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HELGE C. BALZER
helgecbalzer.com

BLAST OF ARENA

Written by ANAE©

Produced: Nick, Alexandre, Arthur, Eddy
Contact: blastofarena@gmail.com

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Table des matières

Game story & gameplay

Backstory

After a collapse of world civilization, the law of the strongest has become paramount… maybe not!

The richest have built a golden empire where they organize arena fights between gladiators, some of them magical, just for the pleasure of the eyes.
After putting an enormous amount of money into the creation of an army, they hastened to capture all those who would oppose them and make them their slaves in a barbaric game. This perverse and unhealthy arena pleases the most numerous. Many like to contemplate a bloody spectacle where only a warrior can come out alive.

It may have been too long that these warriors have been slaves, but I think they got caught up in the game. Clans have been formed, factions have emerged, and rivalry is more than present. Dogs in cages barking at each other and then released into a violent arena, that's the spectacle we offer.

Play as a member of one of these factions fighting for his or her own. Choose your hero, your fighter and enter this arena to hope to come out of it. Compete against other players in a futuristic and fantastic atmosphere. Resist the pressure, the blows and the magic of your opponents, be the strongest, the smartest and the most strategic in this bloodthirsty game and perhaps you will taste freedom...

Gameplay

Choose a hero at the beginning of the game. You will keep this hero, who represents a clan, a faction in this world (or this prison, depending on your point of view) until the end of the game.
A game can last up to a maximum of 10 minutes but can also be restarted at any time. Each game will be a different game from the previous one since the player has the possibility to change character, but most importantly, may not play against the same opponents and not on the same fields.
As you will have understood, each game is unique, each player, up to 4 players per game, choose his character and then enter a first arena. A first arena that has specific rules. Whoever passes the test the best or the least fails will score points for his side in this battle. The side with the most points at the end of the game (after a certain number of rounds) wins a trophy.
Who will have the most trophies? It's up to you

Game Flow

Growth of the player and challenges

The player is thrown in a last man standing battle, he's a representative of his faction, at first all he has is a set of faculties / spells that he mastered in order to defeat his opponents. In those battles there is a few rounds that will be decisive to be the last man standing.

The character start with is base spells / techniques and while the rounds / battles are occurring the character AND his opponents will have many ways to adapt and try to take the lead of the game, first by upgrading their spells that happens to be dropped by some events while fighting, then by getting a currency the favor of the public, this will permit the contestants (players) to acquire some upgrade between rounds to adapt their gameplay and style to be the one ahead over the other players.

Mechanics for growth and rewards

This tournament is composed by multiple rounds, it may depend on which game mode, but the goal is to let the players to fight among themselves and then decide who will continue through the tournament and who will get out, one way to get the upper hand is to try some challenges.

During rounds challenges can occur and let players a chance to try it. (mostly a mini game mode that involve either all player or some)
A challenge (or event) is announced ahead of time to all challengers, so is the reward.
The event can be either a pvp prowess (which one will be first in damages, control, defense …) the main object of challenges is to reward the player(s) that fulfill the conditions and allows him to get an upgrade, it can be a boost of his current abilities or a change of element or a new ability to pick up.

Another way to adapt the abilities to get the upper hand is to earn the favor of the public, there will be multiple type of players, the one that want to play safe and wait for the good occasion, those barbaric warriors that just want to battle and also those who are quick thinking and try many things during battles, the favor of the public is earned by players who are here to please the (yeah fake but hey it is a game) public, by using their abilities to inflict damage to contestants, by participate in challenges or just using their abilities to the perfect frame (Perfect reflect with a shield for example)

