

**Finn Kings Studios**

**Design Document for:**

# This Is It

**What kind of hero will you be?**

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Version # 2.00

Wednesday, October 07, 2015

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## **Section 2: Game Summary**

"This Is It" is designed as an Action-Strategy game where the player is charged with building, expanding and defending a growing city from waves of enemy attacks. Through an in-game editor the player will design and build increasingly elaborate paths to control enemy movement as well as place defenders to eliminate the enemy before they reach their goal. As the players city increases in size, so does the enemy threat, with more enemies launching larger attacks from new directions. While under attack the player will join in on the action directly using a variety of sci fi weapons and powers to give them an edge over the invading hordes.

## **Section 3: Game Story**

### **Backstory (Known to players)**

Set at some point in the future, experiments with time travel have created a rift in time. Through this rift, a faction of advanced AI controlled machines have emerged from our future. These machines are eager to claim this new land and have formed an army in order to do so. The humans of the current time have raised their own army to stop this from happening.

### **Backstory (Unknown to players)**

The rift that opened across time is considerably larger than its present-time counterpart, causing massive destruction where it opened. The invaders pulled through this rifts are not evil oppressors but are in fact desperate to stop the source of these rifts and save their home.

### **Plot**

While attempting to escape a machine attack the player stumbles across a cache of pre-war technology. Using this “Rift” technology the player is able to teleport and alter the flow of time to a limited degree. Using these newfound powers the player begins to rally survivors and rebuild the city they call home.

These efforts have not gone unnoticed and the machines are assembling their own forces to eradicate the surviving humans once and for all.

### **Game progress in relation to story**

The plot is essentially a backdrop for the setting of the game, as such, progressing through the game will not reveal any new story elements.

### **Cutscenes**

There are no plans to introduce cutscenes to the game.

## **Section 4: Gameplay**

### **Number of players**

This is a single player game.

### **Challenges & Obstacles**

The core gameplay revolves around the player using the in-game editor to design paths for the enemy to follow, and placing defenses along that route.

Once a player is satisfied with their build they will be put in charge of defending it against waves of enemies. These missions will put the player directly in control of a “Hero class” where they will participate directly in the defense of their newly built city.

Upon success or failure of this mission the player will be returned to a hub where they are able to make changes to the city through the editor, upgrade their character, or play another mission to collect more resources for upgrades.

### **Nature of Challenges & Obstacles**

#### **The Hub**

The Hub is an indoor area the player has access to in between missions. From here the player can choose to edit the layout of the city through the editor, upgrade their character and/or launch another mission.

#### **Editor**

While not on a mission the player has the ability to open the map editor and change or upgrade the layout of the city. From here the player can create paths for enemies to follow as well as place traps, troops, and objects to help defend these paths.

This is a pretty major feature that will be further detailed in its own section below.

#### **Missions**

When the player is ready, they will be brought to a third person version of their city where all of their buildings and placements will be added. From here the player will be tasked with defending their hub from multiple waves of enemies. Enemies originally spawn in small numbers and waves but as the game progresses enemies will spawn from more areas of the map demanding more and more of the players’ attention.



## Game Objectives

Victory in a level relies on surviving waves of enemy attacks and preventing the enemy troops from destroying the players' hub within their city. If the player can survive all waves without being killed, or the hub being destroyed, the level will be considered successfully beaten. Otherwise the player will be returned to the hub to edit their level or character and try again.

There is no set victory condition for the entire game since the player is constantly being encouraged to experiment with new level designs, layouts and character customizations.

## Game Flow

The game begins with the player choosing which type of hero they would like to play with. Once the player chooses their hero, they will enter a default city; this is where the tutorial for the game starts.

In the first part of the tutorial, the player is led towards the hub (or main) building within the city. During their travel they will learn about how to move the character through the city; this is important as it will get them used to moving through the level during the battles and the many types of buildings and paths that make up the city. Once they reach the hub, they will be introduced to the level editor.

