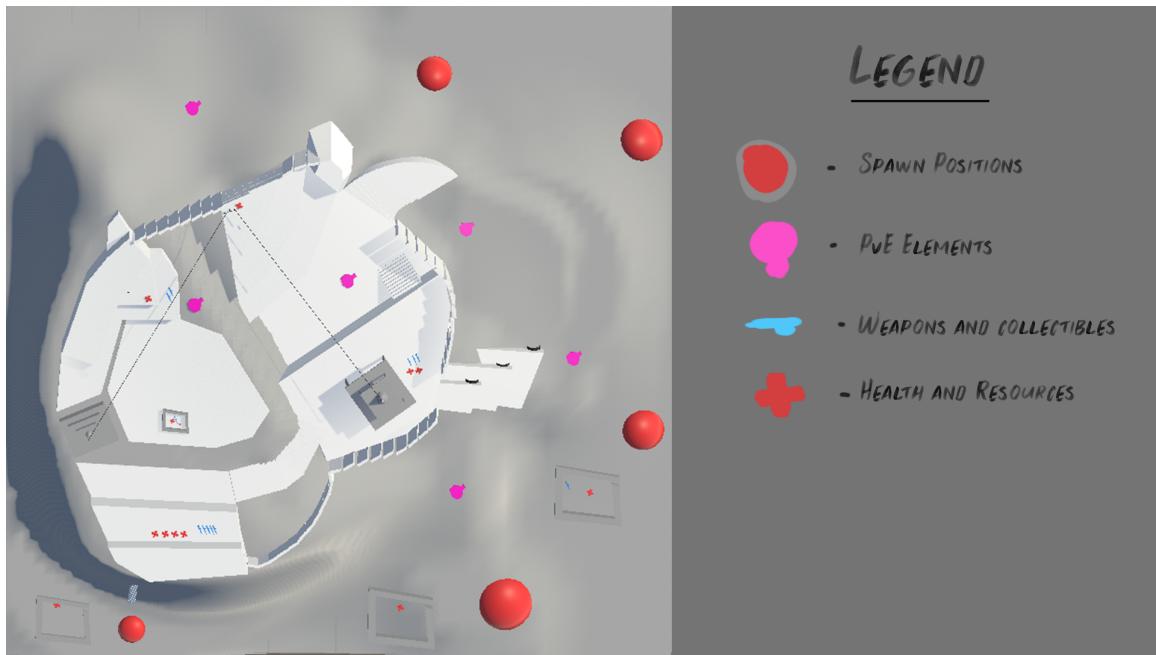
Map Layout Design

