Shadowlands GDD

Version 1.01

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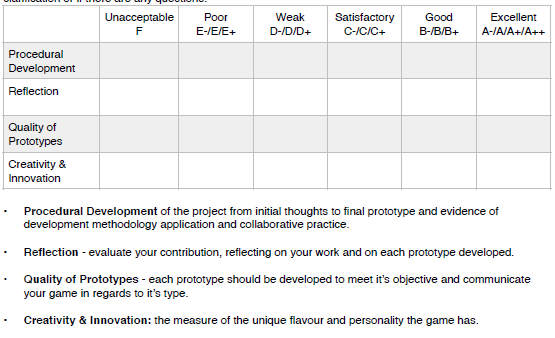
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# Grade Criteria & Goals



**A note from Lee about Marking points:**

This document is also intended to support my Journal entries.   
This document is most likely overdone but throughout it contains evidence for ‘Procedural Development’ and ‘Creativity & Innovation’ marking criteria in the earlier sections. It contains all diagrams and brainstorms my team had all in one location.

At the end of the document is the prototype documentation for each iteration. At the end of each prototype section is the reflection on how we are changing our approach to the next prototype. This will help meet ‘Reflection’ criteria. There are images here showing the game in each stage to meet ‘Quality of Prototypes’.

# Version Control

GDD version control for monitoring any changes and to keep on track what to do next.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Version | Author | Date | Changes | To-do |
| 1.01 | Lee | 26/12/2020 | + Document created + GDD structure is fully made and filled out  + Main features  + Game Flowchart  Word Count: 1549 | Complete [Prototype 1 documentation](#_Prototype_1_–)  Complete [Prototype 2 documentation](#_Prototype_2_–)  Rework the minigames |
| 1.02 | Lee | 06/01/2021 | + Added Minigames: Snake & Earth Defence + Added a few weapons  Word Count: 1694 | Complete [Prototype 1 documentation](#_Prototype_1_–)  Complete [Prototype 2 documentation](#_Prototype_2_–)  Add more weapon  Replace image placeholders |
| 1.03 | Lee | 11/01/2021 | + Added presentation notes |  |
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# Game Goals

“High Concept”  
Shadowlands is 2-4 player party game where players fight through levels using crazy weapons, unique items or by winning minigames. It’s a linear map where players roll a dice to determine movements, however, there are many things between you and victory.

#### Who?

ESRB rating of ‘E’ for everyone. We have no specific target audience as this game features minimal levels of age restricted content.

#### What?

A party game where players traverse a level fending off up to 3 other players who all want victory. Fight off your opposition with game changing weapons, win minigames or obtain passive items to grant a game-long boost. Players will also be faced with environmental challenges along the way which can cause massive unknown effects for anyone and everyone.

The theme is dark fantasy, the colour palette is dark and dull, lights are used to illuminate the environment. Effects from lights and player casted magic will provide lighting. A typical sword & magic type theme.

#### How?

*Environmental System*

A unique system which favours no one

*Unique Weapons & Items*

# Game Controls

Player movement – Clicking the roll button automatically moves the player [X] amount of turns  
Space – Activates the weapon or item equipped by that player  
A D – To change the selected player to use the items active ability on  
Escape – Pause the game

# Technological Requirements

Tools: Unity

All tools will all be inhouse from Unity for the game itself.  
Some models have been outsourced for the High-Fidelity prototype as learning to model in blender and other software will simply take too long to achieve the aesthetic we drive for.

# Title & Start Screen

#### Splash Screen

[IMAGE PLACEHOLDER]

Screen Selections  
Press any key to proceed to Main Menu.

#### Main Menu

[IMAGE PLACEHOLDER]

Screen Selections  
A button navigating to ‘Customisation Menu’.  
A button navigating to ‘Settings Menu’.  
A button navigating to ‘Quit Game’.

#### Customisation Menu

[IMAGE PLACEHOLDER]

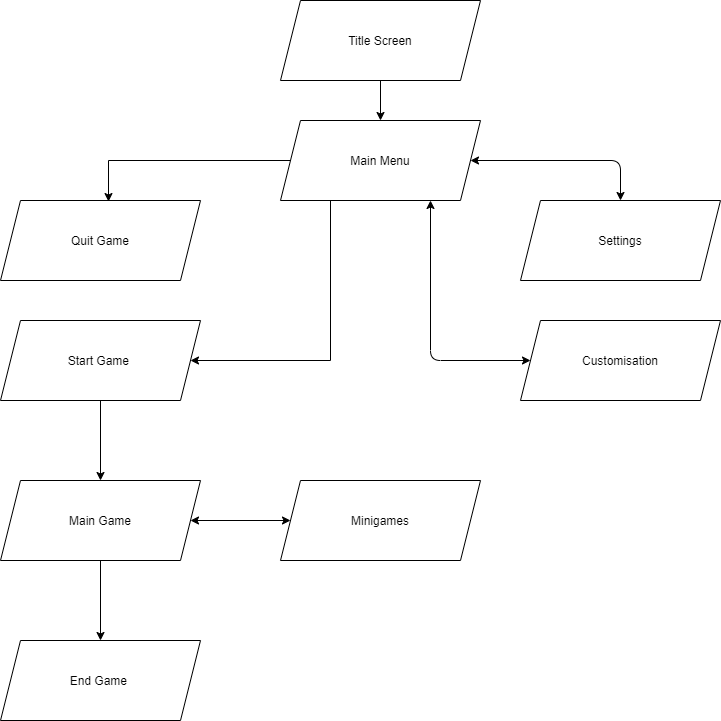
Screen Selections  
An array of 3D model viewers, when clicked changes the players model to the one selected.  
A button for ‘Confirmation’ – Saving the players choices.  
A button for ‘Back’ – Going back to the main menu.

#### Settings Menu

[IMAGE PLACEHOLDER]

Screen Selections  
A slider bar for ‘Master Volume’ control.  
A slider bar for ‘Music Volume’ Control.  
A button for ‘Confirmation’ – Saving the players choices.  
A button for ‘Back’ – Going back to the main menu

# Game Flowchart



[Link to Game Flowchart](https://viewer.diagrams.net/?highlight=0000ff&edit=_blank&layers=1&nav=1&title=Game%20Flowchart%20-%20Shadowlands#R5VrbUtswEP2aPJKxfCWPEFLaQjowoQQeRSxstbblyjJx%2BvWVY%2FkmUXBSgtPwkvGuZFnac85qpcnAGIfZOYWxPyUuCga65mYD42yg6yPT4L%2B5YyUcjnB4FLuFC9SOGf6NhFMT3hS7KGl1ZIQEDMdt54JEEVqwlg9SSpbtbo8kaH81hh5SHLMFDFTvHLvMF17bMuuGzwh7fvlpYI%2BKlhCWvcVSEh%2B6ZNlwGZOBMaaEsOIpzMYoyINXBmb%2BZTUPLn%2Fa51%2Bvk1%2Fw%2B%2BnFzbfbo2KwT5u8Uq2BoohtPfTk7EG7nN%2F6S2Zq9xkYXVzTiyOgi7WxVRkx5PIACpNQ5hOPRDCY1N5TStLIRfmwGrfqPpeExNwJuPMHYmwl2ABTRrjLZ2EgWvky6Oouf39olea9GG5tnGUtayWsYq75BCVwXwmM6JeQlC7QC9EQQDNIPcReilqFPpcNIiHik%2BTvURRAhp%2Fak4OCwF7Vr8aIPwiYNoBMTPIJBqn40g1mHBddmy0oQpECKOdtnD%2FyMMEgQAHxKAx5NGNEMZ8SonLbVd1wuvQxQ7MYruO25CmijeQjzlCpelAh9IQoQ9kWGKkxFaOYpli2SEOgFOWyFrWuCZ%2Ff0POxtiMYqqzwvsrJMLsrtcGf72sRcauWTW6UqmmqzWzJbagB4xXJra0GId5Fh%2BVG8ZoO7T51qJu9EmCoWw0OgG4MAG34rZ7zbVecwb8m3PWrJ5TCVaNDTHDEksbIV7mjkXNG7ZxjHmsSaYoRawpVU9ueVUDJ7lOIeU7XpihKP0Rq183eU7uCwYxrEkdecpAA2MdtAIze91ZbAeA6xbkyz2GIDhIDYO8bBo6CwThNGAlxwlMuOcwqU1aC2X8qsnspMvb0fAa6Fgy8NuqxMgTqJj7jU64TmA3DnOHRQxJXUTswKckJrX8pATWjqdqK3JP80olbiwAmCV7wECU5dqr7Ob1sWF%2FXxXyzlq%2FK92dr%2BV1rTO8osb%2FA34DXegbd0rdZ5a6U5pZUMxq2xJpimeKt5qWYPJAl0dSSBirioAy06VnCkXYW%2FT3OEiXBd8l4bei0tgjQlfIbXGDsmvLO%2F0B5RzqNGsaWlLfl89ZoN5S3%2Bjg%2BG%2F1cyuxpvVSUQR2Ybeh91kvlNNVLjw9z3rO1vssjXS2PpjjCHkfgMK895Hun%2FiEw1HPD2%2B%2FX21WoYI%2B2685ZraB0Xxu2fH1sOdvWqBJRLb3bhv1me6paRk4i9yMfZh17d6mCm%2FVfCgoI6z9mGJM%2F) – Diagrams.Net

