

The background of the image is a detailed isometric rendering of a city street. It features various buildings, including a blue shop with a striped awning, a grey apartment complex, and a teal shop. There are also several vehicles like red trucks, a yellow taxi, and green delivery vans. A soccer field is visible on the left, and a road with a crosswalk runs through the center. A character is walking across the crosswalk. The overall aesthetic is colorful and blocky.

# GAME DESIGN DOCUMENT

## 'TAP N PLAY' DESIGN TEST

## **Project Description**

This design document describes a mobile rpg with unique characters and story.

**Reference game:** Stickman Wars RPG Fight Battle.

**Link:**

[https://play.google.com/store/apps/details?id=com.m ulticastgames.sow3](https://play.google.com/store/apps/details?id=com.multicastgames.sow3)

## Version History

<b>Version #</b>	<b>Author</b>	<b>Date</b>	<b>Approved By</b>	<b>Reason</b>
1.0	Faizal Khan	14/04/2024	TL	Initial version

# ***INDEX***

- 1. Characters**
- 2. Story**
  - a. Theme and Genre**
- 3. Story Progression**
- 4. Gameplay**
  - a. Goal(s)**
  - b. User Skills**
  - c. Game Mechanics**
  - d. Items and Power Ups**
  - e. Progression and Challenge**
  - f. Economy**
  - g. Reward and Trade Systems**
  - h. Win Lose Scenarios**
- 5. World/Level Design**
- 6. Art Style**
- 7. Sound and Music**
- 8. Technical Description**
- 9. Marketing and Funding**
  - 9.1. Demographics**
  - 9.2. Platforms and Monetization**
  - 9.3. Localization**

## **1. Characters:**

**Brokie:** The main protagonist who is struggling in his life to become a millionaire and is willing to do whatever it takes to make him one, even if he has to become a thief.

**Thiefs:** Skilled in stealth, parkour, and deception. Equipped with tools such as lockpicks, grappling hooks, and smoke bombs these thieves are a frustrating foe to the player who steal things from the player's base sometimes. Has variations.

**Cops:** The primary antagonist, relentless in pursuit, equipped with gadgets and trained in combat and detective work. Has variations.

## **2. Story:**

Players take on the role of a broke dude who wants to become a millionaire, navigating the criminal underworld of a sprawling metropolis. The story revolves around the broke dude's quest for wealth, fame, and power while evading capture by law enforcement.

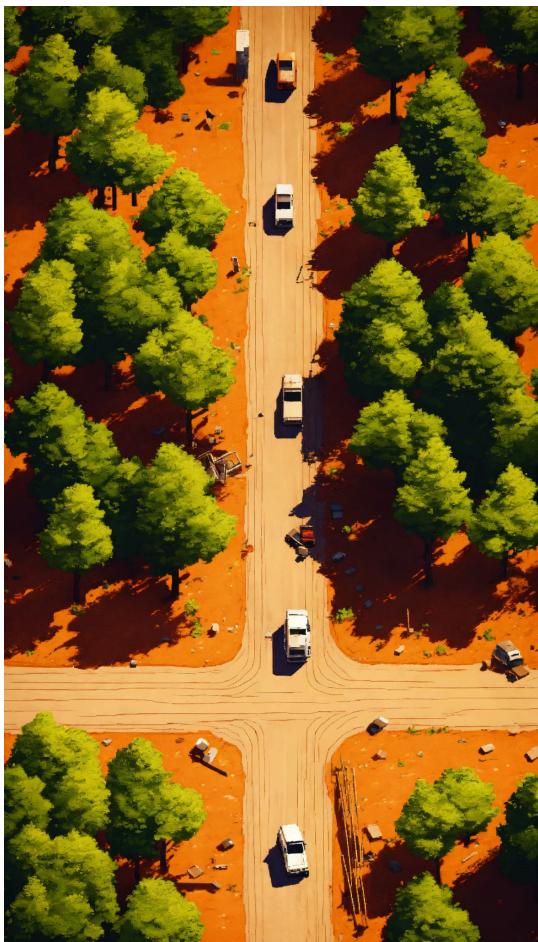
### **2.1. Theme and Genre:**

**Theme:** Action

**Setting:** Set in a city filled with thieves.

**Genre:** Hybrid Casual

These images are just for the camera view reference.