This favor is, between rounds, converted into some kind of amount of points that let players use to upgrade their gear and abilities.
As for the global progression of each player whichever place they get or whatever they do in this game they earn experience and coins. Experience let them grow stronger and let them the possibility to equip other start abilities. (basic attack, control spells, damage spells, AOE …) While coin let them invest in some gear to equip. (helmet, body armor, gloves …)
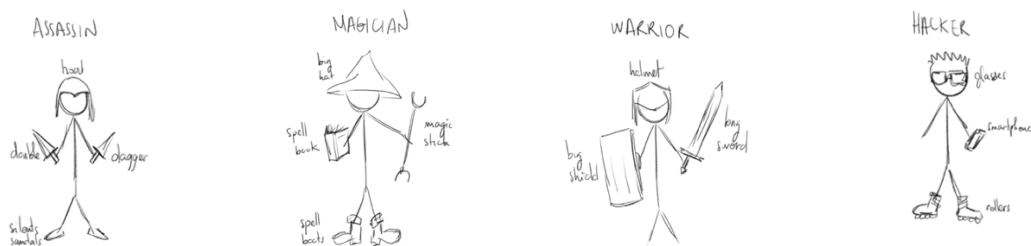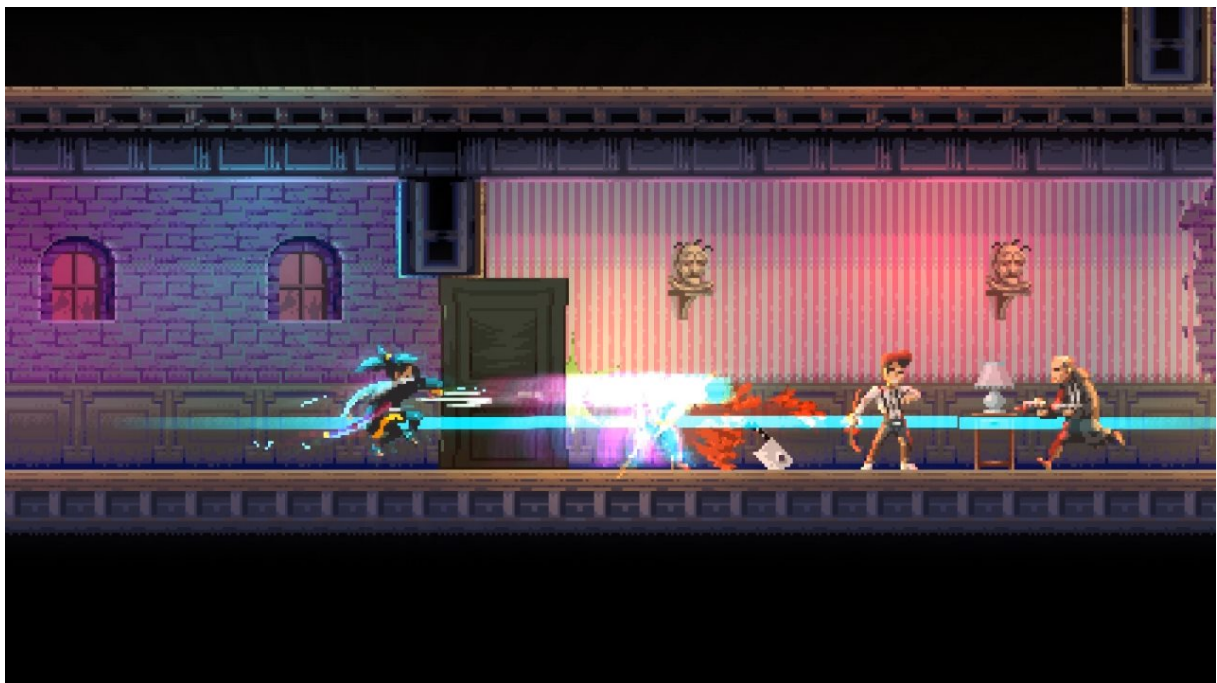
Characters & Controls

Character design

The decision about doing unique characters with names and individual stories isn't definitive yet. But we first know that we will first use at least 4 classes for 4 unique gameplay experience. Assassin, Magician, Warrior (kind of classic classes) and Hacker. Who's here for the originality and a personal touch by the developers.