Within the level editor they will be able to take the default layout of the city and change the location of anything to create a layout of their own. This will help them to learn about the different buildings, troops, etc. and how they can set up their city to fit their play strengths. After the player is happy with their city layout, they will begin a tutorial/practice battle.

This battle is easier in difficulty and is intended to let the player practice using their weapons against the easy enemy troops as well as learn about player and weapon experience. This battle gives the player a first-hand feel of how their city layout and support troops can help them during the battle. Once the player defeats the enemies, they are introduced to the levelling system. This first battle will result in the player earning enough player experience to gain a player level which lets them add to their hero stats and abilities. As well, they will earn enough weapon experience to gain a weapon level which adds to the strength of their weapon. Next they will be instructed to head back to the hub and at that point the tutorial ends and the true game begins.

From this point onward the player will go back and forth between editing their city layout in the hub and defending it against waves of enemies. Within that gameplay loop the player will continue to slowly earn player experience that will lead to a stronger hero with more abilities for the player to utilize and weapon experience that will lead to stronger weapons.

## Section 5: Game Mechanics

### Rules & Affordances

While many of the players optional active abilities are detailed in Section:7 there are a few passive abilities that the player will have at their disposal at all times.

#### Visible to player

##### *Respawn*

Bend time on death to bring your character back to life. This ability fires automatically upon player death, bringing them back to full health. This ability has a fixed number of uses and will result in a loss for that level if they are all used.

##### *Teleport*

This ability allows the player to teleport between two different spots on the map. This will be a key feature as the city expands in size and enemies start attacking from multiple directions.

Many of the player abilities detailed in Section 7 may also fall under this category.

#### Invisible to player

##### *Teleport*

Each time the player uses the teleport ability there is a cooldown period before it can be used again. this cooldown increases when the ability is used in rapid succession.

### Physics & Movement

The game will use realistic but simplified physics for player and NPC movement and weapons. Larger or decorative items will be static and not be affected by physics or player actions. The player will be able to move in three dimensions.

### In-game Objects

The player will be able to use a variety of ranged and melee weapons such as a sword or a pistol. NPC's will be equipped with various weapons depending on their class.

### Player Actions

The player is able to move and attack in third person as well as build, move and demolish buildings in the world editor.

### Player Interactions

The player controls the position of friendly troops through the world editor and can purchase items and upgrades through the merchant located in the hub.

## Section 6: Game Setting

### Game World (Context)

The war between humans and machines has raged for years, destroying any and all major cities around the world. Survivors hide among the ruins of these cities hoping to scavenge food and supplies but are always wary of machine patrols.

### Game World (Look & Feel)

At the beginning of the game the buildings of the city have a decaying, broken look to them but as the game progresses and the player continues to rebuild the city, the buildings reflect a cleaner, sleeker, futuristic look.

### Tangible Items

Within the unlocked districts, the player is able to move any building or trap to a new location while editing their layout. Once the battle has started, the player cannot move any building or trap until the battle has ended and the player has returned to the hub to modify the layout once again. Some obstacles within the level can be travelled through but none can be modified.

### Non-Tangible Items

Any areas outside the unlocked district and backdrops to the game scene. Troops cannot be controlled by the player during battle; however, they can be placed in the editing mode before the battle.

### Game World (Areas)

The game takes place on a single map that is divided into areas called “Districts”. The first district contains the Hub. The main building that the player must defend.

There are four additional districts that must be unlocked by the player as the game progresses. Each new district unlocked will have the same visual feel as the others.

The exact layout of the world will be dependant on the players progress through the game and how they choose to design their city.

### Unique Buildings

Each district contains a unique building that gives the players access to new or improved features. These buildings are in fixed positions and must be connected to the hub by roads in order to be used.

See Misc Appendix for breakdown of unlockable buildings and their benefits.

### Obstacles

Obstacles are pieces of the game world that cannot be moved, forcing the player to work and build around them. Some obstacles could include:

Canals – Bodies of water that cannot be crossed by any land based unit. Longer ranged units can still shoot across.

Bridges – Working with canals these form major choke points on the map.

Parks – Rough, uneven grass and rocks. Units moving across this terrain are slowed.