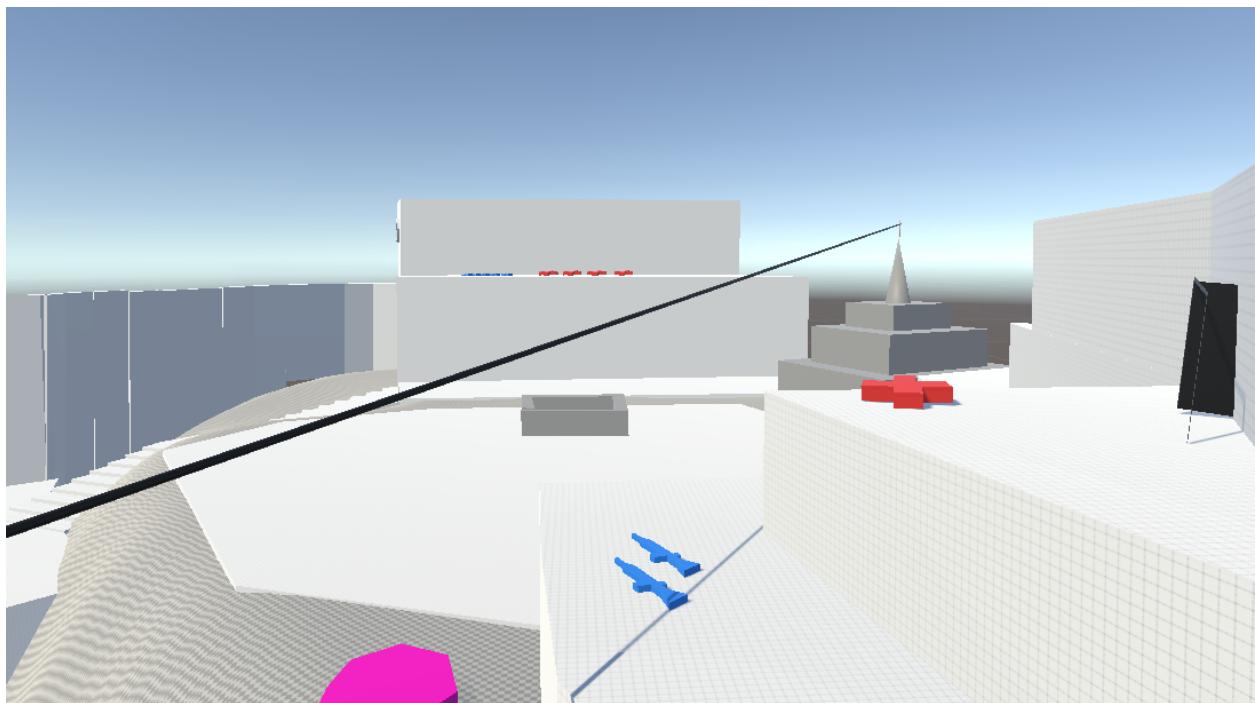
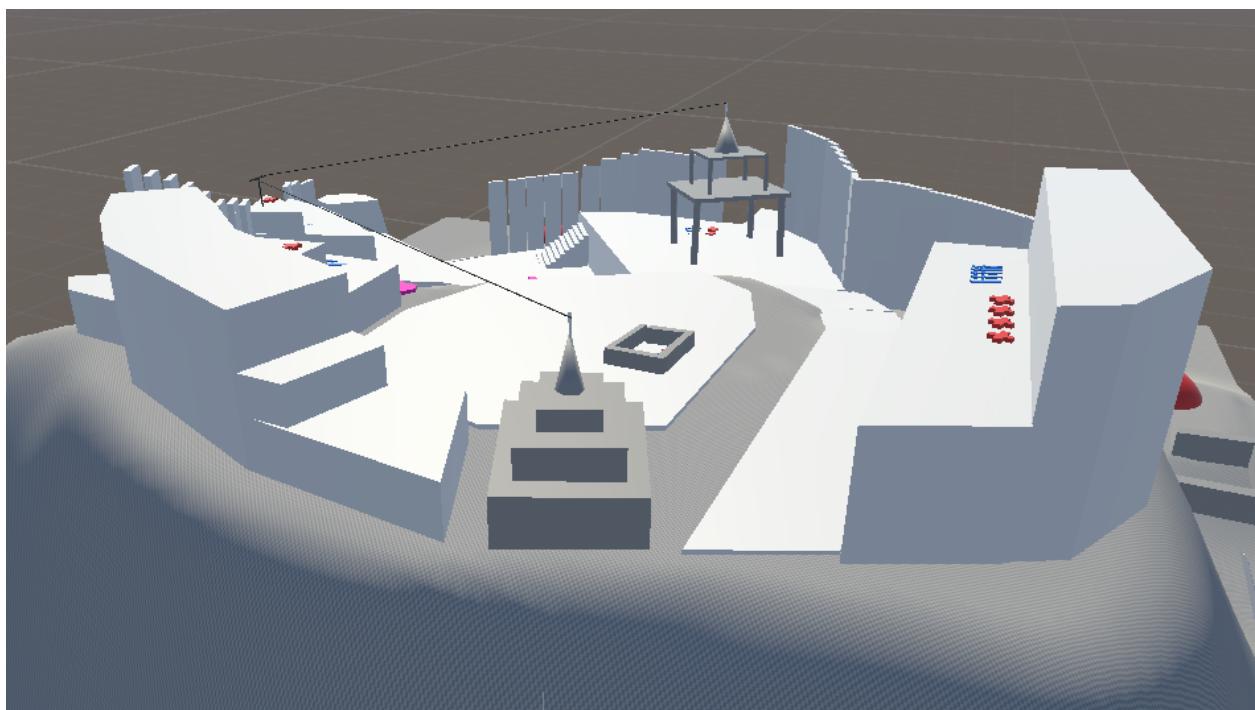
- - - - X