Each of these characters could be used by the player for his game's rounds. The character design and power will evolve during the game because of multiply reasons: skills upgrade between rounds, skills modification during rounds, player being ahead for 3 consecutives rounds…

The characters design will be inspired by some well-known classic retro fantastic characters, but we will add more futuristic and modern elements to the visual.

Game Controls

The player will control 1 character at a time. The game will focus on the gameplay with a very basic lore. Each game's character can use a various combination of spells in order to defeat the other players.

Here is a non-exhaustive list of what a player can do:
- Sprint
- Dash
- Interact (with environment)
- Use spells
- Simple attack

The player will have the possibility to change his character whenever he will start a new game. The difference between each character will be characterized by their pool of spells. Each character should have a unique role and gameplay (ranged, melee, sorcerer, etc....).
Then each game can be a unique experience for everybody.

Here are some of the basic keyboard inputs

- Using a spell: **1**, **2**, **3**
- Moving: **W**, **A**, **S**, **D**
- Running: **Shift**
- Dash: **Spacebar**
- Camera movement: **Mouse movement**
- Simple Attack: **Left Click**
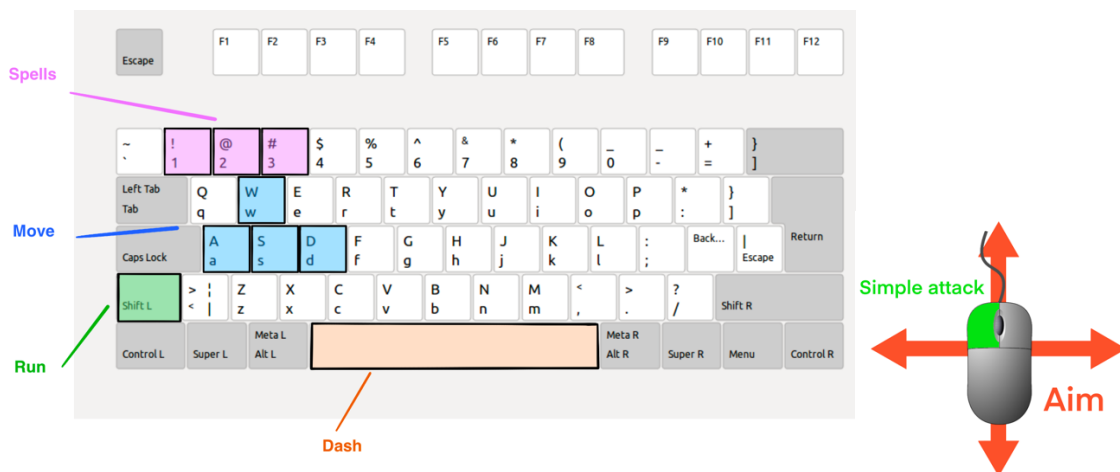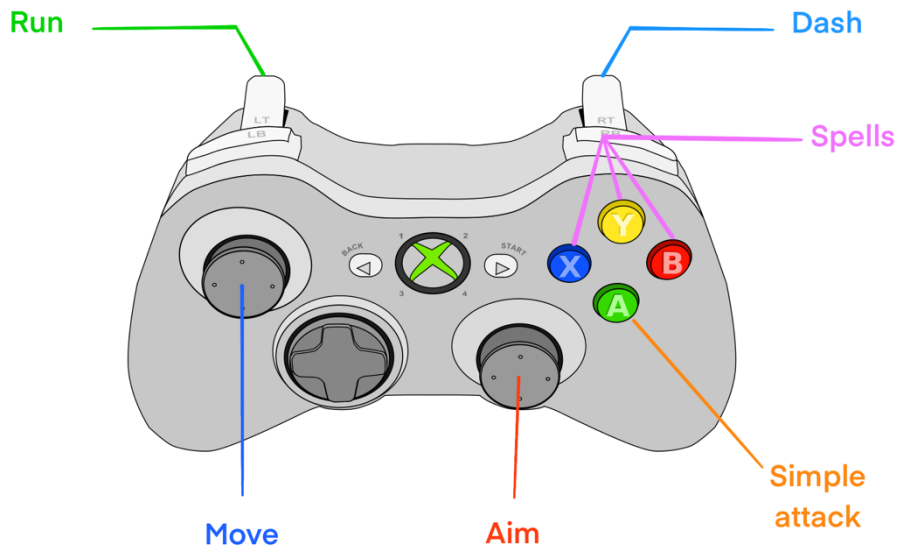
The player will have the possibility to play with either a keyboard or a game controller.

