

Odyssey

Logo

Revision: 0.0.0

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Overview

Theme / Setting / Genre

The game takes place on an alien planet from the perspective of a stranded, solo adventurer. It is a third-person action-adventure game.

Core Gameplay Mechanics Brief

- The player is able to walk, run, jump, hit, look around, and interact with the environment.
- The player is able to walk around with the WASD keys.
- The player is able to run while holding the shift key and using the WASD keys.
- The player is able to jump using the spacebar.
- The player is able to hit with the left-mouse click.
- The player is able to move the camera 360 degrees all around using the mouse.
- The player is able to gain new abilities as the game progresses such as double jump by pressing the space bar twice and dashing by pressing the shift key twice + one of the WASD keys.

Targeted platform(s)

The video game will be operating solely on the PC.

Monetization model (Brief)

Our game monetization model is a one-time purchase.

Project Scope

- Time

(Oct 1, Character Movement and Control)

(Oct 8, Levels & Environment)

(Oct 22, In-Game Systems)

(Nov 5, Opponents, Team Assignment)

(Nov 18 for Beta)

- Team Info

- Team 02

- Daniel Gonzalez

- Responsibilities: Game mechanic development

-Winston Pham

- Responsibilities: Level design and create models for the

landscape.

- Norberto Gomez Rosales

- Responsibilities: Game mechanic development.

Influences (Brief)

Our game is influenced by the Ratchet and Clank Series and The Outer Worlds' game mechanics, movements, and level design.

The Pitch

You are an adventurer who crash-landed on an alien planet, collecting rocket shards for your damaged ship and fighting scavenger enemies to protect the villagers you encounter along the way.

Project Description (Brief):

The player plays as a crash-landed adventurer who must find a way off the planet. As an explorer, the main character explores the environment for material to repair his ship. He ends up finding material near a village and he realizes he can repurpose the material to fix the ship. Through cutscenes and text dialogue, we learn that the villagers confuse the protagonist for the enemy scavengers who have been stealing and causing havoc in these villages. After coming to an agreement, the protagonist agrees to travel village to village to defeat the enemies and keep enough material to repair his ship.

The game's UI displays text and level screens to indicate objectives and chapters in the story. The player will be presented with a text tutorial to instruct how to play. As a third-person game, the camera will be over the shoulder of the character. Occasionally, the camera will focus on things in the environment to draw the attention of the player. The player will fight enemies and break things in the environment to find and retrieve the rocket shards. At the end of the levels, the cutscene between the protagonist and the villagers will occasionally include the protagonist learning a new mechanic or receiving a new weapon to carry over to the next level. The game UI will guide the player throughout the game and assist with things like learning game mechanics and completing objectives.

Project Description (Detailed)

The odyssey begins with the Adventurer crash landing on Planet Meridia. His ship is now damaged, and he must find materials on the planet to fix the ship and continue his journey. As he explores the environment, he finds material belonging to a nearby village and its inhabitants. He realizes he can repurpose this as rocket shards and fix his ship. Upon collecting these rocket shards, he encounters villagers who confuse him for the enemy scavengers who have been threatening and taking their resources. He agrees to help these villagers and, in exchange, will be allowed to keep the shards.

The interactions between the Adventurer and the villagers are done using cutscenes and subtitles. Throughout the game, the camera will focus its attention on certain elements in the environment when the player's attention needs to be drawn to them. As a third-person game, the camera will be over the shoulder of the character. The occasional camera focusing allows the player to understand what needs to be explored. As part of the game UI, level screens will be presented on-screen when entering new stages, such as entering a new level, completing a level, and completing the game. Text will be shown on-screen to show objectives.

The Adventurer travels village to village, fighting off the scavengers and collecting rocket shards to leave the planet. Each level in the game is a new village that the Adventurer needs to protect by defeating the scavenger enemies in the area. The enemies will chase and try to attack the Adventurer if he enters their attacking radii. Each enemy will drop the stolen rocket shards, and the level is complete once all the enemies have fallen and the shards are collected. After each level, the village that was protected will give the Adventurer new tools and weapons to take on his journey to defend the next villagers. There will be a cutscene of the interaction where the villagers present the Adventurer with the new tool or weapon he can take on his journey.

As the game progresses, the player will be presented with additional game mechanics. The player will be presented with text on-screen to instruct the player how to play the game, including learning the new game mechanics. The Adventurer will learn new attributes and use the new weapons and tools to fight the progressively stronger enemies. These additional game mechanics allow the Adventurer to dash and double jump. He will acquire various weapons to help him on his journey to protect all of the villages.

Unique Game Mechanics

- Implementing dashing
- Double jumping
- Dodging
- Since there might be mountains/terrain, we can make a mechanic allowing the player to climb.

Core Gameplay Mechanics (Detailed)

The player uses a keyboard and mouse to play the game. The game is in third-person and the genre of the game is a platform, action/adventure. To move within the game we are to use the WASD keys, and we decided to use these keys because it tends to be the default keys for a game like our own. The entirety of the game will have mountains/terrain that will require the player to be able to “jump” and that will be used by the “space” key on our keyboard. These are the basic movements of our game but we will implement player combat mechanics which will be the basic hit left and right. We have ideas to implement more unique fighting mechanics later on.

