Design Document:

Sunchaser





Poor Artist Games

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5. **Overview**

*Sunchaser* is a science fiction turn based roleplaying game with strong story elements. The player controls the captain of the starship SSV Icarus and his crew who must navigate their way through the politics and environment of the planet of Helios V. The game is focused on the way the player wants to navigate their relationships with their crew and the inhabitants of Helios V. Gameplay will focus on conversation choices and basic turn based combat that will appeal to many hardcore RPG fans.

The players main goal is to fix their broken starship and complete the mission their crew was sent to Helios for. The game will progress following the choices the player makes, for good or bad. The combat will be turn based, with ordering and success in combat reliant on the statistics of the entities involved.

The setting for *Sunchaser* is the far off planet of Helios V. A small colony planet without the hyper technology of some of the more advanced planets in the galaxy. Inhabited by humans, various aliens, and androids it is a diverse and interesting setting that will keep the player wanting to know more. Political and social tensions are everywhere and the player will have to choose how they want to navigate the complex world.

The story of *Sunchaser* starts with the crew of the Icarus being tasked with a simple job in the Helios star system. When they arrive their breaks down under mysterious circumstances and is forced to land on Helios V. Their initial goal will be to simply acquire the parts necessary to fix their ship. However, as the crew explore Helios V they will be wrapped up in the planetary conflict that surrounds the system.

*Sunchaser,* due to its narrative and character focus is aimed at a more mature audience that is more interested in the story aspects of games. The game will be released for PC platforms and potential Xbox and PlayStation support if financially successful.

1. **Game Mechanics**

**Overview**

*Sunchaser* is a top-down three quarters perspective turn based roleplaying game in the style of *Final Fantasy* and *Divinity: Original Sin* for the combat and *The Walking Dead* and *The Wolf Among Us* for the narrative*.* What sets *Sunchaser* apart is the branching narrative and meaningful ending impact that player choice has. The game puts a large focus on the conversational aspect of the game and secondarily on the combat. The main game mechanic will be the conversation choice system where the play gets to choose what they want to say, or what they want to do. The combat is built on a turn-based system with statistics of characters being the determination of success.

**Camera**

There will be three camera angle used in *Sunchaser,* one for each of the three points of gameplay. The navigation of the overworld will be done in the top-down three quarters view so that the player can easily navigate the world. The camera in this view will always track the player so it will be moving when the player moves, but will be locked into an orientation so that the directions stay consistent.

The second camera angle will be an angled side view for the combat. This will allow for the entities involved in combat to be distinguishable and selection of actions to be fluid. The camera in this view will static and will always be placed behind the playable characters.

The final camera will be a focus on the character the player is talking to, this enables a stronger emotional impact for the player, rather than talking to a low resolution sprite in the overworld.

**Replaying and Saving**

Due to the branching narrative of *Sunchaser* the game will be very replayable with the different story tracks the player can take. The saving for the game will be designed in such a way that the player can save when they want during overworld navigation. We also want to prevent the player from making a decision, regretting it, and going to a previous save. To prevent this a autosave function will be implemented that will not allow the player to return to a save game before the latest major narrative decision

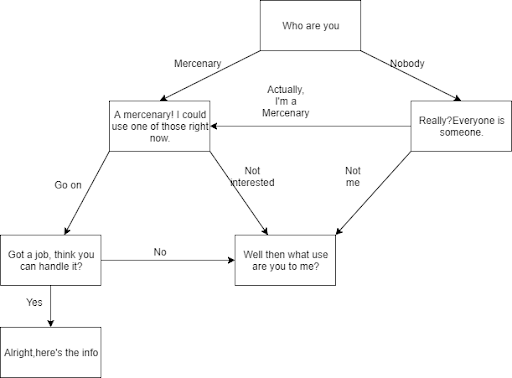
//Technical Detail on Saving TBD

**General Movement and Controls**

The movement and controls of *Sunchaser* will be fairly standardized with other games of its type on its platform.

* Up – W
* Down – S
* Right – D
* Left – A
* Select Action/ Interact with Object – Left Click
* Menu – Escape

**Conversation**



Conversation Flowchart

The diagram above shows a model of the conversation flow used in *Sunchaser.* The player will be given different dialog choices and the character they are talking to will respond accordingly. Some of these choices will have a large impact on how the characters in the game will treat the player and how the overall story progresses. In order to facilitate these decisions a GUI with the different dialog options will be displayed on screen and the player will select the option they want to choose.

In the backend the conversation will track the effects on the characters involved or the narrative, through a point system or Boolean values that will close or open different branches dependent on the values.

**Combat**

The combat in *Sunchaser* will follow a turn based model that orders the turn based a speed statistic. The player will be in control of the whole crew during combat, as opposed to only the captain during overworld navigation. The player will be presented with a GUI with all the options the current character has and they can select which one they want by clicking. The health of all entities involved in combat will be represented by a health points variable that will decrease dependent on the damage dealt. The combat success will be largely statistics based…

//Insert specific statistics details and enemy AI here

**Storytelling**

The main environments in *Sunchaser* will be the wilds of Helios V and the colonies and towns that dot its surface. These range from fields to densely packed towns busy with people. One of the environments that will be mostly commonly visited is the interior of the SSV Icarus.

//Insert Details of Specific Environments

The three main characters of *Sunchaser* are the three crew members of the SSV Icarus.

*Main Character Name:* Human, Captain Main Character

// Backstory of Main Character

*Elysian Sniper Name:* Elysian, Sniper

//Backstory

*Android Name:* Android, Melee Combat

Backstory

There are two main factions on Helios, the Red Moons and The Blue Suns

Red Moons

//Insert Back story

Blue Suns

//Insert Backstory

**Levels**

1. **Story Overview**

The story of *Sunchaser* starts with the crew of the SSV Icarus receiving a job in the Helios star system. Their ship breaks under mysterious circumstances and are forced to land on Helios V for parts and repairs. The crew then gets swept up in the planetary politics and conflicts.

//Insert Story Details

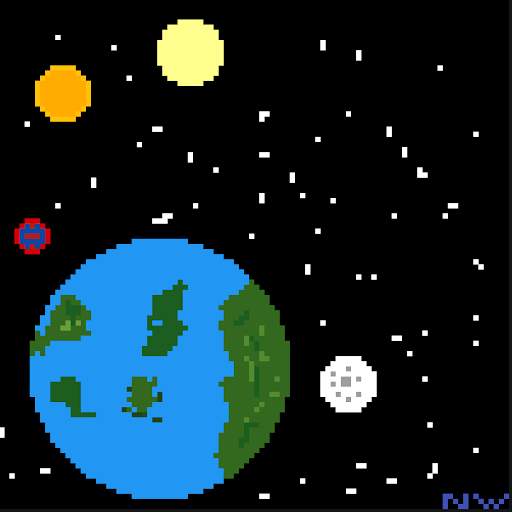
1. **Art and Music**

The art in *Sunchaser* will be in the 16 and 32-bit art style using a high contrast bright color scheme that reinforces the science fiction genre of the product. The music in the game will follow an ambient science fiction feel, with specific themes used in narrative moments. Examples of concept art can be seen in Appendix 1.

**Appendix 1**

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