### 3. Story Progression:

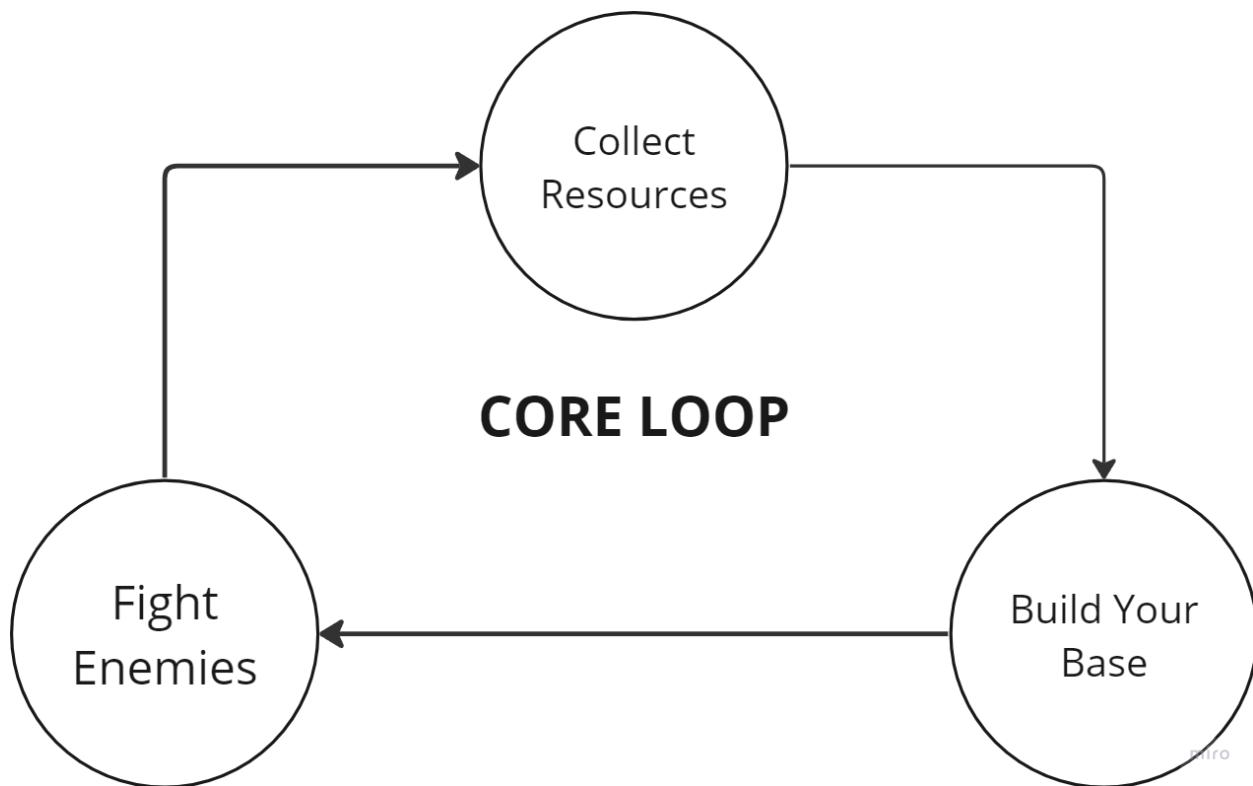
Players start as a **brokie** pulling off petty crimes, collecting **resources**, building & upgrading **base** and gradually work their way up to **unlocking new areas**, high-stakes heists and elaborate schemes.

As they gain notoriety, they attract the attention of law enforcement and criminal organizations.

## 4. Gameplay:

Player engages in various activities such as scouting targets, conflict with other thieves, pulling off heists, executing thefts, and evading capture.

Stealth and strategy are crucial as the player must avoid detection by security systems/traps/obstacles and outsmart pursuing police officers.



### 4.1. Goal(s):

The primary goal is to become the most renowned and elusive person in the city, accumulating wealth and influence.

Secondary goals include pulling off daring heists, acquiring rare treasures, and outmaneuvering rival criminals.

### **Short term goals:**

- Collecting resources
- Fighting enemies.

### **Long term goal(s):**

- Building and upgrading the base to its full potential.
- Becoming the wealthiest.

## **4.2. User Skills:**

**Stealth:** Sneaking past guards and security systems without being detected.

**Agility:** Navigating through obstacles and evading pursuit with parkour moves.

**Cunning:** Planning heists and outsmarting opponents with strategic thinking.

## **4.3. Game Mechanics:**

Joystick based simple controls for movement, interaction, and executing stealth maneuvers.

Mini-games for hacking security systems, picking locks, and disabling alarms.

