

Macro Design Document

Adventure of Dysta



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Game Analysis Overview

Adventure of Dysta is an action-adventure game set in a futuristic world where players control a time-traveling explorer tasked with unraveling the mysteries of time and space, facing challenging puzzles, and engaging in dynamic combat.

Game Concept

- Genre: Action-Adventure, Puzzle
- Size/Scope: Medium-sized game with an interconnected open-world structure, featuring various time periods and dimensions to explore.
- Purpose: The game aims to provide players with an immersive experience of time manipulation, challenging puzzles, and thrilling combat while uncovering a gripping narrative about the nature of reality and the consequences of time travel.
- Single player or Multiplayer: Single-player, focusing on delivering a strong narrative-driven experience. Multiplatform or Single Platform: Multiplatform, available on major gaming consoles and PC.

Core Game Mechanics

- Core Gameplay Loop
 - A. The player will spend 80% of their time engaging in the following actions:
 - B. Time Travel and Exploration: Players can jump between different time periods and alternate dimensions, discovering hidden secrets, solving environmental puzzles, and interacting with characters from different eras.
 - C. Puzzle Solving: Utilizing the time-traveling mechanics, players must solve intricate puzzles that involve manipulating objects, altering timelines, and navigating complex environments.
 - D. Dynamic Combat: Engaging in combat against futuristic enemies and ancient adversaries using an arsenal of advanced weapons and time-manipulating abilities.
- Secondary Gameplay Loop

As players progress through the game's core loop, they'll unlock higher-level objectives, such as:

- A. Acquiring Temporal Artifacts: Collecting powerful artifacts scattered across time and space, granting the player new abilities and enhancing existing ones.
- B. Unraveling Time Paradoxes: Resolving paradoxes created by altering past events, ensuring a coherent timeline and affecting the game world's present and future.
- C. Deciphering the Quantum Codex: Piecing together the ancient Quantum Codex, a mysterious device that holds the key to understanding the fabric of reality.
- D.

Reference Links (To other games that share similar mechanics):

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- | | | | |
|----|--|------------|-----------|
| A. | | Quantum | Break |
| | (time manipulation mechanics) | | |
| B. | | The | Legend of |
| | Zelda: Breath of the Wild (open-world exploration and environmental puzzles) | | |
| C. | | Darksiders | series |
| | (action-adventure combat) | | |

Features/Secondary Gameplay Mechanic

- A. Crafting System: Players can gather resources from different time periods to craft and upgrade equipment, providing unique benefits and customization options.
- B. Time Rift Challenges: Optional time-limited challenges that test the player's skill and ingenuity in navigating complex time rifts, offering exclusive rewards.

Reference Links (To other games that share similar mechanics):

- A. Horizon Zero Dawn (crafting system)
- B. Celeste (challenging optional levels)

Gameplay

In this example scenario, the player, as the time-traveling explorer, enters an ancient Boro temple that is shrouded in mystery and danger. Inside, they face a challenging puzzle that guards the entrance to a hidden chamber holding a precious temporal artifact.

The Puzzle Setup:

The temple's puzzle consists of a series of platforms that move in intricate patterns, forming a seemingly impassable gap between the player and the massive stone door leading to the hidden chamber.

Additionally, there are various ancient mechanisms scattered throughout the temple that control the platforms' movements and the door's position.

Player Actions:

- **Time Manipulation:** The player's time-traveling abilities come into play. They can activate their time-freezing ability to temporarily halt the movement of specific platforms, turning them into stable platforms to cross safely.
- **Observation and Strategy:** The player must carefully observe the platforms' movements and identify the critical points where they need to freeze time to create a safe path across the gap. They must also analyze the patterns of the moving platforms to plan their moves strategically.
- **Altering the Past:** The player realizes that the position of the massive stone door in the present is determined by a mechanism in the distant past. By traveling back in time and manipulating the mechanism, they can change the door's position in the present, allowing them to access the hidden chamber.

Puzzle Resolution:

Using their time-manipulating abilities, the player freezes time for specific platforms to create a stable path. They skillfully navigate the platforms, avoiding deadly traps and hazards along the way. Once they reach the ancient mechanism that controls the door's position, they interact with it in the past, shifting the door's position in the present. This alteration opens the way to the hidden chamber.

Reward and Outcome:

The massive stone door rumbles open, revealing the entrance to the hidden chamber. Inside, the player finds a powerful temporal artifact, an ancient amulet that grants them the ability to slow down time in localized areas for a short duration. This newfound ability will prove crucial in upcoming challenges and battles, offering a tactical advantage in combat and exploration.