# Game Cameras

#### Main Game

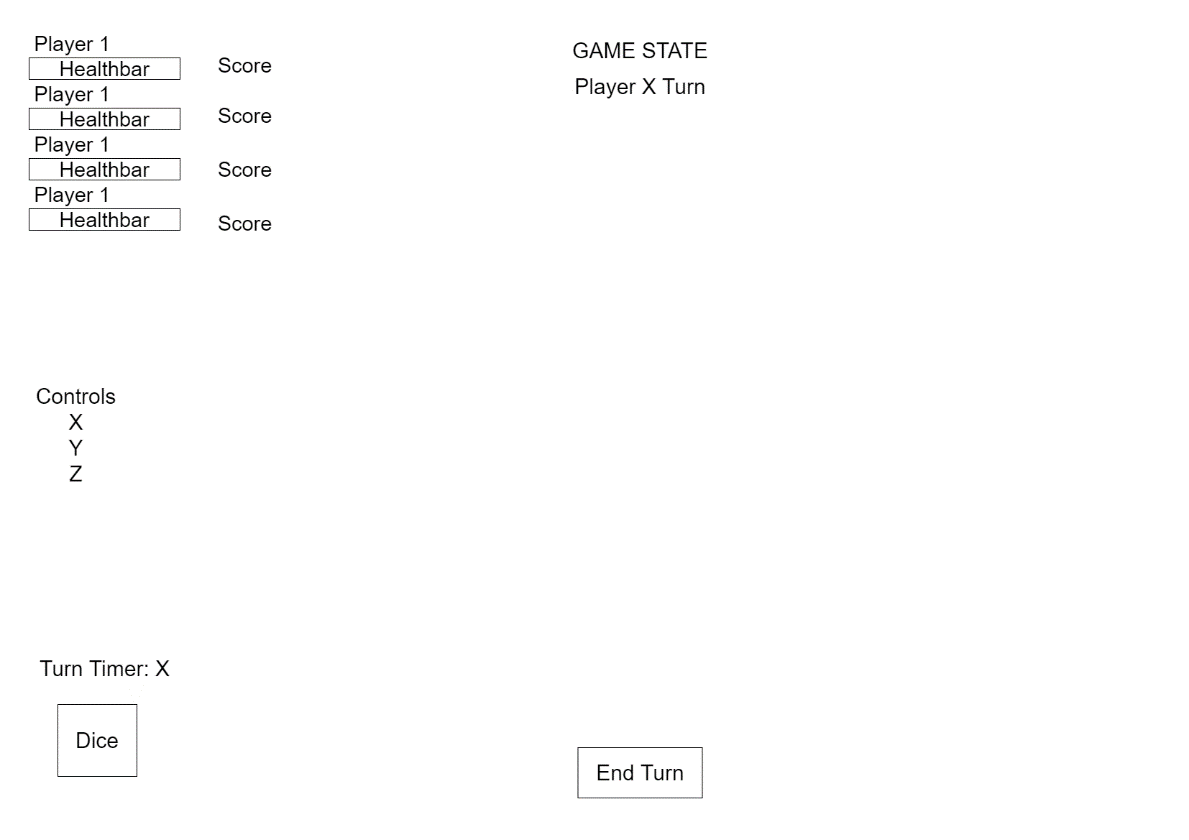
Locked on selected player from a front view

#### Minigame A

#### Minigame B

#### Minigame C

# HUD System



#### UI Elements

1. Player Names
2. Player Health bars
3. Player Scores
4. Controls (Toggleable)
5. Turn Timer
6. 3D Dice with value rolled (Button to role)
7. End Turn button
8. Current Game State
9. Current Players turn

[Link to UI Design](https://viewer.diagrams.net/?highlight=0000ff&edit=_blank&layers=1&nav=1&title=HUD%20System%20-%20Shadowlands#R5VnLbqMwFP0aljMCDElY5jWJRqo0UtJppzsHXLBkMDVOQ%2Fr1Y4JJoHalVkqgCYtE9rl%2B4HPPtX3BANM4XzCYRnc0QMSwzSA3wMywbc8B4r8A9iVgmcAskZDhQGInYIXfUNVQolscoKzRkFNKOE6boE%2BTBPm8gUHG6K7Z7JmS5qwpDJECrHxIVPQBBzyS6MB1ToYlwmFUTW0NvNISw6q1XEoWwYDuahCYG2DKKOVlKc6niBTsVcSU%2FX59YD0%2BGUMJ%2F0wHsvm7foj5y33%2B8nSf%2Fl6m4RL%2FkKO8QrKVK%2F5D4B4xgUlTxvcVGRzlYqZJxGMiAEsUIcFhIsq%2BeAbRCUxeEeNY0DeWhhgHQdF9wlCG3%2BDmMJQp6inFCT84x50Y7qwYa8tpVgqgGPqZJlzqwfZEXV1u9exiSpTXILn8BaIx4mwvmkirIz2xb1Z3NcdWzopqPq3aQaml8DjwiW1RkIR%2FgXygkL9EkPBoA5nCPaPbJECBZG8XYY5WKfQL606EXtMtl%2BdupHJ3jNk6d%2BBS3Hk9Fq5lda3c6gGuUbqW27V2rT7vupZm62hZvPb1ivd4m%2BhOvOqp1R%2Fx2pq9o2XxOlcsXq9z8boKeyufMnRzurU9t0H9UGXea1W2g54Sb2myjHaZH%2FaUebsK9s6YH%2FWVec0%2B3y7zana4GN%2FNBbJaj9fzb%2BMAYJ7HAUOvedDqMhyzTQdUVyLdJfFR%2FNZblty8FyyzczeoieY8CT7i%2F%2FP3w3MxNjLBz3fHpal7KzcEKmnDi5Gmpocz7Ku7dhd0NbjydJm07jp9FOL5uVKzkVJa5hrHRcSOy4C%2FsUh3mqL1NO%2FjWg50Na%2BZimUzSjLDHpCC7I3YewdhUXpUoX8q9HR7Xnt3SAJN%2BABd%2BLhfd5uonr7sHGy1D2Rg%2Fh8%3D)

# Characters

Player characters can be selected on the ‘Customisation Screen’ on the main menu before the game starts. Player models are completely cosmetic as of version 1.01.

There will be 8 cosmetics available to each player.

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# Player Metrics

Health  
Health max = 10.  
Health min = 0.

Currency  
Starts the game with 0. Players can earn currency by winning minigames or by landing on a currency node.

# Player Inventory Tools

#### Weapons

Weapons:

Level 1: Forest

Throwing Knife - Deals 2 damage

Level 2: Ocean

Frost bolt - Any dice rolls on the next turn are /2

Tidal Wave - Knocks the place back 1 or 2 spaces

Level 3: Mountains

Bomb - Deals 1 damage to all enemies within 1 square of explosion

Level 4: Firelands

#### Active Items

1.

2.

3.

