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|  | **2008** |
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| [Ninja – Revison 3] |
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Table of Contents

[Game concept 4](#_Toc200953322)

[Game outline 4](#_Toc200953323)

[Setting 4](#_Toc200953324)

[Story 4](#_Toc200953325)

[Game mechanics 5](#_Toc200953326)

[Character & abilities 5](#_Toc200953327)

[Character description 5](#_Toc200953328)

[Weapons 5](#_Toc200953329)

[Running 5](#_Toc200953330)

[Jumping 5](#_Toc200953331)

[Wall running 5](#_Toc200953332)

[Wall jumping 5](#_Toc200953333)

[Weapons 5](#_Toc200953334)

[Sword 5](#_Toc200953335)

[Shurikens 5](#_Toc200953336)

[Power-ups 5](#_Toc200953337)

[World objects 6](#_Toc200953338)

[Enemies 6](#_Toc200953339)

[Goals & rewards 6](#_Toc200953340)

[Game duration & level structure 6](#_Toc200953341)

[Target market & audience 7](#_Toc200953342)

[Target audience 7](#_Toc200953343)

[Age rating 7](#_Toc200953344)

[Market research 7](#_Toc200953345)

[Artwork & style 8](#_Toc200953346)

[Art direction & colour schema 8](#_Toc200953347)

[Art pipeline & techniques 8](#_Toc200953348)

[Audio direction 8](#_Toc200953349)

[Audio techniques 8](#_Toc200953350)

[User interface & controls 9](#_Toc200953351)

[HUD & in-game user interface 9](#_Toc200953352)

[Menu structure 9](#_Toc200953353)

[Control layout 9](#_Toc200953354)

[Tools and technologies 10](#_Toc200953355)

[XNA 10](#_Toc200953356)

[Adobe Photoshop 10](#_Toc200953357)

[TV Support 10](#_Toc200953358)

[XBOX Live Support 10](#_Toc200953359)

[Risk analysis 11](#_Toc200953360)

[Artwork 11](#_Toc200953361)

[Time 11](#_Toc200953362)

[Audio 11](#_Toc200953363)

[Technical risks 11](#_Toc200953364)

[Level design 11](#_Toc200953365)

[Localisation 12](#_Toc200953366)

[Schedule 13](#_Toc200953367)

[Project terminology 14](#_Toc200953368)

# Game concept

## Game outline

With this project, we propose to create a 2D platform / action game in which the player takes control of a skilled ninja from feudal Japan. This Ninja uses throwing knives as his primary weapon. Throwing knives can be thrown in any direction and are used to eliminate swarms of enemies which are trying to kill our character. The player can also make use of the ninjas agile abilities such as wall running, wall jumping, rolling etc... Levels will be arena based where the player is confined to screen space (no scrolling). The player must defeat all enemies to move onto the next level where the difficulty will increase. The player makes use of walls and platforms to bounce off in the game and pickups are available such as health and bombs etc.

[Required action: Decide if scrolling or confined levels would be preferable. WILL DO AFTER PROTOTYPE]

## Setting

The game will be set in a variety of locations in medieval Japan, ranging from small rural villages to towns to the fortified castles of powerful feudal warlords. The game as such will reflect the style and feeling of this era and location.

## Story

You play a ninja whose shogun master has been ruthlessly murdered by a rival shogun. Your master had made a pact of friendship with the shogun, only to be betrayed. Now you must uphold your honour and avenge your master’s death.

Your quest begins in your home village which has been overrun by the shoguns henchmen. You must first battle to clear the village of these men and gradually fight your way to the treacherous shogun’s castle- where the final confrontation will take place.

# Game mechanics

## Character abilities

### Character description

The player’s character in the game will be a ninja in the style of medieval Japan. Not much information will be given on the background of the ninja other than the fact that he is fighting to avenge his master’s death. The ninja will wear traditional ninja attire and his face will be covered so as to conceal his identity.

[](http://bp1.blogger.com/_YPFDDjQ_y_Y/SBiR1baOsCI/AAAAAAAABNE/vGe0kYi6bE0/s1600-h/ninja_manga.jpg)

*The ninja would follow a similar style to this reference sketch*

### Weapons

The character will be able to attack using weapons. Available weapons are detailed in the next section.

