

# <Project: Alice>



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## Theme / Setting / Genre

- <Sci-Fi/Fantasy/linear Adventure RPG>

## Core Gameplay Mechanics Brief

- <Finishers>
- <Combat enhancing abilities>
- <Melee Combos>
- <Ballistic Weapons>
- <Magic Weapons>
- <Sprint Melee Combo starters/finishers>
- <Game difficulty scales with player gear level allowing for more flexible gameplay.>
- <Player level increases strength and health>

## Targeted platforms

- <PC>
- <PS4>

## Influences

- <Sword Art Online alternative : Gun Gale online Anime>
- <God of War(2018)>
- <Red Dead Redemption 2 >
- The anime will have an influence on the overall world and look of the game(Environment, how characters look,

weapon themes etc... ), God of War and Red Dead will have an influence on the gameplay elements(UI, enemy AI).

Game description:

Imagine a blend of brutal melee from god of war and the seamless experience of Red Dead redemption 2 with japanese inspired environments.

What sets this project apart?

- <Fluid Combat between ballistic and melee combat>
- <Fresh new world that combines shooter and close quarter elements>
- <Original story with compelling moral choices that you can make.>

Gameplay

Core Gameplay Mechanics

- <Finishers that execute enemies>
  - <When your opponent is low on health you will be able to execute a close quarter finisher.>

- <Players will also have Combat enhancing abilities>
  - <throughout the game you can unlock different abilities to aid you when fighting enemies. (Teleportation, Shielding aura etc...)>
  
- <Melee Combos>
  - <When having a melee weapon or fists out you can chain together a string of moves to perform combos that kick enemies away or stun.>
  
- <Ballistic Weapons>
  - <ballistic weapons entails guns that use bullets as opposed to magic that the player can use to engage in mid to far range combat.>
  
- <Magic weapons>
  - <alongside normal ballistics the player will also be able to use magic weapons that can penetrate enemy shields and mechs. >

-<Sprint Combo starter/finisher>

-<Players will have a choice of running up on unsuspecting enemies to start either execute(when enemy is low health) or combo(when enemy is full health) to start combat with.>

- <Game difficulty scales with player gear level.>

- <As the player get better gear and better gear score, enemies will react based on how strong the player is, Enemies will start taking strategic cover behind walls and environment cover that is placed around the world. Enemies will also counter more often than usual to knock/stun the player, with the player having increased defence to deal with different status alignments. >