Game Design Document for:

Candyboiz

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1.0 Revision History

Version	Description
1.0	Initial document
2.0	final document

2.0 Game Overview

2.1 High Concept

Candiboiz is a casual oriented, free-to-play oriented Multiplayer Online Battle Arena, Combining the intense replayability and depth of traditional MOBAs with simple and accessible features, and adapting an inaccessible genre to a new audience of players.

2.2 Synopsis

The game primarily takes place on an arena, in four versus four matches (for more info on the map itself, refer to section 7) where players are tasked with destroying the opponent's "candy kingdom" structure at their home base (protected by lanes of towers) or amassing 500 points. To assist in doing so, players are able to select one of the few characters before loading in, each equipped with a special ability. Players are given a basic "Handgum" (more info in section 4) to begin, but will find pickups across the map to replace their weapon. Players play from a behind-the-back 3rd person perspective (ala smite, for a comparison), and aim to eliminate other players (though through non-violent means, by encasing them in chocolate to stop them moving instead of triggering a regular death animation), to prevent them from pushing lanes past enemy towers and toward their own base, while simultaneously attempting the same. Between the lanes lie arenas which at timed intervals can spawn events to earn 'points' for a team. These events can range anywhere from Easter Egg Hunts to spawning a massive

monster, or a king of the hill style battle and the victorious team is rewarded with a generous sum of points and weapon pickups, based on their performance. Points can be earned through these events or by defeating other players, and can be seen as an alternative win condition to defeating the enemy Candy Kingdom Structure. Only a single weapon can be carried at a time. On "death" players will have to wait out a respawn timer before getting back into the fight, the length of this timer extends the longer that the game has gone on, in order to allow a team to push their lead and win a game before it goes on too long. Additionally, players will be able to deploy an active skill/ability based on their chosen character (more details on characters in 6.1), which have a set cooldown to prevent ability spam. To aid in the pushing of lanes, on set intervals, gingerbread armies of 6 units will march down lanes to attack towers and tank them for allied players, to allow them to get more damage into a structure. Players will need to group up in order to fight other grouped enemies and to push down lanes faster, and teamwork will be key to victory. We have attempted to simplify areas of MOBA games that would alienate traditional casual markets, by removing unnecessary or overcomplicated mechanics, such as the item system found in most games within the genre and replacing them with alternative systems to help with replayability and player retention.

2.3 Pillars
Candiboiz is intended to be simple, enjoyable, casual arcade fun for a group of 1-4 players to team up and go online to have a blast for an hour or two.

2.4 Genre
Multiplayer Online Battle Arena

2.5 Target Demographic
We're aiming for a teenage audience of both genders, primarily targeting the console market and more specifically the casual console market. At the time of writing, the most direct competition would be battle royales such as Fortnite or Apex Legends.

3.0 Mechanics

3.1 Weapons
weapons spawn around the arena, and as drops from gingerbread soldiers.

3.1.1 Weapons stats
weapons have four stats; fire rate, range, knockback and damage different weapons have different combinations of those stats.

3.1.2 Weapons specials
some weapons have a special ability these are extra bonuses on top of the basic weapon stats.

3.2 Special abilities

characters have one special ability each this is activatable at any point that it is fully charged, it charges slowly over time and as you deal damage and cannot be more than 100% charged.

3.3 XP

Xp is gained by playing games, more is gained by winning then losing and is attached to your player account. Each time you level up you gain a free loot box to open.

3.4 Currency

currency is earnt at the end of a match and used to buy cosmetics or loot boxes the amount you earn at the end of the game is dependent on your performance in the match.

3.5 Loot Boxes

loot boxes when opened they grant the player random cosmetics to be used in the game they can be bought or earnt.

4.0 Items

4.1 Weapon Pickups

Weapon	Damage	Fire Rate	Bullet Speed	Bullet Range	Knockback	Bonus
Hand-Gum	High	Slow	Slow	Medium	None	-
Flossinator	Low	Fast	High	Far	A bit (enemy)	Large ammo clip
Shmak	Low	Medium	-	-	Either high knockback vs an enemy, or knock self high into the air when targeting terrain.	increases player movement speed.

4.2 Event Pickups

Easter Eggs: These are spawned at the beginning of an 'easter egg hunt' event, and can be interacted with to pick-up and increment the score counter. At the end of the event, the victor is decided by whichever team picked up more of these eggs.