### **Game World (Level Progress)**

As the player reaches certain milestones in the game they will unlock a new district giving them more space and materials to expand their city. As the player expands their area of influence enemies will begin to spawn from more locations and attack the players hub from multiple directions at once.

## Section 7: Characters

### Hero Characters

The hero is the centerpiece of the army and a significantly stronger unit that is controlled by the player during attacks. The hero is able to use abilities that can help to influence the flow of the battle and ultimately increase the players chance for success. The plan is to have at least three different types of heroes for the user to choose from, with each of the hero types having different characteristics that give them their strengths and weaknesses:

- Ranged attacker with increased damage, weaker health and increased speed.
- Melee attacker with increased damage, stronger health and decreased speed.
- Hybrid attacker, armed with both ranged and melee attacks, with average damage, health and speed.

Each can upgrade themselves as the player increases in levels and earns player experience from completing levels efficiently and effectively. The player can choose how they want to strengthen their heroes statistics to fit their play style along with a number of unlockable abilities as they progress. Three categories make up the statistics of the hero character:

- Strength; the higher the statistic, the higher the increase bonus will be to the damage
- Armor; the higher the statistic, the more health the hero will have
- Agility; the higher the statistic, the faster the hero will be able to move

Each of the heroes will start with their main weapon and a secondary weapon. Other than the hybrid, the main weapon is suited to their type, while the secondary is a weaker version of their counterpart.

- The ranged attacker will be equipped with a high damage sniper rifle and an average damage dagger
- The melee attacker will be equipped with a high damage large sword and an average damage small pistol
- The hybrid attacker will be equipped with the pistol and the dagger.

Based on this, the two main types of heroes can rely on their weapons rather than abilities to find success, while the hybrid attacker must utilize abilities more. Each type of weapon can upgrade to add additional damage, as the player earns weapon experience points through its use in battle, which can help to offset the initial weaknesses.

## Background

In any society there are those who follow and there are those who lead. From birth, these heroes were nothing but leaders. They are strong minded individuals who will stop at nothing to be victorious in everything they do. They have realized at a young age where their strengths were in combat and have spent their entire lives perfecting their respective crafts.

## Personality

Ranged-Hero: A humble individual who speaks more through bullets than words. This hero is not one to be the center of attention, but instead is the embodiment of the phrase “silent but deadly”.

Melee-Hero: A loud, extremely strong individual who thoroughly enjoys getting down and dirty in the battle. This hero is not afraid to take on even the strongest of opponents with full confidence of victory.

Hybrid-Hero: A well-rounded individual that is the definition of a “fence-sitter”. This hero can’t make up their mind on much, so this hero does it all.

## Appearance

Ranged-Hero: Slim and lightweight

Melee-Hero: Body-builder type

Hybrid-Hero: Physically fit, but neither slim nor extremely built like their counterparts.

## Hero Abilities

Over the course of the game the player can choose to equip a number of different powers that they can use during the attack and defend phases of the game. Most of these abilities depend on a regenerating energy pool. The ones that are not dependent are noted as such below.

### *Slow*

Create a field of slow time in front of you that reduces enemy movement and attack speed for a short time. This ability can be upgraded to increase the length of the ability as well as the amount that it reduces attack speed and movement.

### *Short Circuit*

Target an enemy and convert them to your side for a limited time, making them fight for you. This ability can be upgraded to increase the duration of the effect and boost the targets attack damage and armor while under this effect.

### *Surge*

Fire a blast of electricity forwards towards the enemy. This ability can be upgraded so that the electricity jumps to nearby targets, and improve the range and damage of the initial arc.

### ***Overload***

Create a sphere of energy expanding outward from the player. This ability can be upgraded to reduce its casting cost, radius, and damage as well as adding a knockback effect to the blast.

### ***Drone***

Dedicate a portion of the players energy bar to spawn an aerial drone that follows the player during combat. This drone can be upgraded to increase its attack speed, damage, and effective range as well as providing a shield.

### **Relationship to other characters**

The heroes are the leaders of the human army.