Impact on the Game:

This example scenario showcases one of the many environmental puzzles that players will encounter throughout the game. By successfully completing such puzzles, players will acquire temporal artifacts, enhancing their time-manipulating abilities and contributing to the overarching storyline of the game.

Similar Gameplay References:

- The Legend of Zelda: Breath of the Wild - Environmental puzzles and interactive mechanisms that require strategic thinking and player abilities to overcome obstacles.
- Prince of Persia: The Sands of Time - Time manipulation mechanics used for solving puzzles and navigating challenging environments.

Art Style Guide/Design Direction

Visual Style: The game features a futuristic yet ancient aesthetic, blending high-tech elements with the mystique of ancient civilizations. Environments showcase diverse landscapes and architectural styles from different eras, each with its unique ambiance and color palette.

Reference Images:



Boro Temple



Dysta Character



Puzzle



Part of Fight Scene in the game – Find the Manipulator

Raw Ideas:

- A. Quantum Gadgetry: The player can find and use advanced gadgets that manipulate time in unique ways, like creating temporal clones, slowing down time in localized areas, or rewinding objects to their original state.
- B. Time-Versatile Enemies: Some enemies adapt to time manipulation, becoming more powerful or harder to defeat when their past selves are altered.
- C. Temporal Time Trials: Time-based challenges that push players' skills and creativity in using time-manipulating abilities to complete tasks efficiently.
- D. Overall, Adventure of Dysta aims to deliver an enthralling journey through time, offering players an unforgettable adventure filled with captivating gameplay mechanics and a visually stunning world to explore.

Raw Ideas

❖ Time Rift Races: Introduce time-based racing challenges where the player must navigate through hazardous time rifts, utilizing time-manipulating abilities to reach the finish line within a limited time frame. Players can compete for the best times and earn special rewards.

❖ Temporal Anomalies: Occasionally, temporal anomalies could appear in the game world, creating unpredictable time distortions that affect gameplay. Players must adapt to these changes quickly, as they could alter the environment, enemies, or even the player's abilities.

❖ Time-Shifted Enemies: Implement enemies that can move between different time periods, becoming intangible in the present or gaining enhanced abilities from the past or future. Players must carefully time their attacks to defeat these unique foes.

❖ Temporal Contracts: Offer optional side quests where the player is tasked with correcting specific events in the past, altering history to avert disasters or ensure positive outcomes in the present.

❖ Multiplayer Time Challenges: Introduce time-based cooperative or competitive challenges that require players to work together or compete against each other using time-manipulating abilities in creative ways.

❖ Time-Sensitive Dialogues: Incorporate dialogue choices with time limits, forcing players to think quickly and make decisions that may have significant consequences on the game's narrative.

❖ Temporal Guardians: Include powerful beings or entities that guard key artifacts or knowledge of time manipulation. Players must prove their worth through trials or combat to gain access to these guardians' wisdom or acquire rare time-altering artifacts.

❖ Time-Traveling Hub: Establish a central hub that serves as the time-traveling base of operations, allowing players to navigate between different time periods and dimensions seamlessly.

❖ **Historical Battles:** Introduce epic battles set in historically significant events, where players must utilize their time-manipulating abilities to influence the outcome and ensure the preservation of critical events.

❖ **Time-Locked Areas:** Create areas that are accessible only during specific time periods, requiring players to strategize their time-traveling choices to unlock hidden secrets and rewards.

PROJECT SCOPE

Number of Locations

There will be a total of 12 unique locations in the game, each representing different time periods, alternate dimensions, and distant planets. The game world will be interconnected, creating an open-world structure where players can seamlessly travel between these locations using their time-traveling abilities.

Number of Levels

There will feature 30 unique levels distributed across the various locations. Each level will present different challenges, puzzles, and combat scenarios, encouraging players to utilize their time-manipulating abilities and tactical skills.

Number of NPCs

There will be 50 unique computer-controlled characters (NPCs) in the game. These NPCs will include allies, quest-givers, merchants, rival explorers, and various alien creatures that players can interact with throughout their journey.

Number of Equipment Items

The game will have 100 unique equipment items that players can interact with, use, and store in their inventory. These items will include a variety of futuristic weapons, time-manipulating gadgets, environmental tools, and temporal artifacts that provide special abilities and buffs.