5.0 Game Flow
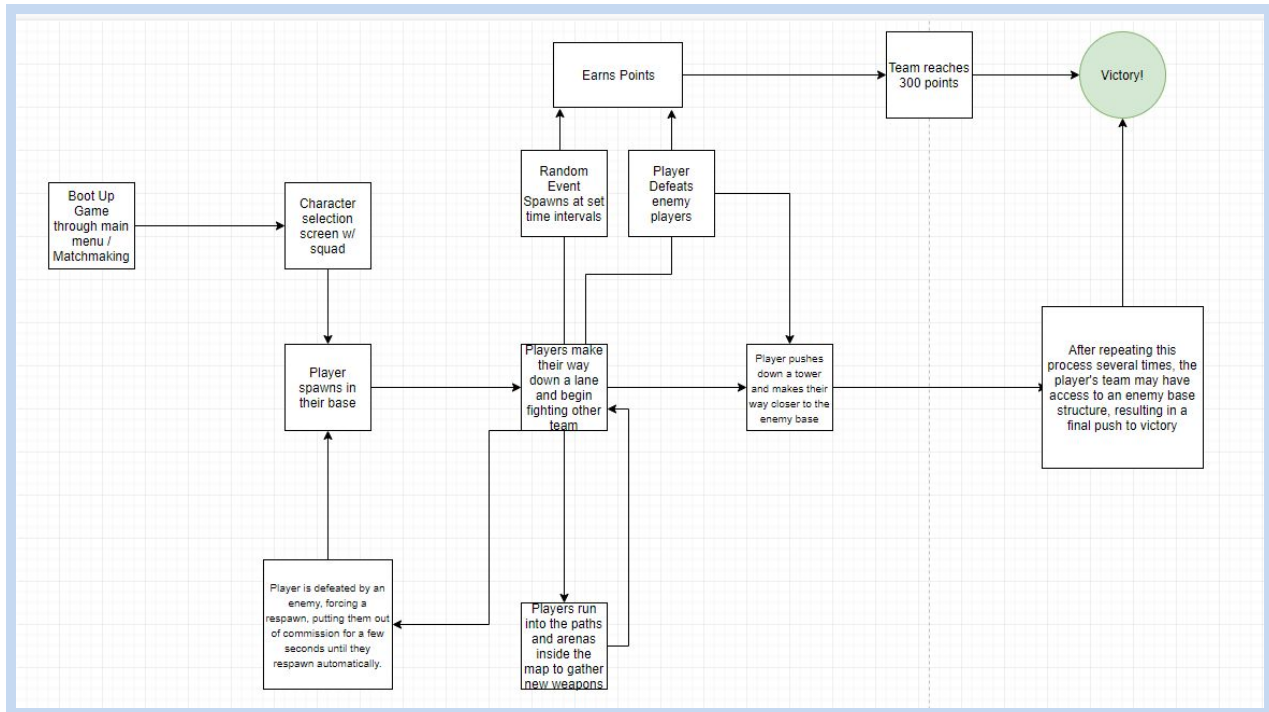
5.1 'Mission' / 'Level' structure

The player is dropped into a gameplay environment, along with their team of three. While the arena is technically free-roaming, turrets and enemy players will deter players from advancing to certain areas. Players will then have to fight enemy players in the lanes, searching for weapon pickups that drop and then marching forth in advantageous positions.

5.2 Objectives

Players aim to either destroy an enemy's Candy Kingdom base structure (as would be accomplished in a standard MOBA, by pushing down lanes with Gingerbread Men (minions) and destroying towers that guard the base structure) or earn points through defeating enemies and Random Events which spawn at set intervals. Achieving either of these will result in a win for the team who accomplishes it first.

5.2.1 Optional objectives

Optional objectives are presented to players in the "daily quests" section of the game, before booting into a match. They are side objectives that can earn players more out-of-match experience and currency for use in the out-of-match shop.

In game, random events will spawn in arenas (shown on the map diagram later). These can be used to score in-match "points", with points being the secondary win condition. Currently planned events are:

- *Chocolate Monster:* A large boss creature spawns in the centre of an arena, and attacks both sides. The team which gets the final blow wins the event, and gains a large number of points.
- *Easter Egg Hunt:* Dotted around the arena, easter egg pickups will spawn. Picking them up adds to an invisible counter. At the end of the event (after either all eggs have been found, or after a set time limit, the team who collected more eggs wins a large number of points.
- *King of the Candy:* an area on the Arena is designated as the control point for the duration of the event. While on the point, the team fills a bar (tracked on the side of the screen) up to 300, with 1 point generated per second per player on the arena (points are only generated for one team, and will not be generated if both teams are on the point). Whichever team scores 300 points first, or has the higher point total at the end of the event, wins a large number of points.