### ***Ally characters***

A run down group of survivors and soldiers in the war against the machines have come together to defend what's left of their once great city under the belief that it can be restored one day, assuming the robots don't reduce it to rubble completely first. Below are some brief descriptions and basic stats for the troops under the players command.

#### ***Survivors***

Description: Beaten but not broken. These soldiers are the heart of the resistance army.

Armor: Light.

Damage: Low.

Attack Range: Medium.

Special: Throw a grenade to deal area damage.

#### ***The Heavy***

Description: Lots of ammo but not many brains. These brutes rush in without thinking twice.

Armor: Heavy.

Speed: Slow.

Attack Range: Medium.

Special: Explodes when killed.

### *Sniper*

Description: Preferring to fight from the back, they are the last thing you'll never see.

Armor: Light.

Damage: High.

Attack Range: Long.

Special: Goes invisible when enemies are nearby.

### *Arc soldier*

Description: Each of us is wearing an unlicensed nuclear accelerator strapped to his back. What could possibly go wrong?

Armor: Medium.

Damage: Low.

Attack Range: Medium.

Special: Deals continuous damage to targets in range.

### *Doormen*

Description: If you try to get past them they are going to hit you very hard.

Armor: High.

Damage: Medium.

Attack Range: Short.

Special: Knocks back enemies on hit.

### **Enemy characters**

A rift in the fabric of the universe spilled these machines into our world where they quickly took hold and claimed it as their own. Nobody knows what drives these machines, but one thing has been made clear from their relentless and brutal attacks, humanity has no part in their plans.

Below are some brief descriptions and basic stats for the enemies the player will face.



### *Basic Robot Unit*

Description: Straight off the assembly line. These units have numbers on their side but little else.

Armor: Light.

Speed: Medium.

Attack Range: Medium.

Special: None.

### *The Swarm*

Description: A cloud of microscopic robots that devour anything they come into contact with.

Armor: Medium.

Speed: Medium.

Attack Range: Short.

Special: Takes reduced weapon damage.

### *Heavy*

Description: This slow moving behemoth is a walking tank and a major threat to all allied troops.

Armor: Heavy.

Speed: Slow.

Attack Range: Medium.

Special: None.

### *Digger*

Description: Smaller machines designed to harass troops from underground.

Armor: Light.

Speed: Fast.

Attack Range: Close.

Special: Can travel underground to avoid troops and damage.

## Section 8: Levels

### Levels/Stages

The game takes place on a single map that is divided into areas called “Districts”. The first district the player is introduced to contains the Hub. The main building that the player must defend.

There are four additional districts that must be unlocked by the player as the game progresses.

### Synopsis

Once spawned, enemies consider the fastest route to the hub. Using the world editor the player can create paths for the enemies to follow with roads and buildings used to create the paths as well as traps and troops to defend them. The player returns to the world editor in the hub after battle to add, remove or adjust pieces based on how they feel their defenses are performing.

### Introductory Material

When the player first arrives in the city it has a default layout, however during the short tutorial they will have the ability to modify the layout as they see fit. Every battle after the tutorial begins with the player at the hub and they will travel out to meet the oncoming enemies coming from the outskirts of the city.

### Objectives

The goal of each round of play is to prevent the enemy hordes from reaching your hub tower. Every enemy that reaches the tower diminishes the towers population. If the towers population reaches zero the current round is lost.

### Level Details

#### Buildings

By default the city is populated with rundown buildings which are destroyed and replaced by the player as they go to avoid having big empty lots in the city.

The player will be able to pick from a variety of building types when creating their paths, leading to a richer and more diverse looking city as well as conveying some extra benefits.

Players will be able to use an unlimited number of small buildings to create their intended paths. These buildings have no additional features.

Medium and large sized buildings have additional perks that can be used to buff allies or damage enemies. Due to these added effects, medium buildings are limited to 3 per district and large buildings are limited to 1. These numbers scale up with the size of the district itself.

Towers with effects are listed below.

“Trump Tower” - A large building that increases the experience gained by the player while they are within the area of effect.

“Stock Exchange” - A large building that increases the damage output of the player while they are within the effect radius.

