M&H GAMING

Design Document for:

Elemental Combat Zone

The Ultimate battle royale Game

"Kill or be killed, that's just how we roll"

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Game Overview

Philosophy

Our game aims to revolutionize the battle royale genre with its innovative twists and gameplay mechanics. We're not content with following the crowd; we want to push the boundaries of what's possible and create something truly unique.

Common Questions

What is the game?

Our game is a unique take on the battle royale genre, set in a massive world full of surprises and challenges. Instead of relying on traditional shooting mechanics, players must jump on their opponents to eliminate them. But that's just the beginning of the twists we've added to the gameplay. Our world is constantly changing, with new events and obstacles appearing at every turn. Players will need to stay on their toes and adapt quickly to survive.

Why create this game?

The game is being created to offer players an enjoyable and competitive experience that is different from other battle royale games available. As a fan of battle royale games, I wanted to create a game that I myself would enjoy playing and that would provide a fresh take on the genre.

Where does the game take place?

game takes place in a fictional world with four distinct regions, each representing a different element. The different areas within these regions would likely have their own unique terrain, structures, and enemies that players must navigate and overcome to become the last one standing.

What do I control?

the player controls the main character who is tasked with eliminating various enemies and emerging as the last survivor in the battle royale game.

How many characters do I control?

In the game, the player controls a single character, and their objective is to win the game using this character.

What is the main focus?

the main focus of the game is for the player to safely navigate through the different areas of the world and eliminate enemies in their path. The ultimate objective is to reach the finish line without being defeated by other players or the game's opponents.

What's different?

My game stands out in the market due to its unique gameplay mechanics, which require players to use jumping instead of guns to defeat enemies. Additionally, the game offers more detailed and interactive environments. These features set my game apart and offer players a fresh and engaging gaming experience.

Feature Set

General Features

- Huge world
- 3D graphics
- 32-bit color

Multiplayer Features

- Up to 5 players (for now!)
- Easy to find a game

Gameplay

- A large open world with four distinct regions, each with its own unique terrain and environmental challenges .
- A variety of enemies to defeat, with different strengths and weaknesses .
- A unique combat system that requires players to jump on enemies to defeat them, rather than using traditional weapons like guns or swords .

Multiplayer Game

Overview

In the multiplayer Battle Royale game, players will be placed in a shrinking arena where they must eliminate their opponents by jumping on them. The last player or team standing will be declared the winner. The game will feature a matchmaking system that will group players together and allow them to compete against each other.

Max Players

Although we have yet to make a final decision, we are currently considering the possibility of supporting gameplay with more than two players. Initially, we are looking at a range of 2-5 players.

Servers

client-server .

Saving and Loading

At present, our game does not support loading and saving functionality. However, we are actively exploring the possibility of implementing this feature in the future.

User Interface

Overview

The game's UI will be intentionally simple and easy to understand. It will provide only the necessary information and controls, allowing players to quickly and easily access all the features they need without any unnecessary complexity. This approach will make the game accessible and enjoyable for all players, regardless of their skill level or familiarity with the game mechanics. Players will be able to focus on the action and gameplay.

The Game World

Overview
The battle royale game takes place in a vast and diverse world, where players are placed in reigns to fight against each other while staying alive. The world is filled with mountains, trees, and other elements that players can utilize to their advantage during gameplay.

World Feature #1: Diverse Realms
One of the most prominent features of the game world is its diverse realms. The world is divided into different reigns, each with its unique terrain, structures, and obstacles. Players will find themselves battling in everything from dense forests to open fields. This diversity creates a dynamic and unpredictable gameplay experience, as players must adapt to the terrain and conditions of each realm.

World Feature #2: Environmental Elements
Another significant feature of the game world is its interactive environmental elements. Trees, rocks, buildings, and other structures can be used as cover, and players must learn to use them effectively to stay alive.

Game Characters

Overview

The battle royale game features two main types of characters: enemies and players. Players control a single character and must fight against both enemy monsters and other players to become the last one standing and win the game.

Enemies and Monsters

The game world is filled with various types of enemy monsters that players will encounter as they progress through the game. These monsters are typically basic, moving creatures that players must defeat to progress further in the game.
In addition to these basic enemy monsters, players must also contend with other players who are also playing for survival. These other players are controlled by real people.