In order to make the game more unique, we have an idea to add item drops that could either help you complete the current objective or hold you back. Like any game that has item drops, not every drop will be beneficial to the player. Since the player will be collecting ‘shards’ and items that they find we are considering the addition of a system where some item drops give a ‘shard boost’. This boost means the player has a higher probability to find more shards. Other than the ‘shard boost’ we could implement a character buff stats that are within the items as well.

Story and Gameplay

Story (Main Beats)

- I. Early Game
 - A. The player arrives on a crashed ship
 - B. The player defends himself against incoming enemies
 - C. The player moves on to defeat enemies and finds material to repair ship
 - D. The player explores the environment and finds material for his repairing
 - E. Player discovers the village and their inhabitants
 - F. The player meets the villagers, and agreement is made to protect the villages and collect the shards
- II. Mid Game
 - A. Player goes village to village
 - B. Player encounters and fights the scavenger enemies in the area
 - C. Player collects shards dropped by the enemies and searches for more shards in the area
 - D. Player meets with the villager and receives a new tool/weapon/attribute
- III. End Game
 - A. Player takes on a final boss at the last village
 - B. Player uses shards to repair his ship and leave the planet

Story (Detailed)

The story begins with the adventurer flying on his ship when suddenly an asteroid hits and damages the ship's thrusters, spiraling him into the planet of Meridia. Thanks to careful steering, the player crash lands relatively unharmed but also unarmed for the coming adventure. As the adventurer moves through the level, he finds himself a branch to fend for himself against the enemies on the planet. Defeating the enemies allowed the adventurer to pick up material similar to his rocket ship, which he calls "rocket shards." He theorizes that he could fix his ship with enough of these rocket shards.

As the adventurer moves through the levels he finds a village nearby being attacked by the same enemies who attacked him. He proceeds to help wipe out the remaining enemies and interacts with the villagers. Through this interaction he finds out the rocket shards rightfully belong to the villagers and offers them back. However, the villagers tell the adventurer to keep them as a reward for protecting them. This interaction gave the adventurer the lore of the planet and knowledge that nearby villages may be attacked soon, prompting him to go forth and help fight his way to them. Defeating the enemies in each level gave the adventurer more newfound strength such as double jump/dash and rocket shards.

At the end of the journey protecting the villages and collecting rocket shards, the adventurer finds the one orchestrating the attacks and proceeds to fight them in a final boss fight. After successfully defeating the boss the adventurer is able to access the final boss's treasury, giving him enough rocket shards to leave the planet.

Gameplay (Brief)

The game begins with the player entering the level where their crashed ship is visible. The player will progress further into the level to find a weapon to defend themselves against enemies who are attacking the planet's inhabitants. The adventurer will move onto each level getting from point A to point B to collect more rocket shards. Along the way, the adventurer will receive additional items by helping out the villagers defend themselves by eliminating nearby threats.

Gameplay (Detailed)

In the beginning stage of the game, the player lands on Planet Meridia where the player will see their crashed ship behind them and instructions on how to proceed forward. There will be tutorial lessons telling the player to look and move around their location. After the player is familiarized with the environment, the player can move on to the next level by heading to the exit. The next stage will teach the player about defending themselves against enemies by picking up a nearby branch to attack them. The AI for the enemies will only attack should the player come within their attack radius. After successfully defeating one enemy, the player will notice they

each drop a single rocket shard. These rocket shards will be used for crafting upgrades and eventually repair their ship to get off the planet.

Next, the player will encounter the villages and their inhabitants who ask for help in defeating the nearby enemies. This part of the stage is to introduce the player to the lore of the planet and give them a goal to protect the villagers from the enemies in return for rewards such as weapon upgrades or rocket shards. In the quest for rocket shards, the player will move from village to village protecting the villagers from the enemies. As the player traverses each level, they will notice the primary goal of defending the villagers by defeating the enemies and an optional goal of exploring the terrain to discover hidden rocket shards around the locations.

The idea is to prompt the player to explore the map by placing rocket shards around the levels. These shards can be collected by walking around the stage and jumping/double jumping to get to them. As the player moves from village to village, they will explore the map to gain more shards. There may be hidden areas that hold a mini-boss to fight.

Fighting these enemies and mini-bosses will provide the player some difficulty. The player will have the ability to dash and walk out of the enemy's attack radius. The enemies will have a coded script where they will be standing idle facing the player when they enter the attack range and then proceed to attack. If the player moves out of the attack range, the AI will move towards the player and proceed to idle temporarily and attack again. This should enable the player with enough time to dodge or go on the offense.

Assets Needed

- 3D

- Characters List
 - The Adventurer
 - The Villagers
- Environmental Art Lists
 - Environment
 - Trees
 - Mountains/Rocks
 - Village/Farms
 - Lake (Water)

- Sound

- Sound List
 - Environment(s)
 - Ambient
 - Character(s)
 - Movement
 - Unlocking new character features

- Actions (Hits, Attacks, Death, etc.)

- **Code**

- Character Scripts
- Game Managers
- NPC Scripts

- **Animation**

- Environment Animations
 - List
- Character Animations
 - Player
 - The adventurer
 - NPC
 - Villagers
 - Enemies
 - Wildlife

Schedule

Note on Schedule: Upcoming Team Assignments:

- (Oct 1, Character Movement and Control)
- (Oct 8, Levels & Environment)
- (Oct 22, In-Game Systems)
- (Nov 5, Opponents, Team Assignment)
- (Nov 18 for Beta)