“Clinic” - A medium-sized building that regenerates the players a small amount of health over time while within range.

“Fast Food Joint” - A medium-sized building that damages enemies over time while they are within range.

“Coffee Shop/Candy Store” - A medium-sized building that increases player attack speed while they are within range.

## Traps

Traps are objects that are placed by the player that will influence various elements of the world but are not directly controllable by the player.

Cars – Cars are used as obstacles that force an enemy into going around if there is room or take time to destroy if it blocks a path completely.

Hotdog carts – Street meat used to restores health over time to friendly units within range.

Mines – Hidden explosives causing area damage when enemies are in range (one use).

EMP – EMP’s are similar to a mine but will stun enemies instead of damaging them.

## Troops

The troops detailed in the Characters section are also placed in the map using the editor.

## Player Path

The player is free to navigate as much of the city as they have unlocked. Unlike the NPCs the player may also run between buildings to shortcut the enemy paths as well as teleport from one location to another to cover larger distances if need be.

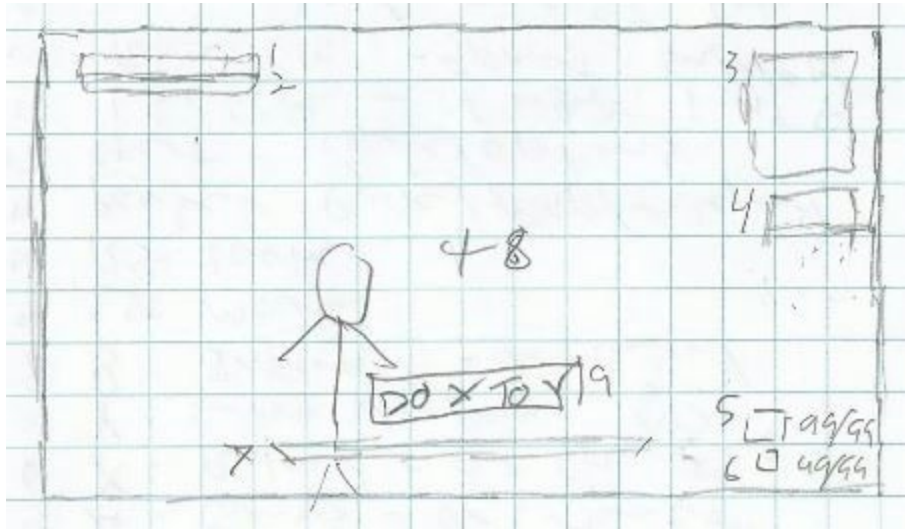
## Section 9: Player Interaction

### Visual System

Below are some (very) rough drafts of what various UIs in the game will look like.

### Third Person HUD

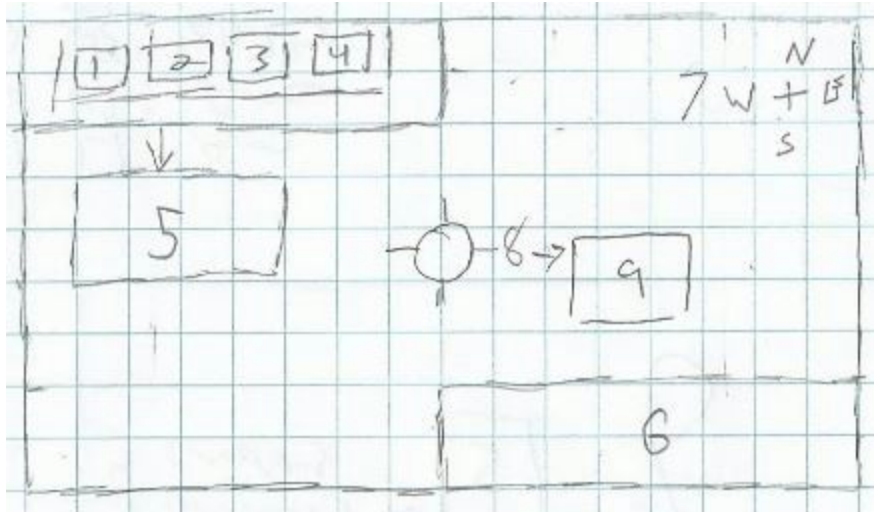
Used while the player is using an over the shoulder camera mode while defending the city.