Main Gameplay Concepts

Game goal

The concept of Blast of Arena is to bring the player into a *nervous fast paced* action pvp-arena pixel art game where he will **never** feel relaxed. We want to avoid at all cost a slow and boring gameplay by adding some mechanics that will make the game quite dynamic.

The main genre of this game will be "pvp-arena" and it will be exclusively multiplayer (up to 4 players at the same time). We hope to release a local multiplayer mode in the first versions of the game, and we will try to create an online multiplayer mode later on.

There will not be any solo game mode at all as we really want to work on the pvp mechanics to offer the player a fluid and captivating experience.

Details of the "gameplay goal" that we want to achieve (For a 1 vs 1 instance of a game):
- Both players will be moved to an arena where they will start a fight for X rounds
- During these fights, both players will have different possibilities in order to kill their enemies. (Spells, arena hazard / traps, power ups, etc.)
- When one of the players die by any cause (arena hazard; get killed by the other player; suicide; etc.) the round will be over, and they will be moved to the next arena.
- The first player to win X rounds will win the match and get rewarded (? Wip). This will announce the end of one game instance.

On top of all this, we want to provide a unique gameplay with game content that is constantly evolving, between rounds, during rounds, outside of the games.
That's why we have thought of making the characters' spells evolve through different elements of the map, allowing to go up to several evolutions and hopefully exceed 200 different spells.

Platform specific features

The advantage of doing it on a PC first makes it possible to test both keyboard/mouse and joystick accuracy for Blast of Arena.
A game mixing nervousness and precision, you have to be armed with the best tools to beat the best opponents. The analog joystick or mouse pointer is the first fight players will have.

Game world

       In this game, we will try to bring the player into a pixelized post-apocalyptic / futurist and fantasist world. In order to do that, we will either try to create our own pixel art assets or take assets listed on the asset store. The atmosphere of the game will be quiet dark, as the world should feel like part broken / part repaired.

The gameplay will take place in different arenas where the players will fight each other until only one fighter remains. A game will be composed of several rounds, each round in a different arena. There will be different unique arena where the players will fight. Each arena will have a specific theme (fire, wind, ice, void etc.) and some events will occurs depending on the theme.

Here is an example of environments we could bring into our game:

During a game, the environments will impact the gameplay of the player through different events.

 For example, the players will fight in an "Arena of Fire" with events related to fire. Those events will impact them positively or negatively and could impact all the players in the arena by modifying the environment or impact a single player, again depending on the event.

Example of events :

- Rays of fire are fired on some spot on the map and if the players do not dodge it, they take damage.

- A player trigger an event and he gain a bonus shield. ◯

- Wind tornado. 🌪

Those events will be triggered either randomly or by a player.

Game Interface

Menu navigation

In order to facilitate the game navigation from the player's point of view, we want to create a simple and basic navigation. This means that we will try to condensate as much as possible all of the menu's information, to display them in few different menus.

