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Date: 07/12/2016

Team Archer Playground: Game Design Document – DRAFT

Team Archer Playground (T.A.P) is a multiplayer, fully immersive team arena shooter experience in Virtual Reality, designed for the HTC Vive, with a focus on archery and power-ups as the main gameplay mechanic.

Supported match types consist of Capture the flag, Control Point, King of the Hill, and Arena (team deathmatch).

Fighting:

In order to advance through the map, the team of players must work together and shoot the opposing team members, hide, dodge, heal each other and carry the mission objective to completion by utilizing the **action arrows* which can be imbued with different active **power-ups*, and utilize **teleportation arrows* to move around the playground.

Locomotion via the teleportation arrows:

Players carry two types of quiver on their backs. The quiver on one shoulder is for **action arrows* and the quiver on the opposing shoulder is for teleportation. Each player only has a limited number of teleportation arrows available to them - which can be replenished by taking out an opponent. To move around the map, player must, pull out a teleportation arrow, notch and shoot to a desired target location. Upon impact, the player appears at the new location via a blink mechanic.

Action arrows:

Action arrows are used to shoot, heal, trap or immobilize other players. They are retrieved from the action quiver positioned on the player's shoulder opposing the teleportation quiver, and can be imbued with a number of **power-ups* found across the playground.

Power-ups:

Power-ups spawn across the playground in random locations and can be retrieved by shooting them with an arrow. Once a power up is active, all arrows pulled out of the action quiver are imbued with the effects of the power-up until the power-up charge is depleted. The charge reduces with each arrow shot.

- **Exploding Arrow:**

- **Charge:** 1x
- **Type:** AOE, DOT
- **Effect:** Causes an explosion around the impact area, damaging all nearby players. Players close to the explosion are pushed back (via blink mechanic) around the explosion, and caught on fire which causes damage over time for 5 seconds or until extinguished by a *healing* arrow or *dispel* arrow or a *freeze arrow*.

- **Freeze Arrow:**

- **Charge:** 2x
- **Type:** Direct

- **Effect:** Players shot with a freeze arrow are immobilized for 5 seconds until shot with a *healing* arrow or a *dispel* arrow. The player is prevented from teleporting, shooting or communicating via voice chat with other team members while frozen but can still look around. A *freeze arrow* will counter-act the effects of a *fire-arrow*, or the residual effects of an *explosion arrow*.

Freeze arrow does not cause damage to the target.

- **Slow Motion:**

- **Charge:** 1x
- **Type:** All Effecting or Direct
- **Effect:** When shot towards the ground or in the air, a *slow motion arrow* slows down the entire game for all players, effectively putting everyone in bullet-time mode for 5 seconds. If the arrow is shot towards a target player, the player hit by the arrow experiences slow shooting and teleportation. Their arrows fly with reduced speed, and can easily be dodged. This effects lasts for 5 seconds, same as the duration for bullet-time. This effect can be interrupted with a *dispel arrow*.

- **Fire Arrow:**

- **Charge:** 3x
- **Type:** DOT
- **Effect:** Causes the player to catch on fire upon impact. The flame lasts for 5 seconds and causes damage over time until it runs out or extinguished with a *dispel*, *freeze* or *heal arrow*.

- **TeleTrap:**

- **Charge:** 3x
- **Type:** Direct
- **Effect:** *TeleTrap* opens up a warmhole/portal on the ground upon impact. Any player occupying the location, or teleporting to the target location is sucked in and teleported back to their base via blink mechanic.

- **Poison:**

- **Charge:** 2x
- **Type:** DOT
- **Effect:** Causes player to get poisoned, slowed down and receive damage over time for a period of 5 seconds upon impact. It can be interrupted with a *dispel* or *heal arrow*.

- **Dispel:**

- **Charge:** 1x
- **Type:** Direct
- **Effect:** Dispel any AOE effect on the target player upon impact.

- **Heal:**

- **Charge:** 2x
- **Type:** Direct
- **Effect:** Heal the target player upon impact. *Heal arrow* counter-acts the effects of *fire-arrow*, *poison arrow* and residual effects of an explosion.

Gameplay:

Capture the flag:

Control Point:

King of the Hill:

Arena (team deathmatch):