Asset List:

Character(s)

- ❖ Protagonist (Time-Traveling Explorer) - The main playable character with time-manipulating abilities and a customizable appearance.
- ❖ Antagonist (Time-Controlling Villain) - A formidable enemy who seeks to misuse time manipulation for personal gain, creating conflict throughout the game.
- ❖ Ally NPCs - Various characters from different time periods and dimensions who aid the protagonist on their journey, providing guidance and assistance.

Environment(s)

- ❖ Ancient Mayan Temple - A mystical temple filled with puzzles and traps, as seen in the example scenario.
- ❖ Futuristic Space Station - A high-tech space station in the distant future, serving as a hub for futuristic technology and NPCs.

- ❖ Prehistoric Landscape - A lush and dangerous world from the distant past, featuring ancient creatures and environmental hazards.
- ❖ Post-Apocalyptic Wasteland - A desolate future where players encounter the aftermath of disastrous events, facing mutated enemies and harsh conditions.

Props(s)

- ❖ Time Gauntlet - The protagonist's main tool for time manipulation, which allows freezing, rewinding, and slow-motion control over objects and certain aspects of the environment.
- ❖ Temporal Artifacts - Unique and powerful items scattered throughout the game, granting the player new abilities or enhancing existing ones.
- ❖ Advanced Weaponry - A variety of futuristic and ancient weapons, including energy blasters, time-fragmenting swords, and advanced bows, each with its own combat mechanics.
- ❖ Temporal Codex - An ancient device that holds information about time travel and the fabric of reality, acting as a guide for the player's journey.

Reference & Additional Information & Links

Core Game Mechanics

Reference Links:

- Time manipulation mechanics - Quantum Break: This game features time manipulation as a core gameplay mechanic, allowing players to manipulate time to solve puzzles and gain an edge in combat.
- Environmental puzzles - The Witness: The Witness is known for its intricate environmental puzzles that challenge players to observe and interact with the environment to progress.
- Dynamic combat - Devil May Cry series: Devil May Cry offers fast-paced and stylish combat, where players can chain together combos and utilize various weapons and abilities to defeat enemies.

Features/Secondary Gameplay Mechanic

Reference Links:

- Crafting System - The Witcher 3: The Witcher 3's crafting system allows players to gather resources and create new weapons, armor, and potions, enhancing their combat capabilities.
- Optional Challenges - Dark Souls series: Dark Souls games include optional challenges in the form of tough boss fights or hidden areas, providing additional rewards and a higher level of difficulty.

Gameplay

Reference Links:

- Open-world exploration - The Legend of Zelda: Breath of the Wild: Breath of the Wild offers a vast open world for players to explore freely, discover hidden secrets, and engage in dynamic gameplay.
- Puzzle-solving and time mechanics - Braid: Braid features time manipulation puzzles that challenge players' perception of time and space, similar to the time-based puzzles in Adventure of Dysta.

Art Style Guide/Design Direction

Reference Images:



The last scene at Boro Temple (Kill the King of Devil)



Part of scene in the game : Destroy the time machine

RESEARCH & DEVELOPMENT

- **Market Research:** During this phase, the team conducts market research to analyze similar games, trends, and player preferences. This research helps identify opportunities and potential challenges in the gaming market, allowing the team to tailor the game accordingly.
- **Prototyping:** Creating a prototype is a crucial part of the R&D process. Developers build a basic version of the game to test the core gameplay mechanics, time-traveling abilities, and other essential elements. This prototype helps validate ideas and gather feedback from stakeholders.
- **Technology Assessment:** The team assesses the technology required for the game's development. They consider the platforms the game will be released on, engine selection, and any additional tools or software needed to bring the game to life.
- **Art Direction and Style Guide:** The art team works on establishing the game's visual style and direction. They create concept art, character designs, environment concepts, and mood boards to define the game's overall aesthetic.
- **Gameplay Design and Loop:** The R&D team focuses on refining the core gameplay loop and secondary gameplay mechanics, ensuring they align with the game's concept. They also determine how time manipulation will integrate into the gameplay experience.
- **Story and Narrative Development:** Writers and designers work on fleshing out the game's story, characters, and questlines. They ensure that the time-traveling narrative is cohesive and engaging, with meaningful choices and consequences.
- **Conceptualization:** The R&D phase begins with brainstorming and conceptualization. Game developers, designers, and writers collaborate to outline the game's core concept, mechanics, storyline, and key features. They define the target audience and establish the game's goals and objectives.