### Running

The player’s character will always run when the directional stick is moved, but will gain in momentum as the player moves more and more. This momentum gain will be quick so the player will not need to spend too long building up speed to do a successful wall run.

### Jumping

The ninja will be able to jump off the ground. The jump distance will be quite high given the agility of the ninja. The player will also be able to direct the ninja’s movements and fall once in mid-air.

### Wall running

The player’s character will have the ability to run up walls for a short amount of time. The amount that the player run up the walls will depend how much speed has been built up from running on the ground.

### Wall jumping

While the player is wall-running it will also be possible to do a wall-jump. With this move the player will quickly jump off the wall in a direction perpendicular to the surface of the wall. The player will be able to chain wall jumps together, that is jump from one wall to another but with each consecutive jump will lose power and distance.

## Character weapons

### Sword

The player’s character will have a sword at his disposal for close range combat. The sword will be a lot more powerful than ranged attacks with the shurikens but it will also have the disadvantage that the player will be in greater danger when closer to enemies.

### Shurikens

The ninja will have ninja stars or shurikens at his disposal. Shurikens are deadly throwing knives in the shape of a star that can be used to attack enemies at range. Shurikens will not be as powerful as the ninja’s main weapon (the sword) but will have the advantage that the player will be able to attack at range. The player will have an infinite amount of these shurikens at his/her disposal.



## Power-ups

Speed boost (including faster knife throwing). Temporary invincibility. Electricity blast (bomb).

## World objects

Platforms (boxes, walls etc...). Falling scenery (boulders etc...) and ropes.

## Enemies

Weak human enemies (one shot kill), stronger enemies. Weak enemies that fire projectiles. strong enemies that fire projectiles. More enemy types to be confirmed.

## Goals & rewards

The goal of the game is to complete the level; the player will be given points based on their performance. Number of kills and time are just 2 examples of what will affect the player’s performance. There will be no rewards as such only the satisfaction of beating an old high score.

## Game duration & level structure

A level should only last between 5 and 10 minutes. Completing all levels will take between 30 and 60 minutes. There will be five different themed levels; each level will have 5 separate waves of enemies (stages). Completing all 5 waves will mean completion of the level and the player will move onto the next setting. Each wave is harder than the previous wave and each level is harder than the previous level.

# Target market & audience

## Target audience

Based on the genre and theme of the game, we think our game would appeal mainly to the following types of players:

* 15-35 year old males who enjoy fast paced action / reflex games
* 30+ veteran gamers who have played classic arcade games like *Shinobi*, Street fighter, and Golden Axe on platforms such as the SNES, Genesis and the NES.
* Any other users who enjoy downloading action / arcade games off the XBOX Live Arcade download service.

## Age rating

Considering the violent theme of the game; we would assume that an age rating of 15+ would be most appropriate for this game. The game will not be realistically violent and would be more cartoon like or similar to a comic-book in appearance; hence the reason why we think 15+ rather than an 18+ certification would be suitable for the game.

## Market research

### XBLA Survey

We conducted a small survey into gamer preferences for XBOX Live Arcade and similar download services. Although the response was only moderate and the amount of data returned was small we have found that in general that action games sit very well on XBOX Live Arcade in particular.

### XBLA Investigation

We did some speculative research into the titles currently present on XBOX Live Arcade. There definitely seems to be quite a lot of arcade / action type games available on the service; more so than most casual games services. This might indicate a preference for these types of games on this particular service.

### XBLA Sales figures

We managed to track down some unofficial sales figures for XBOX Live Arcade. Although these are not official and the methods used to create these figures may be called into question, they do give at least some indication of what’s selling on XBLA:

<http://www.vgchartz.com/news/news.php?id=626>

Aside from card games which form the top two biggest selling games on XBLA, shooters and action games seem to get a very high standing on the service.

# Artwork & style

## Art direction & colour schema

## Art pipeline & techniques

## Audio direction

## Audio techniques

# User interface & controls

## HUD & in-game user interface

The heads up display will be very minimal.