#### Passive Items

1. Bandits allegiance  
Player has a 75% chance to gain [1] currency on turn start.

2. Blacksmiths generosity  
Player will get a random weapon in [2] turns.

3. The saviour  
Player will revive with 3 health if killed.

4. Healers embrace  
Player has 50% chance to restore 2 health on turn start.

5.

# Health

Maximum health: 30.  
Minimum health: 0.

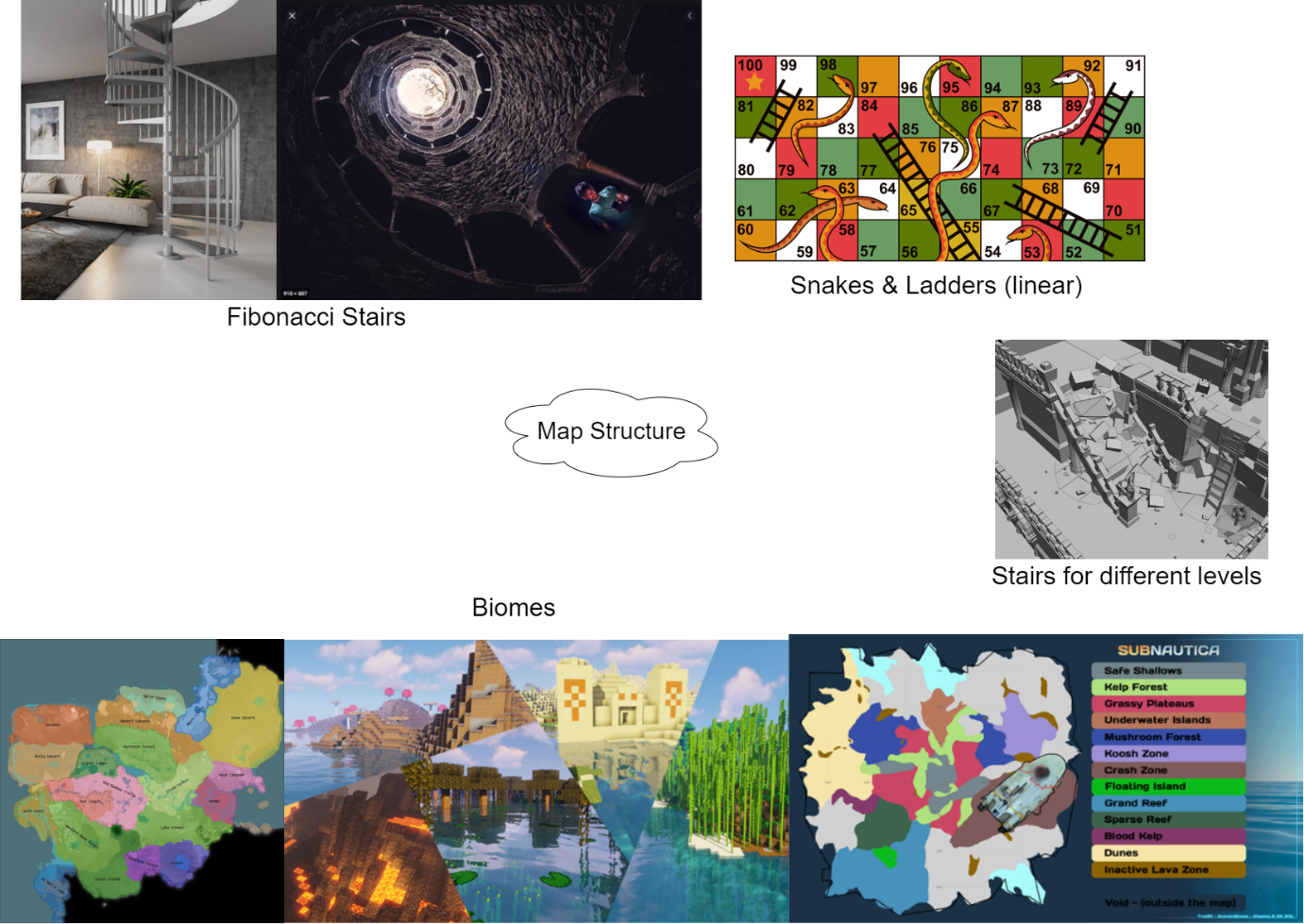
If player health <= 0, then they are eliminated

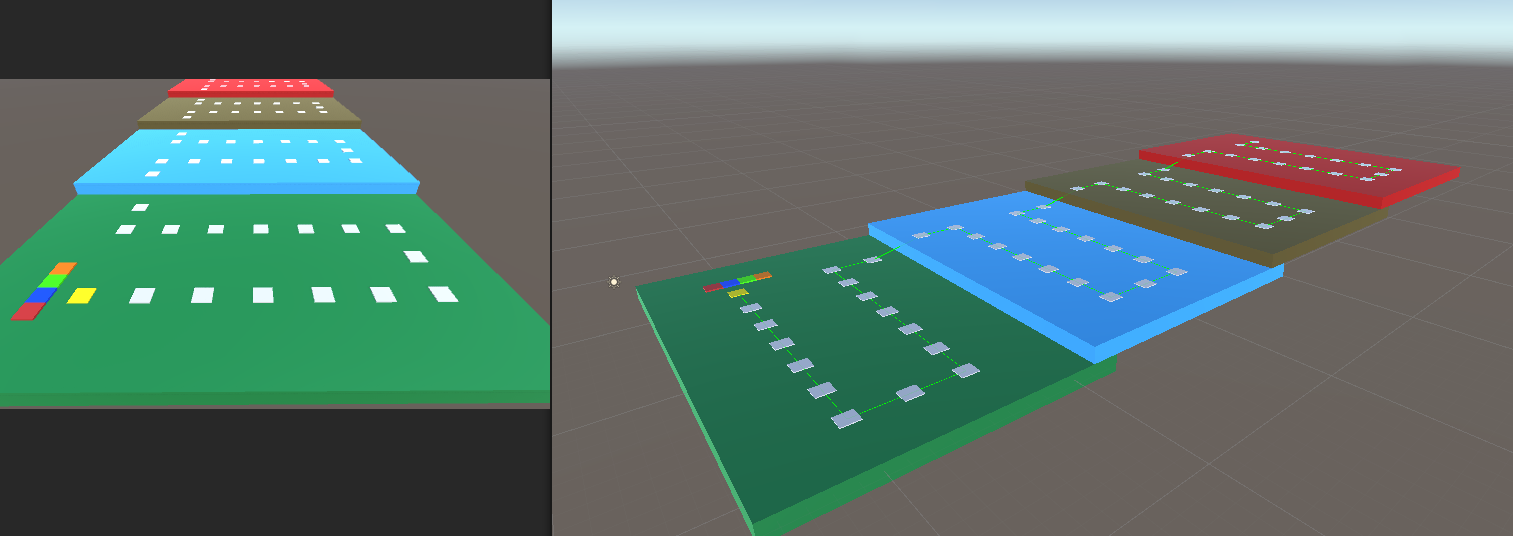
If there is only 1 player remaining, they will be victorious

# Scoring

# World Overview

## Concept Board for Level Design





#### An elemental based biome-level system

##### Level 1: The Forest

Weapons:

Items:

##### Level 2: The Sea

Weapons:

Items:

##### Level 3: The Baron Wastelands

Weapons:

Items:

##### Level 4: The Firelands

Weapons:

Items:

# Universal Game Mechanics

#### Movement system

The map is a linear array of nodes. Players will roll a dice, the value rolled will determine the amount of moves they will move that turn. If a player lands on a special tile with no remaining moves it will trigger the node otherwise, they will keep moving.

There are several types of nodes.

1. Normal – No effects, these are standard nodes
2. Minigame – Starts a random minigame
3. Weapon / Item – Gives the player a randomly selected weapon or item

#### Turn-based System

There are several states to the main game

Setup Stage  
Player 1 will click the ‘Start Button’ to start the session.