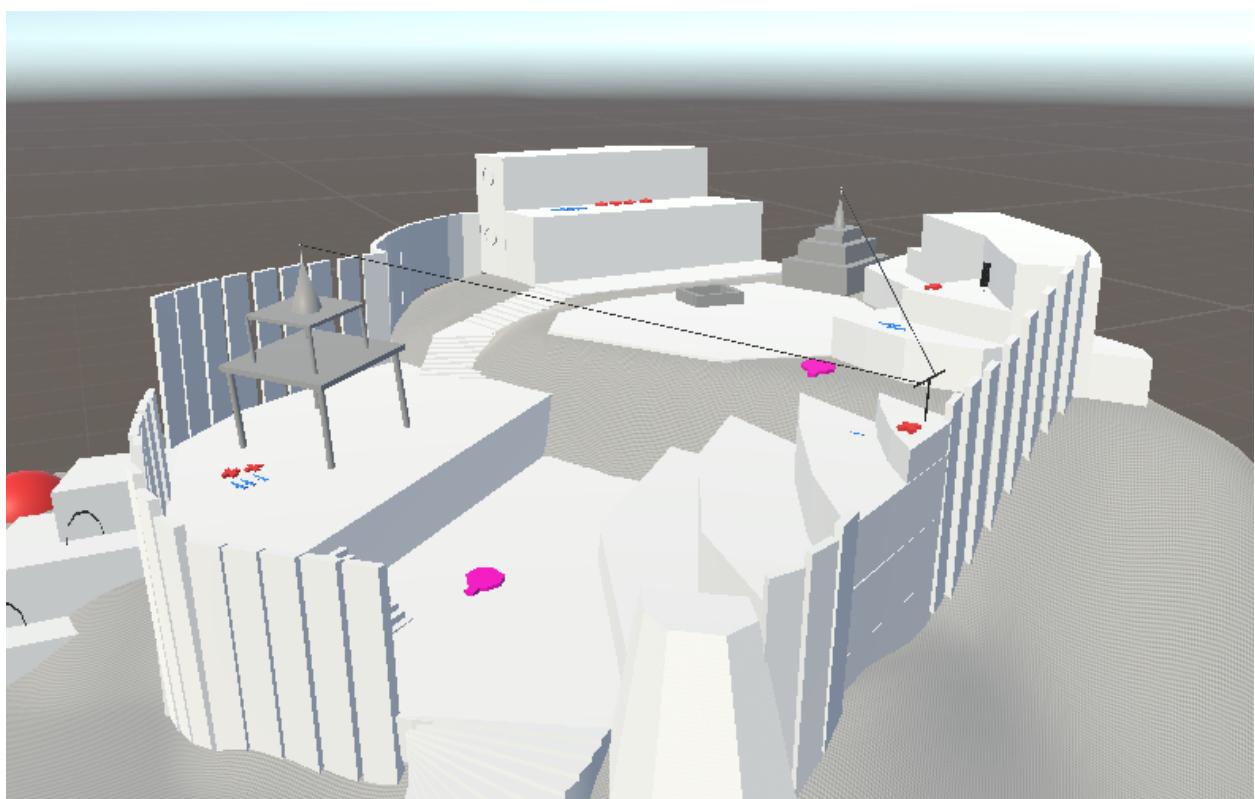
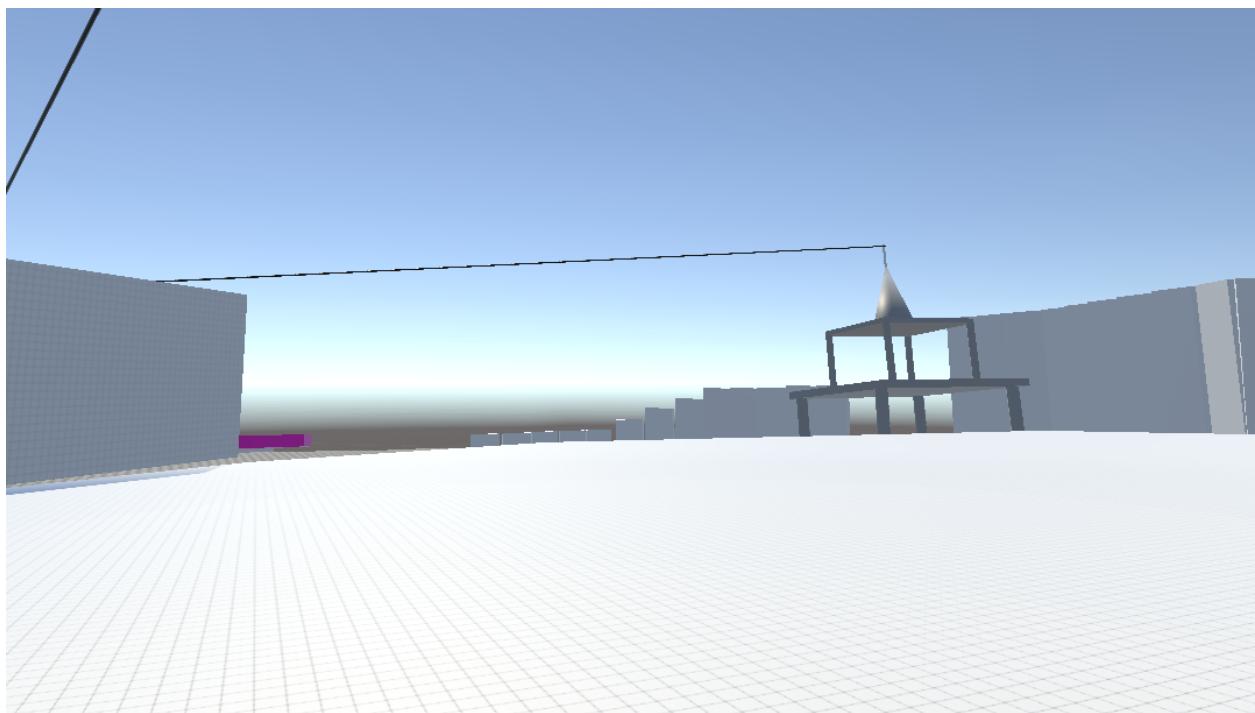