Decision-making mechanics for choosing the best approach to each heist and adapting to unexpected obstacles.

Characters	Max Health	Speed	Damage Received	Damage Given
Brokie	x	y		-/-
Thief	0.50x	0.90y	m% * (0.50x)	0.50x * n%
Cop	2.0x	1.10y	m% * (2x)	2.0x * n%

**x** = Health variable

**y** = Speed variable

**m** = Damage received multiplier

**n** = damage given multiplier.

**NOTE:** The health and speed of “cops” & “thief” are not dependent on the player’s health and speed

#### 4.4. Items & Power Ups:

**Tools:** Unlockable tools and gadgets are present in the game to help brokie deceive enemies.

Tools(s)	Abilitie(s)	Attack Rate	Cost
Bare hands	Punch & kick	1 punch/second	Default
Knife	Stab	2 stabs/second	
Pistol	Shoot	2 shots/second	

Attack Rate can be upgraded through primary currency.

**Bribe:** The Player can bribe the cops officers a certain amount of money to make them go away.

**Power-ups:** According to their respective probabilities, temporary boosts are dropped as when enemies are killed, and can also rarely be found in the scene.

Power Up	Description	Lasts for
Adrenaline	+15% speed(y) +15% Attack rate	10 seconds
Shield	Invincibility	10 seconds
Health kit	+20% HP	Single use

#### **4.5. Progression & Challenge:**

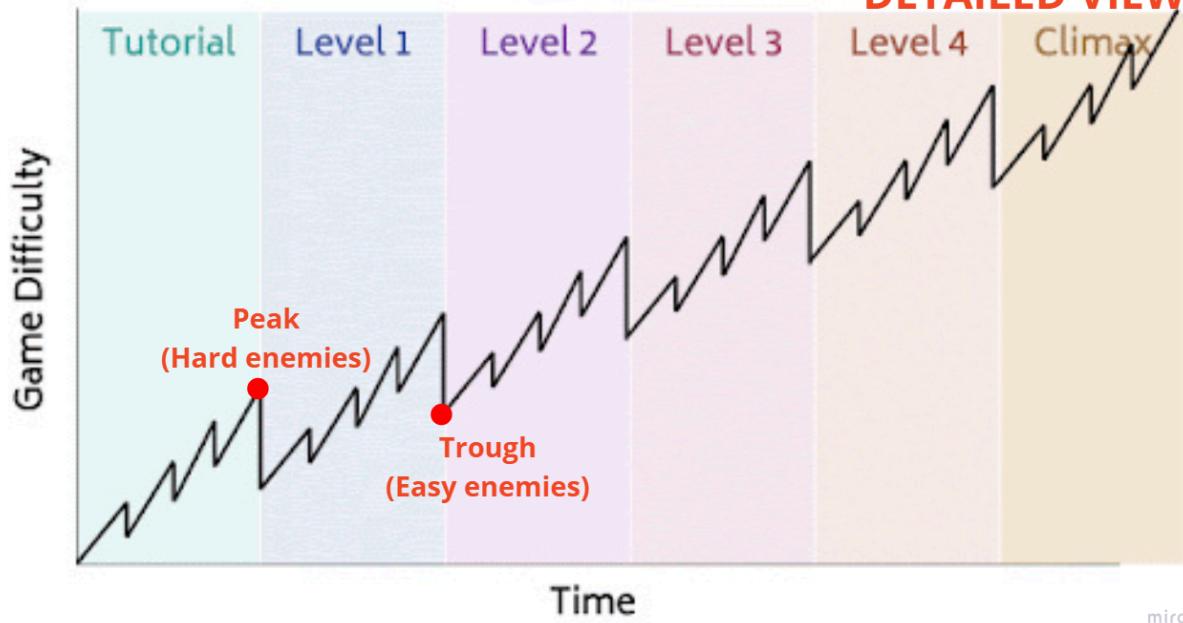
Increasing difficulty as players tackle more challenging targets such as more variations of thieves and cops, also face tougher security measures.

Unlockable skills and abilities to enhance the brokie's stealth and thieving capabilities.