Player [1]‘s turn <> Player [2]‘s turn <> Player [3]‘s turn <> Player [4]‘s turn

1. The player has 60 seconds to perform the following, otherwise it ends their turn.
2. The player first must roll the dice.
3. The player will then move the number of nodes that the dice rolled.
4. The player will then activate that node (if possible)
5. The player will then be able to activate their weapon or active item
6. The player can then end their turn
7. The player weapons / active items are destroyed on turn end if not used

End Stage

#### Environment System

On turn 10, 23, 36.  
Starting from turn 10 and then every 13 turns after, environmental disasters occur in each level except for the forest. Each biome enters a stage of destruction. Depending on the biome these effects are different. Environmental activity lasts for 3 turns before fading. This aims to make the player plan where they will be during every 13 turns, E.g. if they are low health then they will want to avoid being in the Firelands or speed through it as fast as they can to avoid dying.   
There will be ‘safe’ nodes in every level where a player will have 0% chance of suffering any environmental effects.

Environment States include:

1. Blizzard – Slow down player movement, divide all dice rolls by 2
2. Earthquake – Landslide if the player moves more than 4 nodes , player returns to position at the start of the turn
3. Firestorm – Volcanic eruption, random nodes will cause the player to take 1 burn damage

# Minigames

Minigames are played when a player land on a minigame node. The selected minigame is selected from the pool at random. Minigames favour no one and will always provide an equal playing field where everyone has the same conditions for victory.

#### Minigame A: Earth Defence

Rules

1. Enemies fall from the sky aiming to destroy player buildings on the floor
2. Player has [X] number of turrets
3. Turrets can fire at the enemies
4. Player with most health at the end wins

#### Minigame B: Snake

Rules

1. Player can move in 4 directions
2. Player has [X] body segments
3. Player can collect items to increase body segments by [1]
4. Player can overlap itself
5. Player with most body segments at the end wins

#### Minigame C: Labyrinth

Rules:

1. Changes paths every set of seconds
2. Traps along the game path
3. Objective Collect most keys
4. When timer ends and highest number of keys collected = Winner

#### Minigame D: Knock-out Arena

Rules:

1. Player moves freely
2. Circular Area of play
3. Outside the circle player is removed from mini game
4. Aim to be the last standing
5. Collision between players have knockbacks
6. If only one player remains, he is made the winner

#### Minigame E: Box Stacking

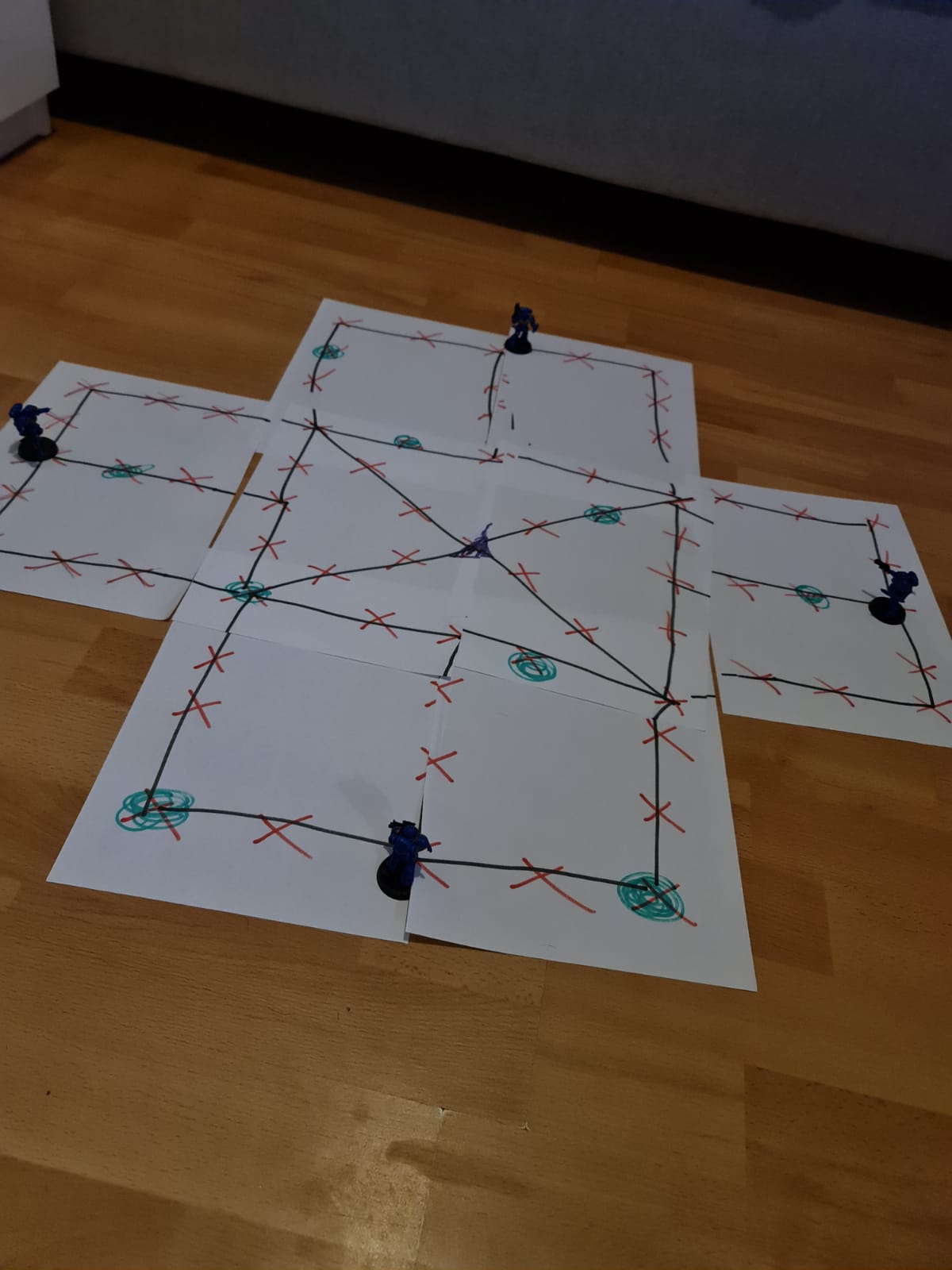
Rules:

1. Objects will fall from above
2. Players need to collect the objects
3. To collect objects, they have to land in the selected area
4. Objects land in area = counter increases
5. Objects land outside of the area = counter does not increase
6. At the end of the timer game ends
7. Most objects collected = Winner

