Game Design

Title of your project.

Battle In Metaverse

What is the goal of the game?

The Goal of the game is to hook the players with a multiplayer battle Royal that involves players as characters into an ongoing story.

Write a brief story of your game?

 As mentioned this is going to be a multiplayer game, so each player will be the main character for themselves, It's year 5051 we are in mars the earth is destroyed, but there is a virus outspread in

Mars and the only antidote of it is a Sorcerer's stone only found on earth, So 100 players(we will call them Retters), these Retters will be dropped to earth, but we could only bring back one Retter back to mars, so Retters will have to find the Sorcerer's stone before 20mins because in just 20 mins an spaceship will be send to bring 1 Retter back to mars, but that's not just only problem the Retter will have to keep themself under the safe zone, because out of that the sulfur rain will start destroying there space suit and would result in there death, meanwhile the safe zone will keep on srinking and will be destroyed after 20 mins, And as only one Retter will be brought back to mars each retter will try to keep sorcerer's stone with them at any coast until the spaceship arrives, even if they need to kill each other they will go through it

Brief of Gameplay?

As we enter the game Retters will be given a short skippable comic animation explaining the story of the game, after the story the Retters will be in a garage where they will have their **Robo vehicle** which they'll be able to customize and they will also be able to customize their avatars there.

As the game start each player will be dropped at on place on earth for pre game gathering where player will set there drop location on teleporter and within 15 sec game will start each Retter will be dropped to their location, And now they will be able to use there **Robo Vehicle** and they will be able to collect

weapons kept on ground and within 10 sec, Retters will be able to see the location of Sorcerer's stone on there map and at the same time the safe zone will appear on map and the sulfur rain will start in a minute, now Retters will run to safe zone before the rain starts, defending themself from other retters,

Now there is 2 ways to win the game:

Either collect the Sorcerer's stone & remain alive till the spaceship arrives.

OR

When There is no other Retter left on Earth accept you.

{Note: Sorcerer's stone location will always be visible in the map}

After the game ends Retters are ranked according to there elimination time the last to be eliminated is ranked one, As per their Ranks they'll be given in game currency which they can use to buy parts of there **Robo vehicles** to customize it, they can also use that currency to buy new dress for avatars or weapon skins etc.

Which are the playing characters of this game?

- Playing characters are the ones which respond to the user based on the input from the user

- Cars, bikes, weapons, avatars etc, are the playing characters in the game.

Number	Character Name	What can this character do?
1	Avatars	She/he can run, walk, carry a backpack, Drive, Swim,Fight. He/She will be representing players.
2	Cars & Bikes	They can be driven by avatars.
3	Weapons	They can be operated by avatars

4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____

Which are the Non Playing Characters of this game?

- Non-Playing characters are the ones which don't have an action or a behavior when the user interacts with the game.

- stones, trees, buildings, etc are non playing characters in the game.

<u>Draw your imagination of this game. What does this game look like?</u>

Why should you choose this game story??

You should choose this game story, because this story involves a multiplayer battle royal which is the first choice of most of the teenagers and as there is no fixed amount of hurdles for players to win the game, they get to face new problems to win the game every time they play and as it is a battle royal, the story of the game can be customized every once in a while without losing players interest. *<u>The story involves winners ranking which might ease the creation of a monetization system.</u>*