5.3 Multiplayer support
The game is always multiplayer, with no single player.

5.3.1 friend finding
Friends and Matchmaking can be accomplished in the pre-game lobby and menu, where a friends list system would be implemented. Players can add

5.3.2 servers
Servers would be hosted, one in each core region (North America, Oceania, Asia, Russia)

6.0 Story and Characters

6.1 Characters
6.1.1 One Crunch Man
ability krunches someone
dashes to target dealing damage and a short stun.

After a brief wind up period, of around 0.25 seconds (playing a flex animation) (during which and during the animation for the punch, the camera is zoomed out to a behind-the-back wideview), One Crunch Man dashes forward at around half the speed of a projectile, knocking away all minions/gingerbread men he collides with. The dash lasts for 1 second total and travels forward 3 seconds worth of regular movement speed. Any enemy players he collides with will be knocked backwards a short distance, become stunned for 1.5 seconds, and receive massive damage depending on how far One Crunch Man travelled (short distance = low damage, full distance = one shot)

(during the dash, his arm extends forward and his legs slide behind him on the ground)
This Skill has a 10 second Cooldown.

6.1.2 Diana Floss
ability auto aim
makes bullets track an enemy and unable to miss, can still be blocked.

Diana Floss says a quick one-liner before pulling down her visor for 10 seconds. A lock-on indicator is placed over her screen and hovers over the closest enemy within 40 meters. Her bullets will automatically correct their flight path toward the enemy that is targeted during this time, but will not travel through walls. During this time, Diana Floss' visor glows bright yellow to indicate to foes that she is empowered.
This skill has a 2 minute cooldown.

6.1.3 Cherry Berry
ability cherry bomb
throws a cherry bomb dealing damage and knocking back targets in an area.

Cherry Berry lobs a bomb over her head in a downward arc. Holding the key allows a targeting indicator to be shown, showing the area of effect for the bomb (around the size of 1/3rd of a lane) and it's projectile arc. After being thrown, the bomb has a 1.5 second arm time, after which it explodes and deals high damage and knocking back enemies a considerable distance. Enemies who collide with walls take additional damage.
20 second Cooldown

6.1.4 Cookie Good Lookie
ability throws a rideable cookie
throws a cookie that deals damage and passes through enemies dealing damage, immediately reactivating this ability will make you ride the cookie.

Activate to throw a cookie in a direction, acting as a disc that flies forward. Anything that the cookie makes contact with takes considerable damage. The cookie flies at around a quarter of the speed of a bullet and is around the size of two players. The cookie travels back to the player after it reaches its maximum distance (around 10 meters). If the ability is immediately reactivated while the player is still in the "throw" animation (a 0.15 second canned animation that plays on use before the cookie is fired) then the player will ride on the cookie and it will not return to the original position. While riding they can still fire their weapons, but can't move.
40 Second Cooldown

6.1.5 Sour Twins
ability exploding clone
creates a copy of the champion that will distract enemies (forcing non-players to attack it) then it explodes dealing damage

Activate to deploy a Sour Twin that runs forward at the same speed as a player. It travels forward for up to a maximum of 7 seconds. Allies will see a green-goo covered version, while enemies will see what looks like an identical Sour Twin running forward.

Upon making contact with a wall or after 7 seconds, explodes and deals high damage around itself.
5 Second Cooldown.

6.2 Storyline
While story is not a focus of our game, and isn't a primary gameplay hook. We have a light backstory to go along with the game:

In a far off world, two factions of equally wealthy candy kingdoms have hired an equally unlikely group of supposed mercenaries to fight for supremacy over the deed and rights to claim the land of Candy, and the deed to build a new, greater kingdom.

This story is mostly conveyed through an opening cutscene that plays at the beginning of the game, and through our visual design. The opening cutscene should play on the first time a player boots up the game, and acts as a comedic intro to the game's world.

7.0 Level
Describe the levels, draw a sketch of the level and indicate important features/behaviours/goals/objects
This is a body of text and should be elaborated

7.1 Level 1
The level (or map) has been designed to keep the game streamlined, action-packed and engaging
7.1.1 Features
7.1.1.1 Spawn areas
The spawn areas on either side of the map have been designed to allow for a safe space to respawn in so that you cannot be killed until you leave, there are walls blocking vision (and projectiles) and a special turret that will kill any enemy who enters the area outright.
7.1.1.2 Lanes
the lanes have been kept fairly short to maintain focus on the arena style gameplay, and fairly wide to enable people to maneuver and have enjoyable fights in the lane.
**7.1.1.3 Bases**
the bases are huge structures designed to just to take damage, they have been implemented just in case one team is winning more than expected, although destroying the base will win you the game.
7.1.1.4 Turrets
turrets are smaller structures designed to provide a safe space to retreat to early and give the opponent a small objective in removing that safe space, they will periodically deal with damage to targets that are near them.
**7.1.1.5 Arena's**

the arenas are a central gameplay aspect, there are three of them designed to allow for space for events to be hosted currently, we have no plans for events outside these arenas but we have left the possibility available. there are three arenas one central and one biased towards either base, the first event will always be in the centre arena then will be pseudo-random weighted towards whichever team has least points.