* The score will placed centre top of the screen.
* When changing weapons

## Menu structure

## Control layout

# Tools and technologies

## XNA

We plan on using the XNA framework to develop our game. Although we have access to the XDK here at Microsoft, neither of our two programmers have had prior experience with the XDK and the development effort / learning curve required would be much higher than developing with XNA. Given that time is at an absolute premium, RAD tools like XNA must be given preference to over traditional tools like the XDK.

[Required action: GET AN XBOX CREATORS CLUB ACCOUNT]

## Adobe Photoshop

We plan on using Adobe Photoshop to edit and produce all the art-assets in the game. Photoshop is almost the de-facto standard for editing images and we already have some familiarity with it’s usage.

[Required action: GET LICENSES FOR THIS PRODUCT]

## TV Support

We aim to support 4 different types of televisions / VDUs:

* Standard definition (480p) with 4:3 aspect ratio
* Standard definition (480p) with 16:9 aspect ratio
* High definition (720p) with 16:9 aspect ratio

[Required action: either acquire or locate this hardware so we can test all modes]

## XBOX Live Support

We had originally hoped that we could implement support for XBOX achievements into the game. However, we soon found out that the XNA framework does not support this feature because of potential for the points system to be devalued / undermined by unlicensed third parties developing for the XBOX using XNA.

We do not plan to have downloadable content or online play so the game will not support any of the XBOX Live enabled features.

# Risk analysis

## Artwork

Artwork is a big worry for this project. We have two programmers working on the game but no dedicated artists. Although some effort could be made by the programmers to produce art assets, the time it would take to produce such assets would undoubtedly be higher and the quality would not be as good as artwork from someone experienced in the field.

We hope to recruit some talent from Microsoft internally to help out but finding artists will be difficult and even more difficult will be finding artists with time to offer. We will need to address this situation shortly once it becomes clearer what assets we will be requiring for the game.

[Required action: decide what will be done with regard to this issue]

## Time

Time is a major concern with this project. We are looking at a development time which will be 8 weeks long at maximum- which is an extremely short time-frame indeed. We will also have to dedicate some of our time to other duties at Microsoft so we will have to manage the project very carefully if we are to overcome the time hurdle.

## Audio

We are moderately concerned about audio assets although not quite as concerned as we are with artwork. If need be we could always purchase some royalty free sounds and use them in our project. We do not as yet plan to have any speech and it is looking likely that will be also the case for the foreseeable future. We still are deciding what will be done about music also; although that would be less of a concern then the actual sound effects themselves.

## Technical risks

We do not foresee any huge risks with regard to the technical side of the project. The development of the engine itself should be relatively straightforward and there should not be too many technical hurdles to overcome.

## Level design

Level design is a worry for us because we do not have any tools to create worlds with yet. Although it would be desirable to create our own level editor, it would not be wise given the short time span we have at our disposable. The best path would probably be to implement level files in the flexible .XML format and use that to create our levels. We could also follow a path used in previous projects we worked on and use a command-line based level editor; we already have a command parser for this purpose.

[Required action: decide what will be done with regard to this issue]

## Localisation

Localisation is a slight worry because XNA does not support advanced font rendering engines that could support a multi-byte characters like those found in Chinese. The font rendering in XNA is based on bitmap fonts and can only support a maximum of 256 possible characters. This limitation would be fine if we only intended to support western European / one byte character sets; however it would pose a severe problem for other more complex character sets.

We could take the route of embedding all our text into bitmap files which would then be displayed in game. Photoshop PSD files could then be localised to produce the correct text for each language.

[Required action: decide what will be done with regard to this issue]

# Schedule

# Project terminology

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| HUD | Heads up display. Part of the user interface in a game that is visible to the player throughout normal game-play. |
| PSD | Photoshop document. A layered and highly editable image file format used by the Adobe Photoshop image editor. |
| RAD | Rapid application development |
| XDK | XBOX Development kit. A proprietary development kit for the XBOX 360 console that includes C++ compilers, code libraries and documentation required to develop for the XBOX 360 platform. |
| XNA | An easy to use framework for developing games on Windows and XBOX 360. |