3rd Person UI Screen Breakdown			
1	Health Bar	6	Secondary weapon/ammo
2	Energy Bar	7	Respawn energy bar
3	Mini map	8	Target reticle
4	Wave/Round info	9	Tool tip/Contextual info (as needed)
5	Current weapon/ammo		

### City Editor

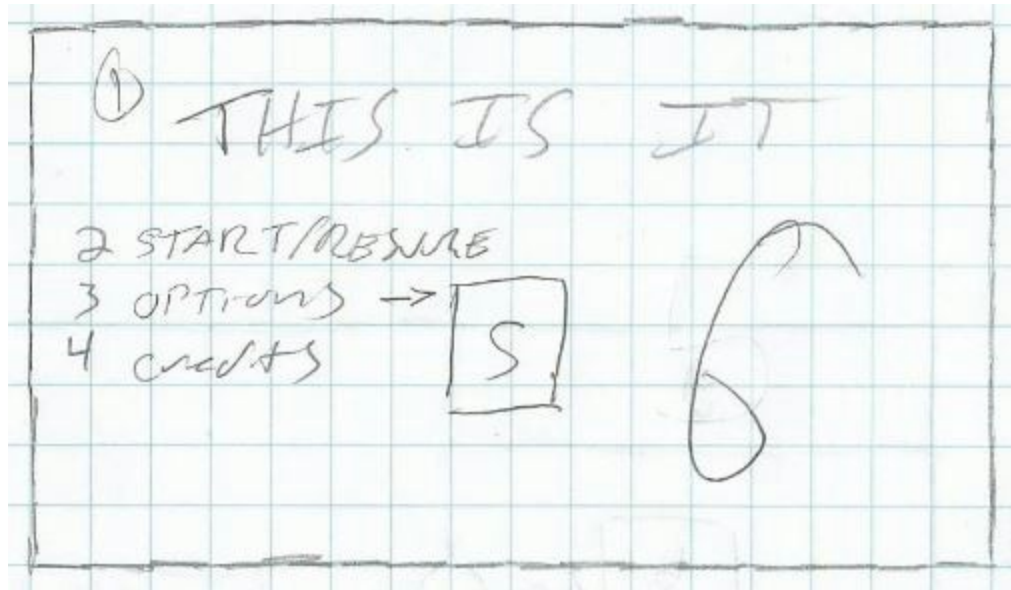
Used when the player is using a top down camera in the world editor.



Editor UI Screen Breakdown			
1	Road build button	6	Item info (as needed)
2	Building build button	7	Compass
3	Trap build button	8	Selector for existing map items
4	Troop build button	9	Available actions for selector (move, delete, etc)
5	Dropdown for selected button		