white =arena
blue =lane/base
red=turret
black=impassable terrain
green=arena ramps
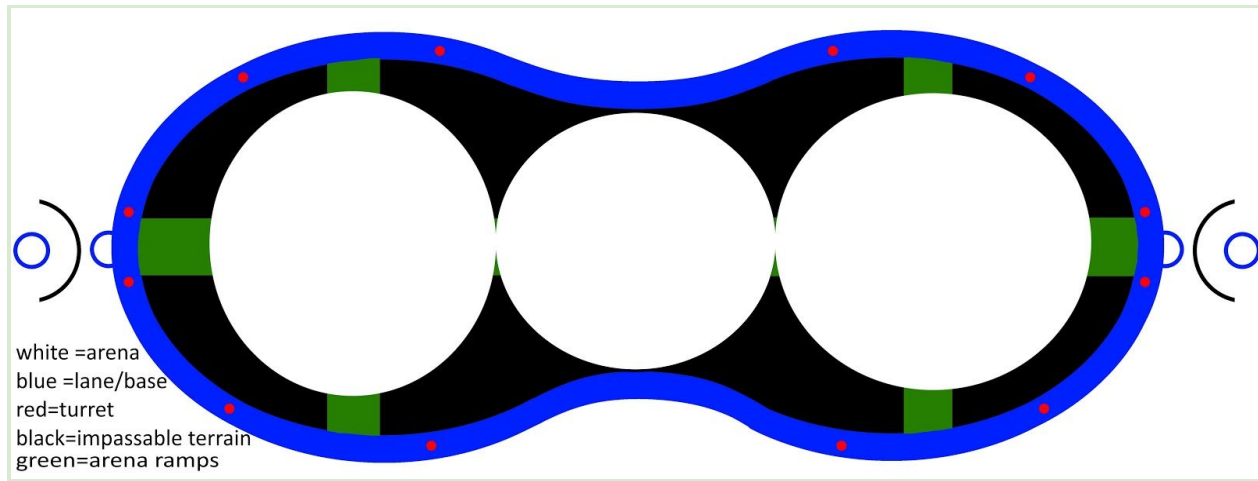
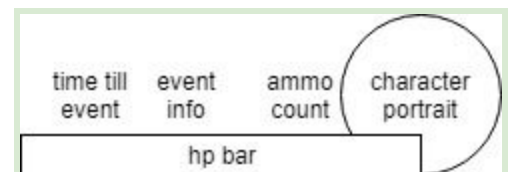**7.1.2 Aesthetic/setting**