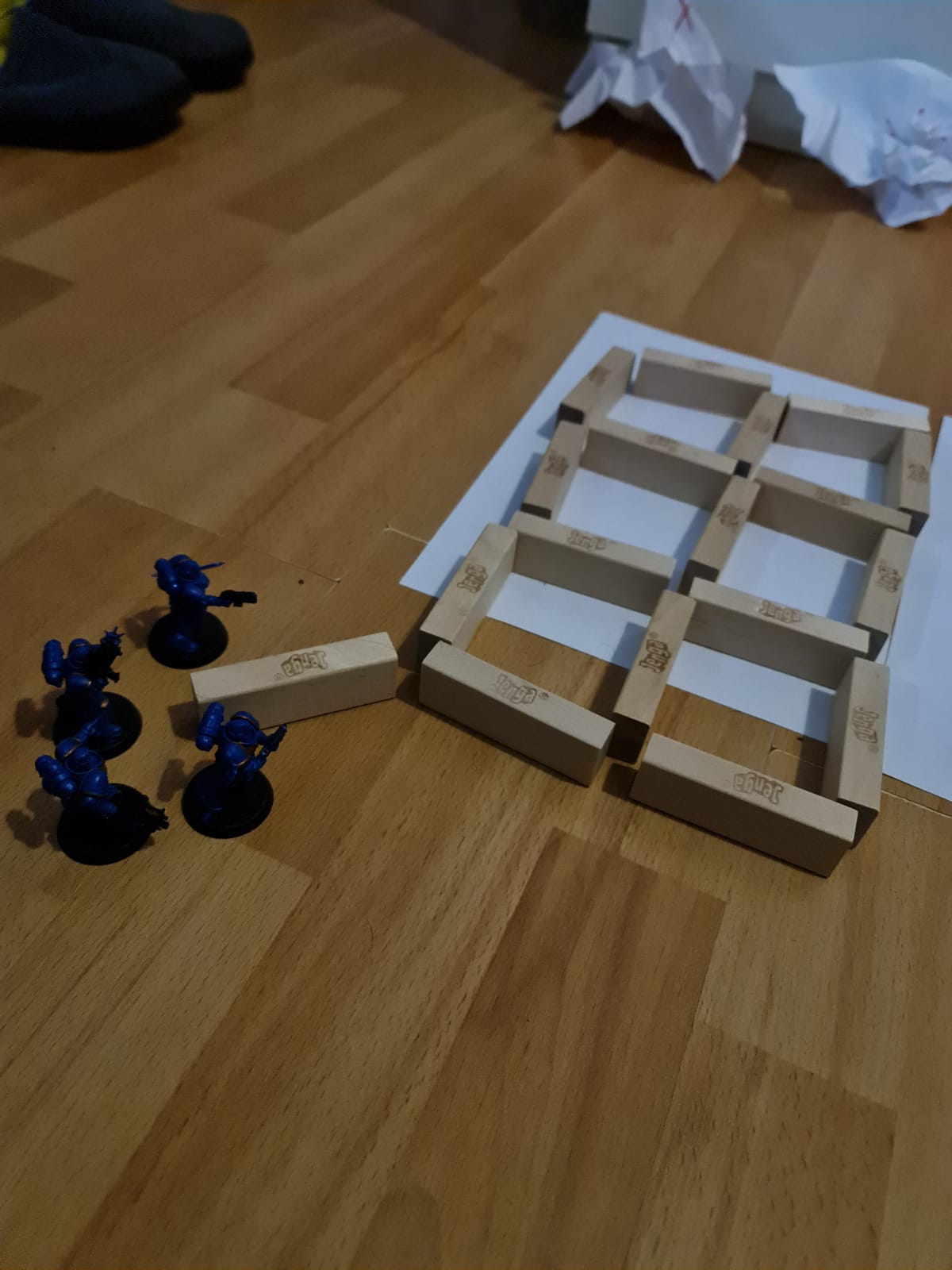
# Prototype 1 – Paper

[Youtube Link to Video no audio](https://youtu.be/AP0Jbx_uFaM)

#### Main Game Map

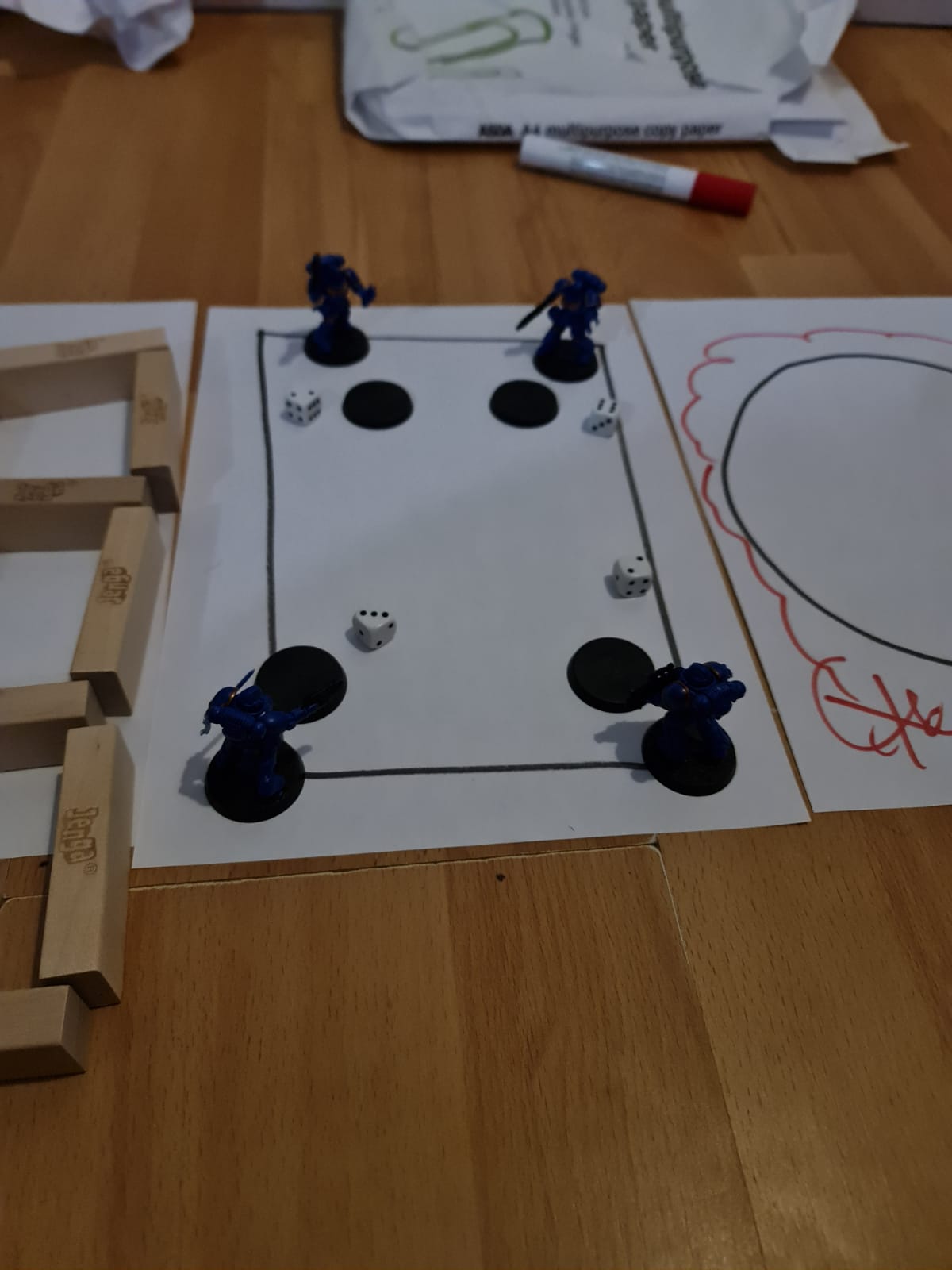


Notes: Minigame 1: Labyrinth



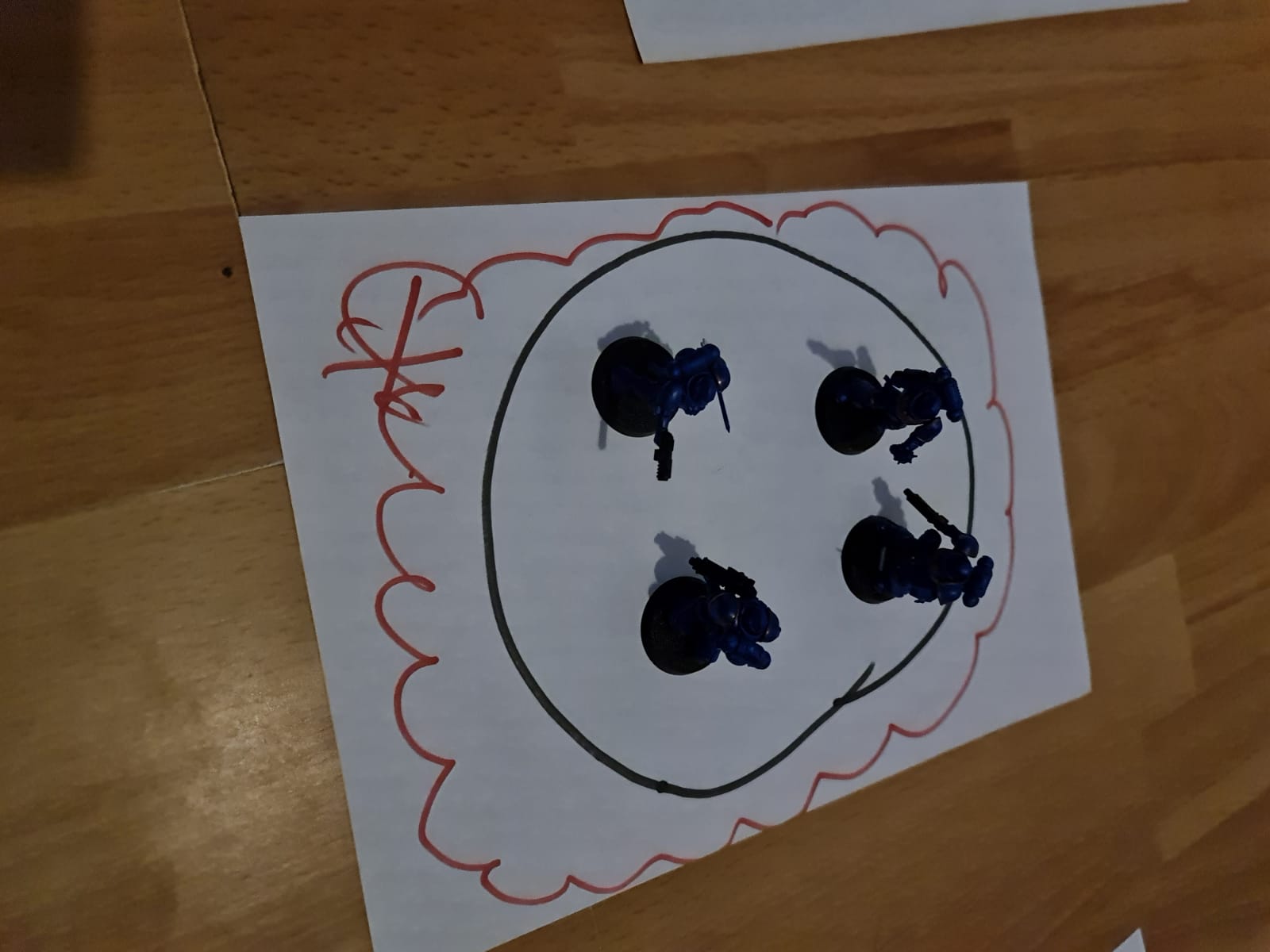
Notes:

#### Minigame 2: Catch



Notes:

#### Minigame 3: Knock-Out Arena



Notes:

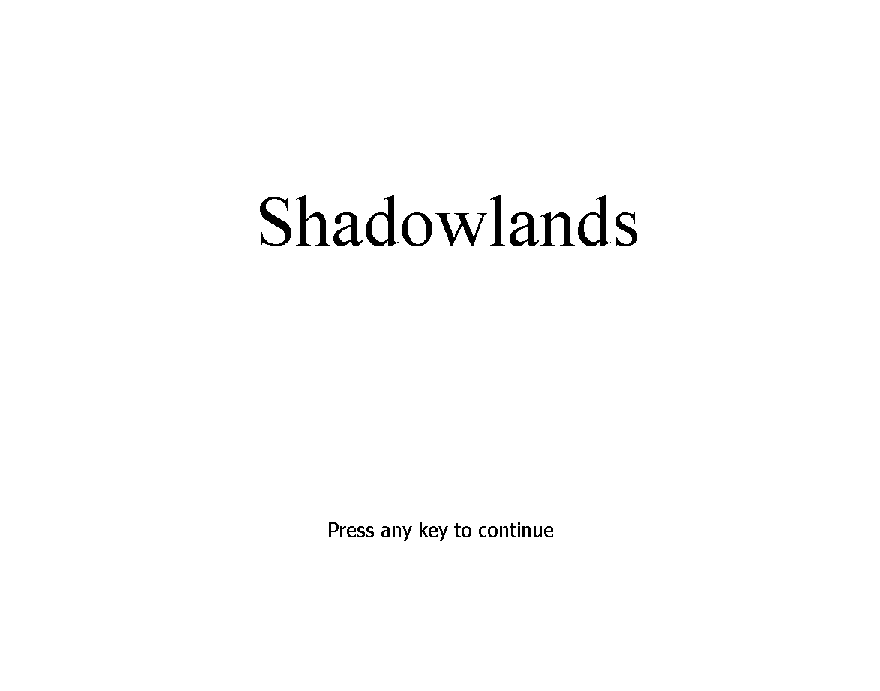
## Reflection on Prototype 1

# Prototype 2 – 2D Clickteam

Youtube Link to Video

Frames are using the Microsoft Word Border feature for visibility purposes of the GDD.