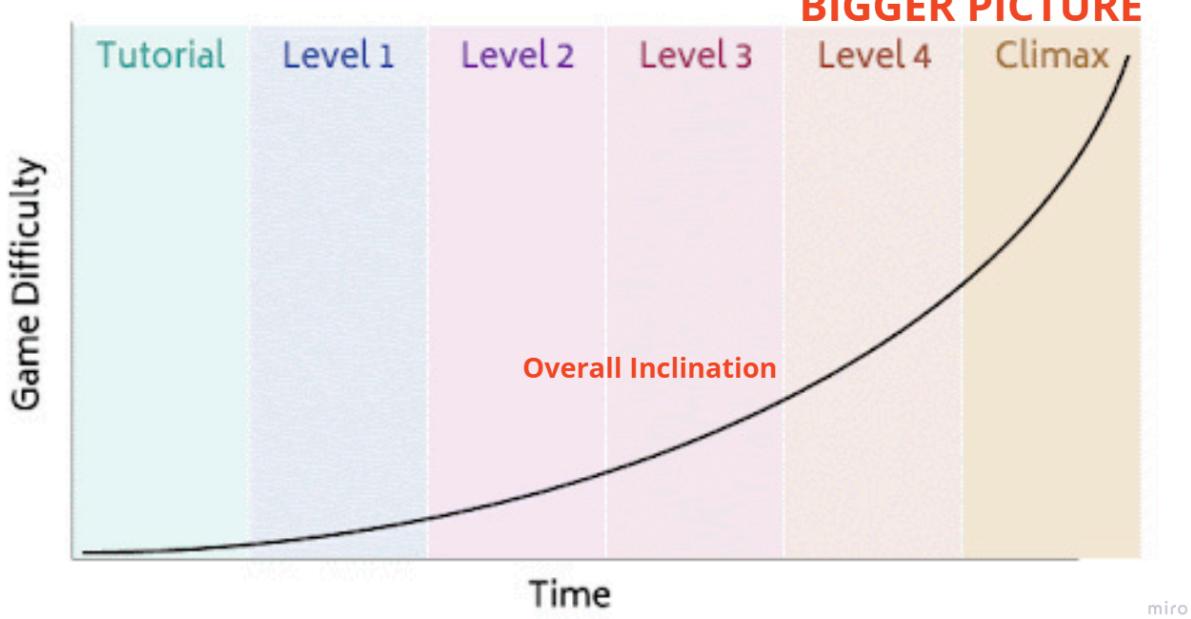
As the plate progresses and unlocks new areas, he will start to encounter different types/variations of enemies which are more difficult to deal with.

<b>Characters</b>	<b>Health</b>	<b>Description</b>	<b>Damage Given</b>
Baton cops	1.75x	Basic cop type with default HP and damage.	1.75x * n%
Gun cops	2.0x	Hard cop type with more health and damage. Also it is fast.	2.0x * n%
Taser cops	1.5x	Baton cop - baton + taser. Gives a shock to the player which stuns him.	1.5x * n%
Bare hands thieves	0.50x	Basic thief type who throws punches with default HP and damage.	0.50x * n%
Gun thieves	1.0x	Hard thief type who fires everywhere like a madman.	1.0x * n%

## DETAILED VIEW



## BIGGER PICTURE



## **4.6. Economy:**

There will be two currencies, primary and secondary, abundant and scarce respectively.

**Primary Currency:** The primary currency is **silver coins** which are earned through successful heists and stealing from here and there.

**Sources** of primary currency:

- Trash cans & bags
- Cars
- Killing other thieves/cops.(variations drop different loot)

**Sinks** of primary currency:

- Upgrades
- Repair
- Build base

**Secondary Currency:** The secondary currency is **gold coins** which are more scarce than primary currency.

**Sources** of Secondary currency:

- Bosses
- Side missions
- IAPs

**Sinks** of Secondary currency:

- Fast Upgrades
- Fast Repairs
- Build base Faster
- Buy premium characters/skins etc.
- Skip rewarded ads and still get the reward.

## HOW THE ECONOMY IS GOING TO WORK:

Let's **assume** that the player is able to collect **80-100 silver coins** in a minute, on an average by searching in trash bags/cans, cars etc. and it takes him **5 seconds** to search the trash bags/bins, **3 seconds** to go to another trash bag/bin, and each one of them contains **10-15 silver coins**.

Now, as game developers, we want the player to grind with default tools/values for about **5-8 minutes** before letting the player upgrade for the first time. Say 5 minutes). So the **base values** for the costs of purchasable items should **start from around 50-65 silver coins**.

**Trade System:** Ability to purchase specialized equipment and hire accomplices for larger heists.

Trade system will simply work as an exchange of valuable items. Brokie completes some given tasks and gets rewarded in exchange. Possible tasks are:

- Eliminating a gang for another gang and getting gold(secondary currency).
- Steal some unique/antique item for someone to get gold in return.
- Trade some gems you found somewhere with the merchant for armory.