Grey Box Layout

- - - - X







Audio and Sound Effects

- - - - X

Golconda fort was considered to be an impregnable fort during its heyday due to its unbreakable acoustic security system. It's amazing to hear the sound of a clap reaching the 400 feet high Citadel from the entrance. It means one hand clap at any certain point below the dome can be heard at the highest point of the Golconda Fort. This system was apparently used for communication purposes.

The theme of ancient fort ruins, audio and sound effects can be used to create a sense of atmosphere and to enhance the player's sense of exploration and discovery.

- Footsteps will play a very important role in this extraction shooter game, as they can be used to indicate the presence of enemies.
 - The echoes of running footsteps can also be heard through the hollow chambers similar to a cave system.
 - The use of ambient sounds like flying bats, or such as the sounds of the wind blowing through the ruins making them feel as if they are truly exploring deserted and ancient ruins.
 - The sound of gunfire can vary depending on the type of weapon being used and can range from the sharp crack of a pistol to the deep rumble of a heavy machine gun.
 - The sound echo of gunfire can also be used to give the player a sense of the direction and distance of the enemy.
 - The sound of an explosion can be loud and sharp, to indicate the direction and intensity of the blast, helping the player to avoid the danger zone.
-

Multiplayer and Online Features

- - - - X

Extraction shooter games typically require small numbers of players(4-8) to be present in a single match, which requires robust multiplayer and other online features.

- **Solo Mode:** PVP gameplay will be fast-paced and intense, requiring players to balance aggression with caution in order to survive. Players must constantly be aware of their surroundings and take advantage of cover and terrain in order to gain an advantage over their opponents.
 - **Co-Op(Duo):** Requiring players to communicate, work together, and think strategically to complete objectives, loot and overcome enemy players. While in the lobby, me and my friends can coordinate what weapons, attachments, kill streaks, and inventory we're equipping to best overcome upcoming obstacles.
 - **Proximity Range Sensors:** Player will be able to communicate with other players who are within range with respect to distance like in the real-world.
 - **In-game Live Marketplace:** Collected rare and valuable items can be sold to other players via the marketplace and purchase new equipment.
 - **Game Money:** Will hold the complex economy where players can trade for weapons, bullets, and supplies using in-game currency.
-

References

- - - - X

1. Escape from Tarkov -



2. The Cycle: Frontier -



3. Vigor -



4. Hunt: Showdown -