#### Frame 0: Splash Screen

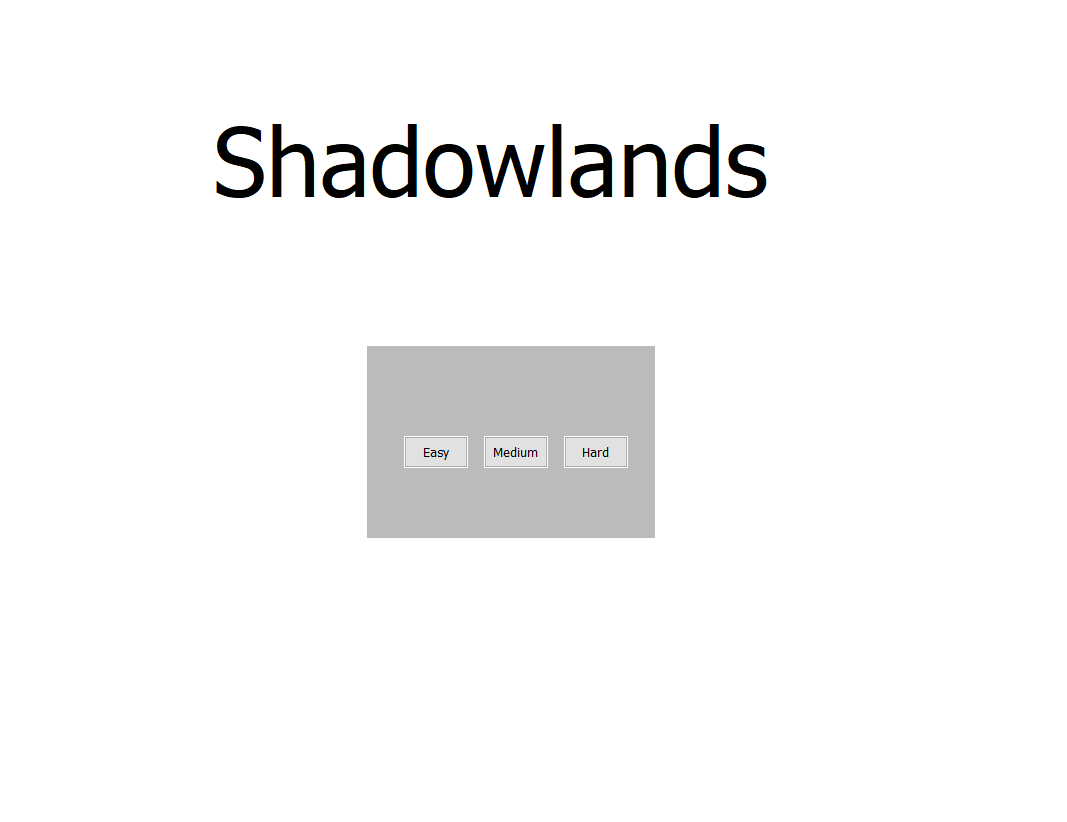


#### Frame 1: Main Menu

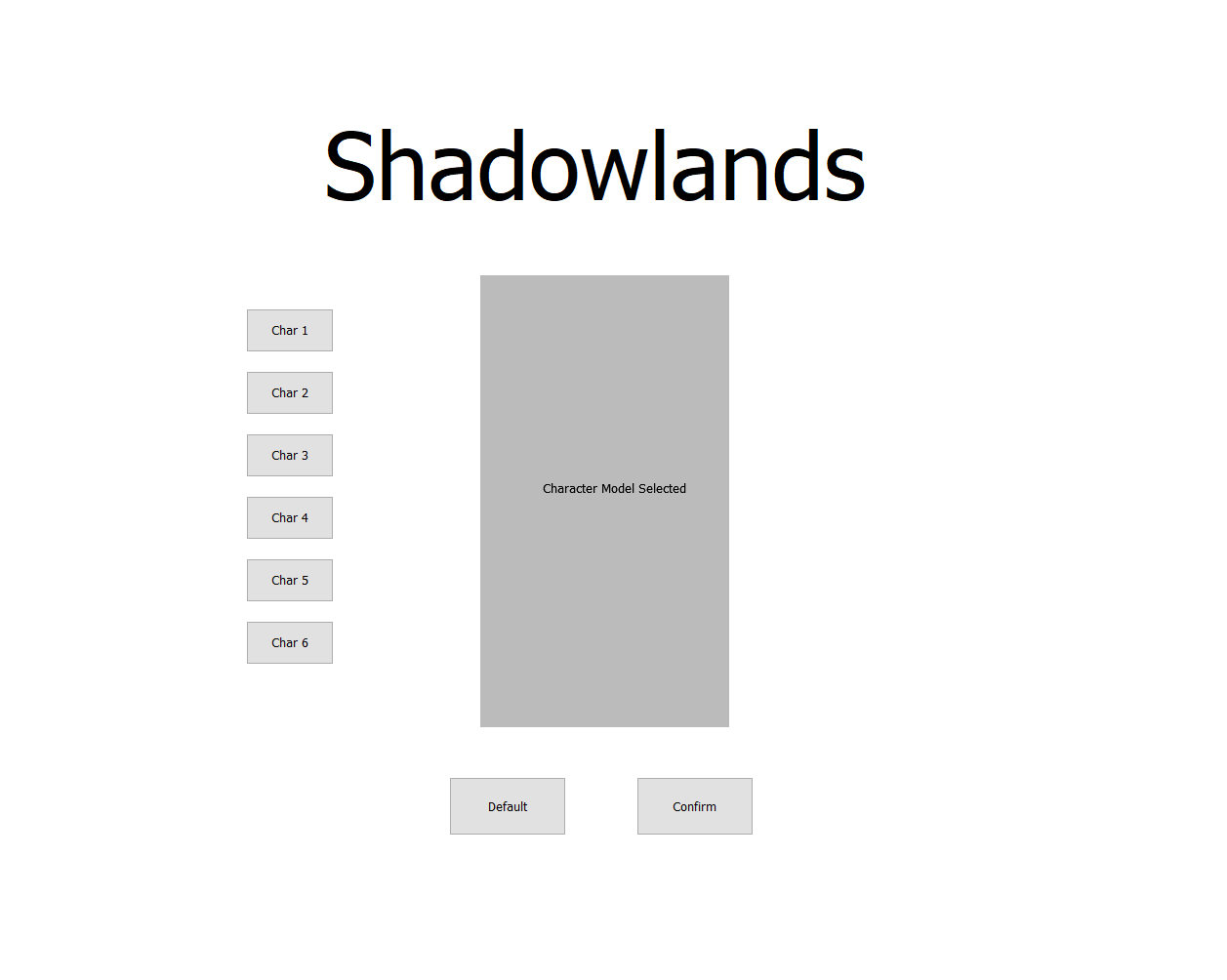


Notes:

#### Frame 2: Start 🡪 Difficulty

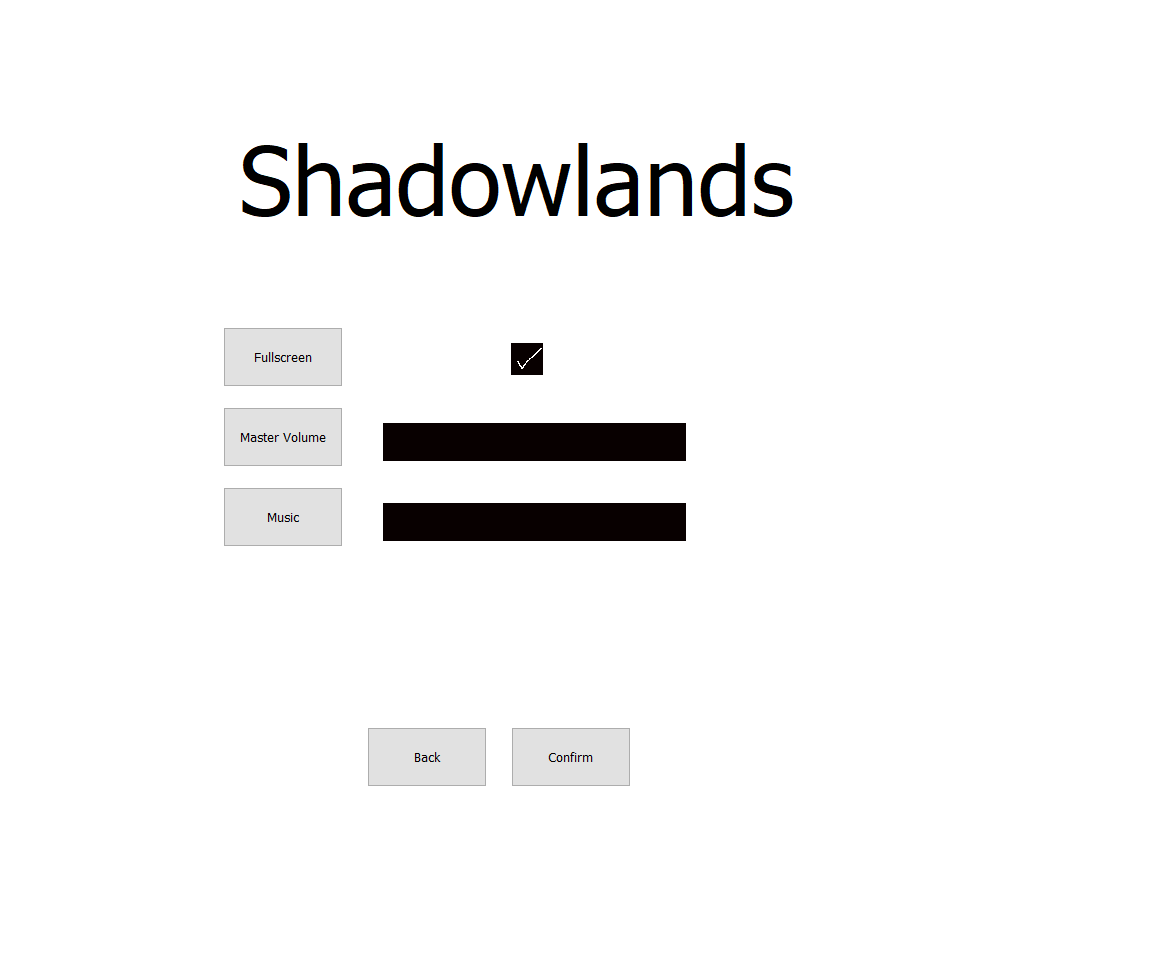
Notes:

#### Frame 3: Customisation



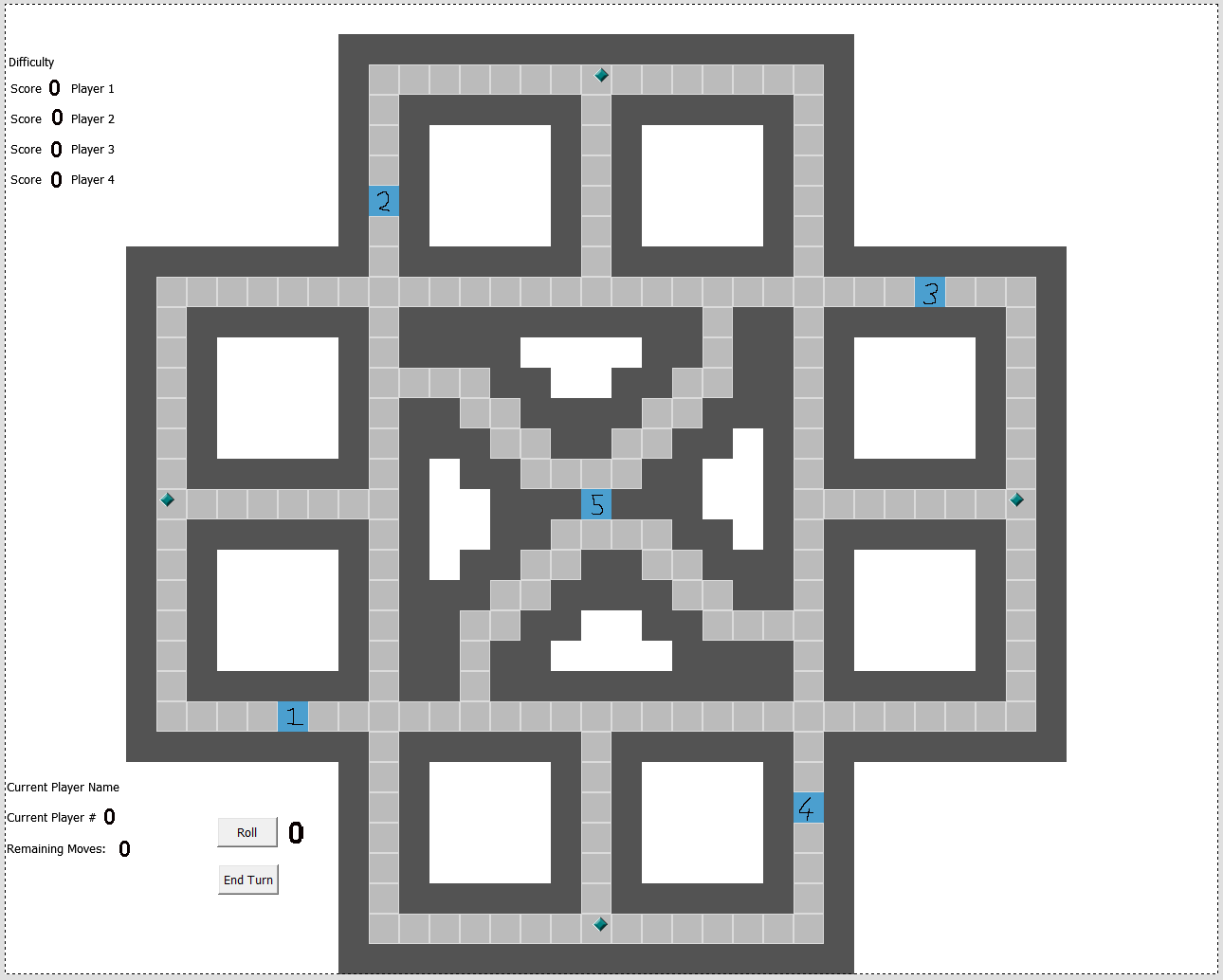
Notes:

#### Frame 4: Settings



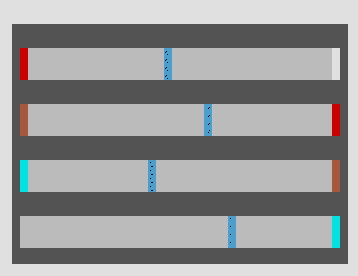
Notes:

#### Frame 5: Main Game Design 1



Notes:

#### Frame 5: Main Game Design 2



Notes:

#### Frame 5: Main Game Design 3 (Final 2D Version)



Notes:

When Health = 0, player respawns at the start of the current level they’re on.

Early levels are supposed to be calmer, and progressively gets more hectic as weapons have greater impact on the game especially in Firelands.

Weapons:

Level 1: Forest

Throwing Knife - Deals 2 damage

Level 2: Ocean

Frost bolt - Any dice rolls on the next turn are /2

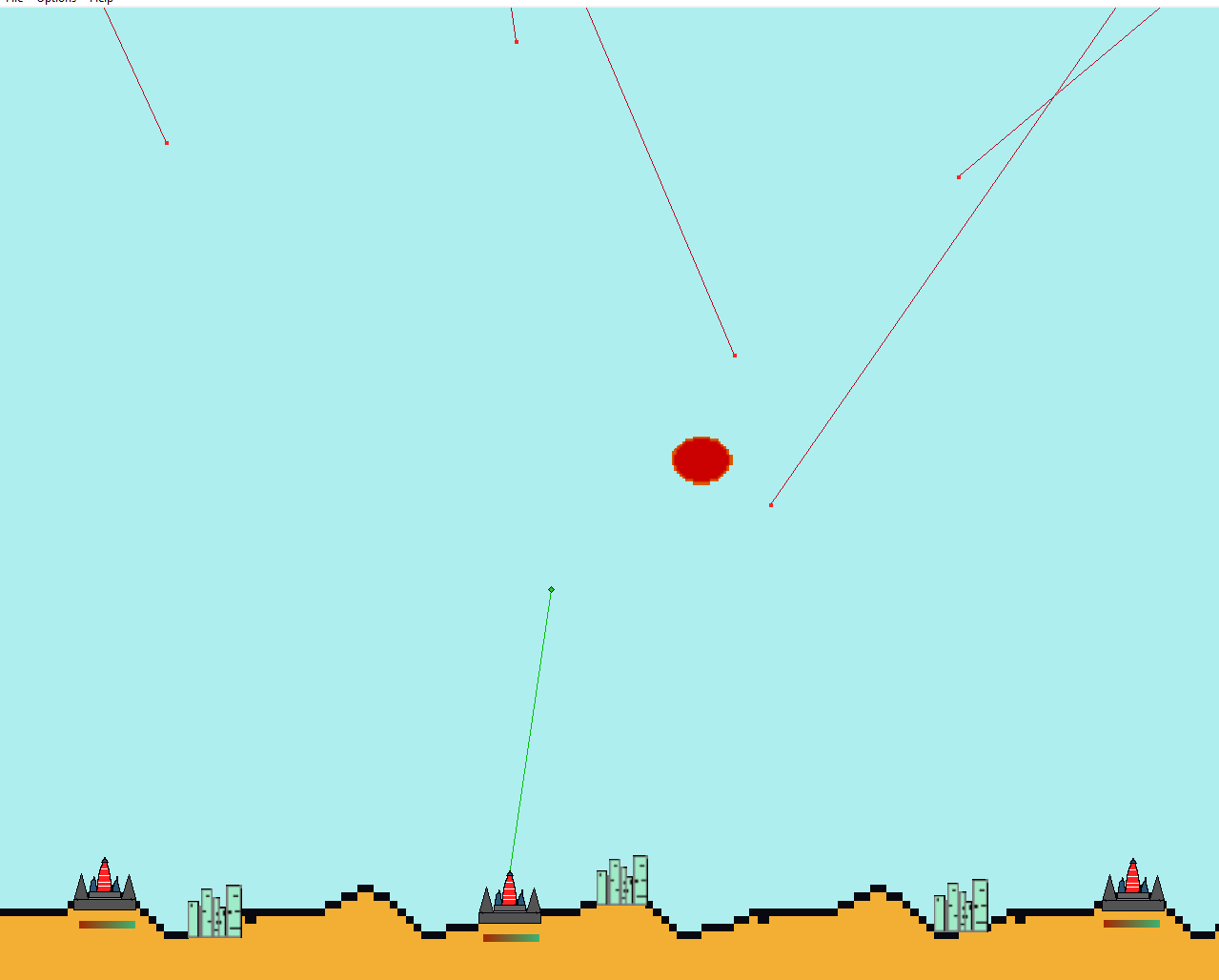
Tidal Wave - Knocks the place back 1 or 2 spaces

Level 3: Mountains

Bomb - Deals 1 damage to all enemies within 1 square of explosion

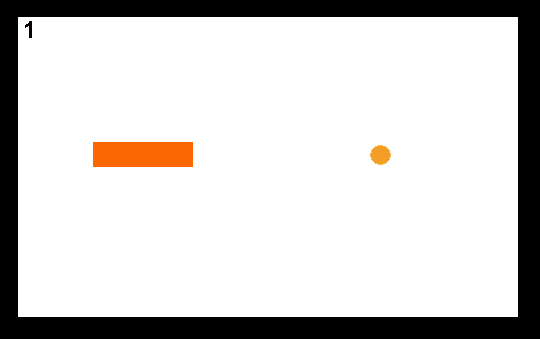
Level 4: Firelands

#### Frame 6: Minigame 1 (By Kevin)



Notes:

#### Frame 7: Minigame 2 (By Kevin)



Notes:

#### Frame 8: Minigame 3 (By Kevin)

#### Notes:

## Reflection on Prototype 2

# Prototype 3 – 3D Vertical Prototype

Youtube Link to Video

## Reflection on Prototype 3

# Prototype 4 – 3D High Fidelity

Youtube Link to Video

## Reflection on Prototype 4

# Appendix