## **4.7. Reward Structures:**

### **Vehicle Status:**

- Bicycle -> bike -> small car -> big car -> luxury car

### **House status:**

- Homeless -> tent -> very small house -> big house -> mansion.

The Player would have to defeat big enemies and pull off huge heists to acquire the parts of the vehicles to make it and hence ride it.

Rewards for completing heists with stealth and finesse, as well as bonuses for recovering valuable artifacts or completing optional objectives.

## **4.8. Upgrade System:**

Item	Description	Initial Cost (Silver coins)	Upgrade Cost Increase	Initial Upgrade stat	Final Upgrade stat	Final cost (silver coins)
<b>Attack Power</b>	+10% attack rate	50	+50	10%	160%	800
<b>Attack Rate</b>	+10% attack power	50	+75	10%	160%	1250

<b>Adren aline</b>	+15% speed +15% Attack rate. Lasts for 10 seconds	200	+200	10 seconds	25 seconds	600
<b>Shield</b>	Invincibility. Lasts for 10 seconds	250	250	10 seconds	20 seconds	750
<b>Health Kit</b>	Restores 15% HP	300	+300	+15% HP	+30%HP	900

#### **4.9. Win and Lose Scenarios:**

**Win:** Successfully pulling off lucrative heists, accumulating wealth, and establishing a reputation as the city's top thief.

**Lose:** Getting caught by law enforcement, failing to complete a heist, or losing all accumulated wealth and assets.

#### **5. World / Level Design:**

This game will be a story based semi open world to explore the whole city to gather resources, fight thieves or cops, etc.



## 6. Art Style:

Bright and colorful art style with low poly graphics to give it a kind of cartoonish look.



## **7. Music & Sounds:**

Atmospheric(city) soundtrack blending electronic beats with tense, cinematic themes.

Sound effects for stealth actions, alarms, and police pursuit sequences to enhance immersion and tension.

More details about music and sfx will be put in the Music and SFX document.

## **8. Technical Description:**

Initially, the game will be Mobile Cross-platform:

- iOS
  - Android
- 
- Follow with PC standalone version and Facebook Canvas.
  - Could add Mac and/or console support (through e-stores) in the future.

Consider the following engines:

- Marmalade
- Unity 3D
- Unreal Engine 4.

For project management:

- JIRA
- Trello

Storing assets

- Perforce

Storing codebase:

- Github

## 9. Marketing & Funding:

- **Social Media Marketing:** Target fans of stealth and action games on social media platforms through reels or yt shorts, highlighting the excitement of heists and the intrigue of the criminal lifestyle.
- **Funding Strategy:** Secure funding through a blend of self-funding, crowdfunding campaigns, and potential partnerships with publishers.
- **Development Strategy:** Prototype the initial levels or create a vertical slice of the game, showcasing its core mechanics and unique features. Launch a Kickstarter campaign to showcase these levels and attract backers. Concurrently, pursue opportunities to secure a publishing deal to further support the project's development.

- **Government Funding:** Explore potential avenues for government funding that may be available for game development projects. Investigate grants, subsidies, or other funding programs offered by government agencies or cultural organizations.
- **Press Kit Creation:** Develop a comprehensive press kit detailing the game's concept, features, and development progress. Distribute the press kit to gaming news websites to generate interest and coverage.
- **YouTube Channel:** Establish a YouTube channel dedicated to the game's development process. Post regular development diary videos, providing insights into the game's creation, progress updates, and behind-the-scenes footage. Engage with the community and build anticipation for the game's release.

These strategies encompass a multi-faceted approach to promoting and funding the game's development, leveraging various channels and opportunities to maximize exposure and support.

## **9.1. Demographics:**

**Age:** 12 to 50

**Sex:** Everyone

**Audience:** Casual players mostly.

Target audience includes casual gamers intrigued by the idea of stepping into the shoes of a master thief and experiencing the thrill of high-stakes heists.

Appeal to fans of stealth-based gameplay and crime-themed entertainment.

## **9.2. Platforms & Monetization:**

- Free android app with in-game ads, and paid version without ads.
- Free iOS with ads. Paid iOS version without ads.
- In game purchases.

## **9.3. Localization:**

Localization into multiple languages to reach a **global audience** of aspiring thieves and fans of stealth gaming.

Translation of dialogue, text, and UI elements to ensure accessibility and enjoyment for players worldwide.

Mostly: English and Russian.