As an example, here is a diagram that shows a basic navigation template:
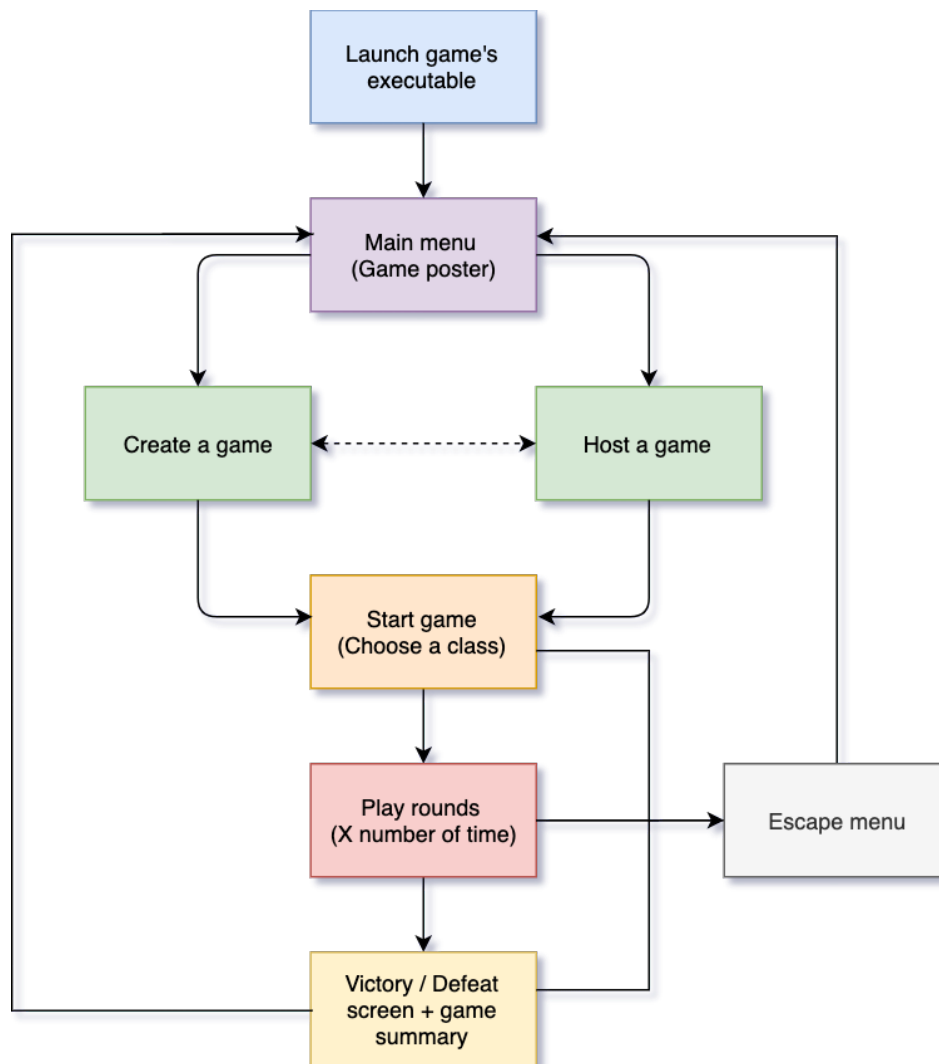
This is a work in progress template, and it tends to evolve during development.
The menu interface will be designed in pixel art in order to fit the whole game design.
The design goal is to bring the player into a futurist and fantastic / pixel art environment with a minimalist touch. This will also fit with the gameplay design, as

we play as witches / sorcerer / paladin or some other fantastic and futurist themed classes.

The music will probably be a 8 or 16 bits fantasy vibes song theme, based on other old fantasy game such as castlevania song or some other fantasy rpg song. The goal of the sound design is to create a futurist / fantasy atmosphere using different sound sample. (like a mix between some retro wave samples and the sounds showed above).

In game interface

Given that the goal of Blast of Arena is to be a really nervous / fast paced game, we want the player to have a very clean game interface. Therefore, the interface will be filled with only mandatory information such as life bar, spells hud, minimap, round number, and some other information that should not disturb the player' sight.

