



NOVEMBER 14, 2018

FORSQUAD

BATTLE THROUGH TOWERS OF MONSTERS WITH YOUR FRIEND

DESIGN DOCUMENT

SUYI DIAO AND YUXIN GAO



Overview:

- Game Summary
 - o Main Experience
- Distinctive Features
 - o Genre Mixture
 - o Audience
 - o Features

Game Design:

- Core System
- Core gameplay mechanics
- Combat
- Level Structure (Procedural Generation)
 - o Shops
- Characters
- Enemies

Player Experience:

- Mood Control (Among friends)
- Sample Visual Level
- Story
- Music Reference

Production Outline

- Schedule
- Budget