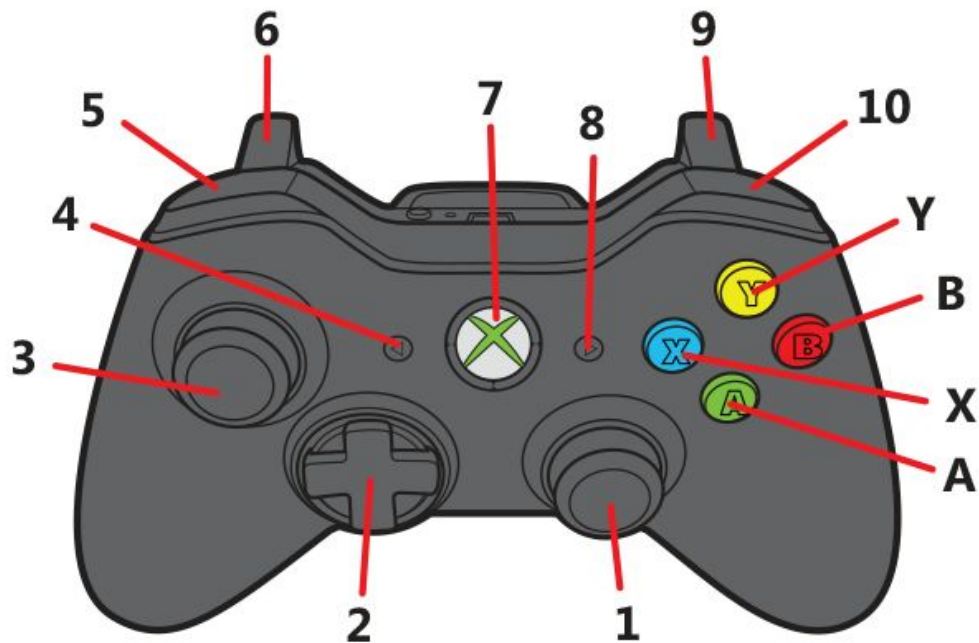
### Start/Pause Screen

Used when the game first starts up or when the player pauses the game.



Title/Pause Screen Breakdown			
1	Title.	4	Credits.
2	Start or resume (dependent on context).	5	Expanded panel for active option.
3	Options menu.	6	Background image(faded camera view for pause screen).

## Control Scheme



Controller Layout			
1	Turn Character Left/Right	8	Open Pause Menu
2	N/A	9	Fire Ranged Weapon
3	Move Forward/Back/Sideways Move Buildings (Editor)	10	Use Selected Ability
4	N/A	B	Crouch
5	Toggle Ability	X	Melee Weapon Attack
6	Aim Ranged Weapon	A	Jump/Select Building (Editor)
7	N/A	Y	Switch between Primary/Secondary Weapon

## Appendices

### Objects Appendix

Below is a list of objects we intend to use in creating the game world.

## Background

Broken/decayed city backdrop

## Foreground

Small Buildings - Convenience store, clinic, small office,

Med Buildings - apartment block, restaurant, grocery store ,

Large Buildings - office block, skyscraper,

Very Large/Unique Buildings - condo building, power plant, library, mall, stadium, train station,

Destroyed buildings small, med, large (one of each)

Roads -Road-2 way, Road-t intersection, Road-2 way corner, Road-4 way,

Props - Car, wrecked car, hotdog cart, landmine, street lights, traffic lights(broken)

## Weapons

Melee weapons - knife, sword

Ranged Weapons - pistol, rifle w/ scope

## Character Rendering & Animation Appendix

Below is a list of character models and their animations we intend to use.

### Models

Humanoid - human hero, human survivor, human heavy weapons guy, human sniper, human electric soldier, human bruiser, robot basic unit, scientist, merchant

Non-Humanoid - robot insect swarm,robot digger, robot heavy

### Humanoid Animations

Movement - walk, run, idle, jump

Attacking - hip fire/aim/fire while aiming 1 handed gun, hip fire/aim/fire while aiming 2 handed gun, melee weapon swing, 1 hand/2 hand/melee weapon equip/unequip, death(human), death(robot)

Other Actions - reach out(interact) , lean over table, button press, teleport, 1 hand cast, 2 hand cast (forwards), 2 hand cast (to sides)

### Non-Humanoid Animations

Swarm - in flight, frenzy, death

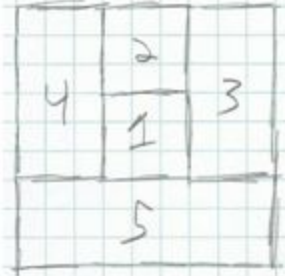
Heavy - walk, ready weapons, fire weapons, death

Digger - move, burrow, surface, lunge, death



## Misc. Appendix

### Unique building Unlockable order and benefits.

Map Layout	District	Unique Building	Benefits
	1	Hub	Allows editing of the city map. Provides access to future benefits.
	2	Arena	Research upgrades for troops and main character.
	3	Mall	Unlocks purchasing of weapons and other gear.
	4	Library	Allows research for building improvements.
	5	Power Plant	Doubles player respawn and ability energy.