Other information (such as Help menu, inventory, etc…) will be hidden into panel interfaces, which should be reach with pre-assigned keyboard shortcuts.

As an example of in-game interface that we want to create, there is the Wizard of legends game HUD:
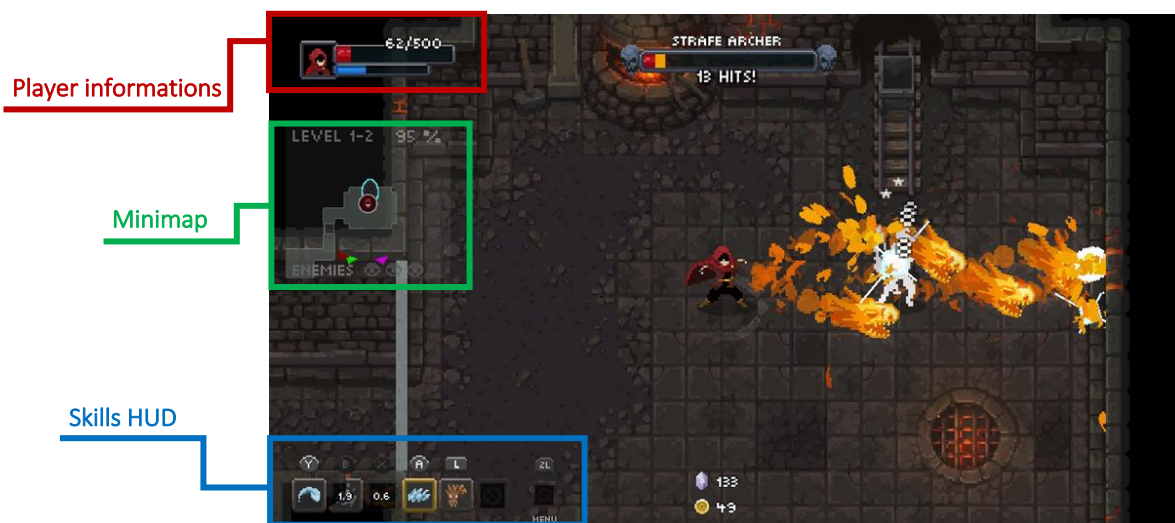
This is pretty much the result we want to achieve at the release of the game:
- Mandatory information (no more, no less).
- Left / right interface layout (nothing in the center of the screen except other mandatory information).
- Clear / Transparent interface component (so the player will see even if there are game objects behind).

Game mechanics and Power-ups

Gameplay mechanics

The main mechanics that let the user interact with the gameplay is the set of abilities that he can use. Those abilities are used by the characters to execute unique movements in order to be able to fight other players. Abilities can be "modified" using elements (a spell like force bolt for a magician can become fire ball or lightning ball and have various kind of effects), elements are like some power-ups that players can decide to get or not in order to organize their strategy to be victorious.

Elements can leave traces on the arena, fire create an AOE effect that burn players, wind element can create tornados …

Power-ups

Explained in Gameplay mechanics part, abilities can evolve into other. By the mean of elements (ex: A cleave move from a warrior can be of element fire or lightning, fire will burn enemies and leave tracks on the field and lightning will shock enemies but won't interact with the area) they're items that drop either on the map or are buyable between each rounds and that applies changes to either an ability or the entire set.

With elements player can adapt their playstyle and try to get the best of their set of abilities to be the number one.

Enemies and Bosses

As our game is entirely dedicated to the player vs player system, the only enemies a player will encounter is the other players he is playing against. During a game, each player will have to deal with several other player simultaneously. A game can be composed of 2 players as a minimum and 4 players as a maximum. As a game last on several rounds, each player will have to fight the others every round to gather points until one of them reach a certain amount of points and win the game.

Cutscenes, Bonus Material, and Comps

Cutscenes

Cutscenes won't be appearing to often in the game, they will be presented by a short animation within the game. There will be a cutscene (very short) at the beginning of a game that show all players that are match against each other, one at the end of each round (quick summary of performances within the round) and one at the end of each games to presents the results. (which player has win and his prowess)
Cutscenes will be animated in a pixel art using the design of the in-game gameplay.
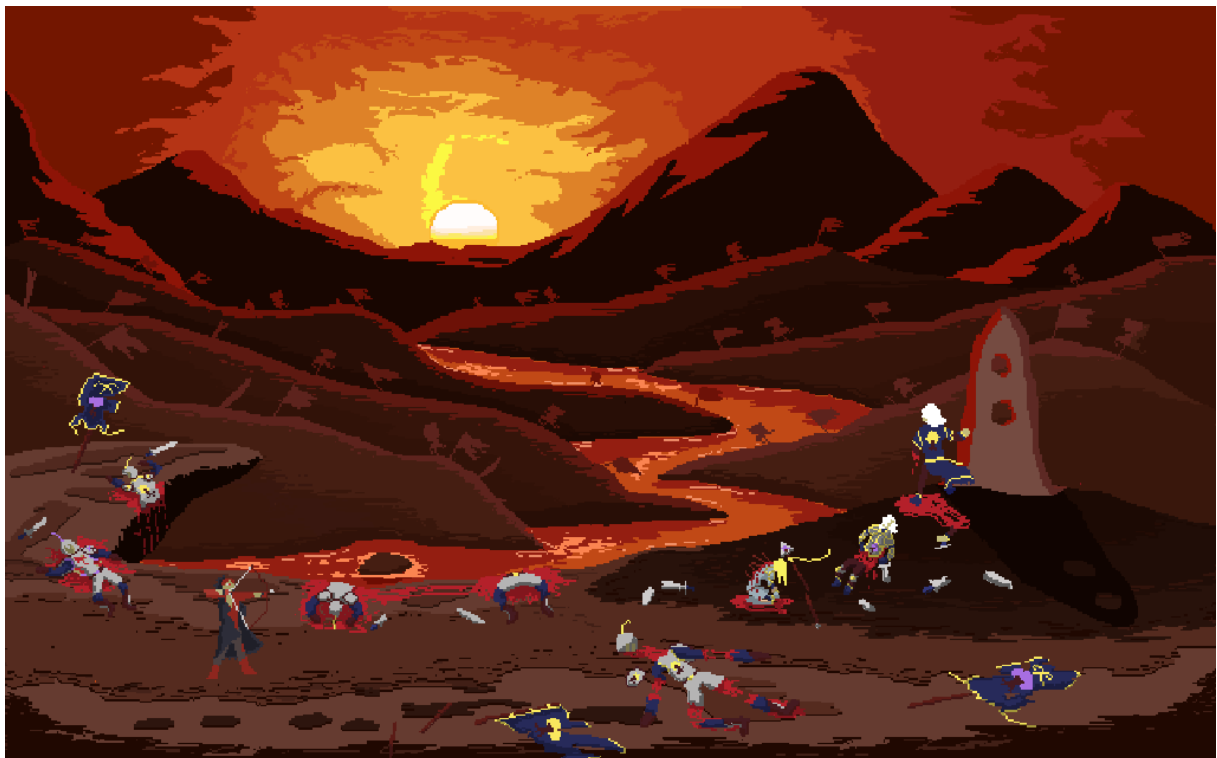
Materials

Players will be able to unlock cosmetics within game currency, in order to be the one to last AND shine, it won't change the game characters stats but only change the appearance.
The player will have access to an almost unlimited choice of appearances for his little character that will fight fiercely battles.
Players have to participate in games to earn coins and thus get a chance to buy with in game money the cosmetics that they want the most.

Competition

As a Battle Arena in 2D we have some competitors on the market like "Wizard of legend" by style of 2D isometric gameplay with characters that use abilities to match against each other's. Another competitor could be "TowerFall: Ascension" a game where up to 4 player battle to be the last man standing, containing only pure 2D animations and archers.