8.0 Interface

Menu system will be outlined in the following flowchart.
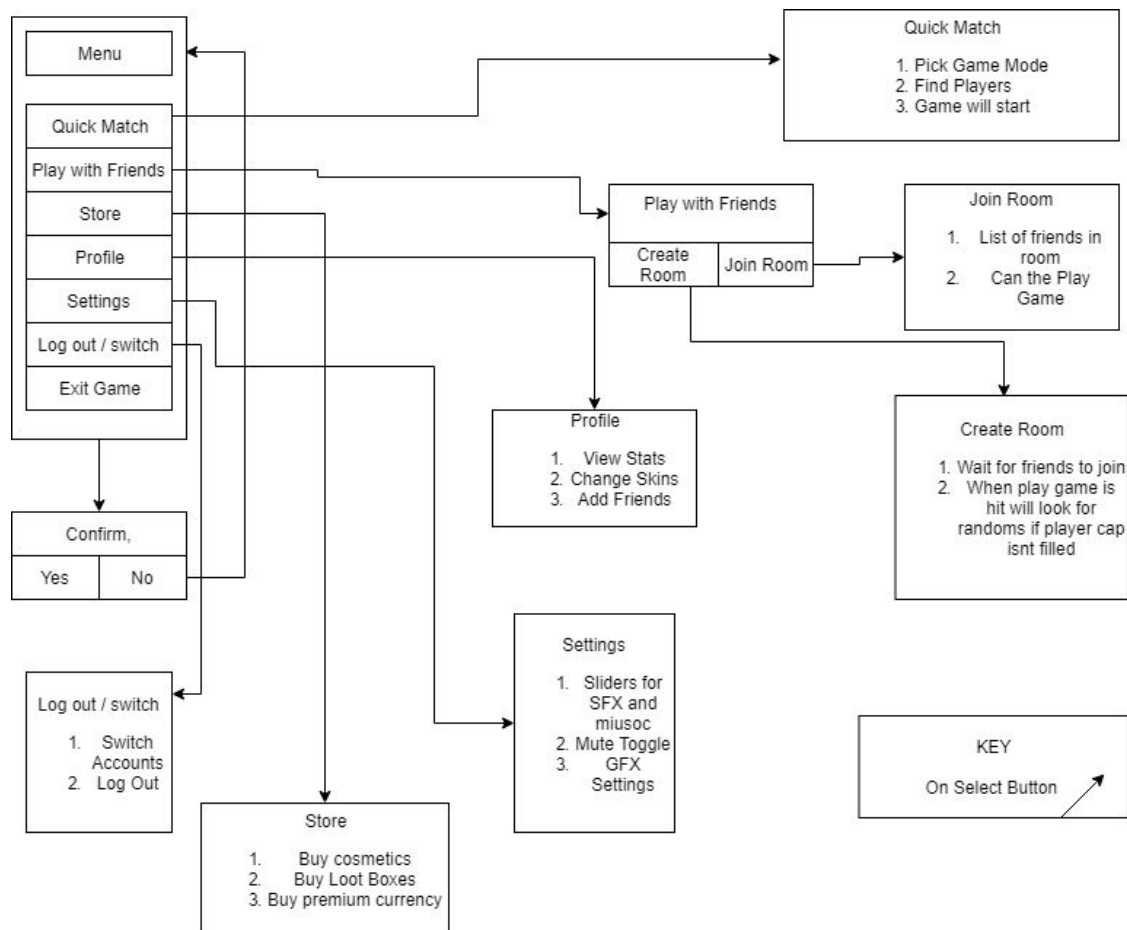
8.1 GUI Elements
8.1.1 HUD
the HUD will display a minimap in the top corner of the screen and will display health, character portrait, ammo and, event timer and information in the bottom left and will display enemy HitPoints in a bar above their heads.
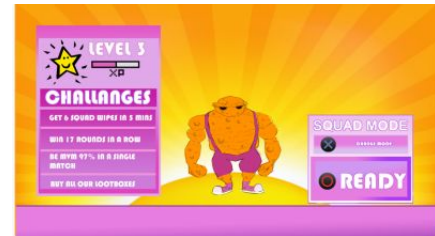
8.1.2 Menus

Quick Match

starts instant matchmaking to find you an available server and players of similar skill levels.

Play With Friends

allows you to add friends to your group to make sure you are match-made in the same game as them.

Store

Opens the store where currency can be spent on loot boxes and skins and money can be spent on the currency.

8.2 Camera

Each player will have a camera following behind their character in a third-person perspective as their main view. A static camera is placed above each arena. This is rendered to a texture in the HUD to be used as the arena map. This camera will see objects hidden in the main camera that are used as markers so the player can easily identify where they are and where their team is.

8.3 Controls

Control	Controller	Keyboard
	IN GAME	
Movement	Left Analog Stick	W,A,S,D
Firing	Right Trigger	Left Mouse Click
Special Ability	Left Trigger	Right Mouse Click
Interact	A button	E
	MENU	
Selecting	A button	Left Mouse Click
Scrolling menu	Left Analog Stick	Mouse over

9.0 Release Details

9.1 Editor/Engine
Candyboiz is initially being design in Unity 2019.

9.2 Platforms
We are aiming for a primary release on Consoles and PC, with PS4 and Xbox One being the primary platform we will develop for, and Windows PC as a secondary platform.

9.3 Business Model
Candyboiz is a free to play game with microtransactions that can be used to directly purchase specific cosmetic only items that do not impact gameplay or match balance.

10.0 Sound

10.1 Music
Title Screen - Played in the title screen, before booting up the game
Main Menu - Played in the main menu, while matchmaking occurs
Countdown - Played during the character selection/loading screen between matches
Candomanium - Played during the gameplay, on loop.
Victory! - Played when the player's team is victorious
Defeat… - Played when the player's team is defeated

10.2 SFX list

- **Weapons:**
  - Reloading sound effects (unique for each weapon, and one that differs between teams, so that players can know who is reloading)
  - Firing sound effects (unique for each weapon, and one that differs between teams so that players know who is firing.)
  - Sound effect unique for each weapon when it is spawned as a pickup.
  - Sound effect to indicate when a player hits an enemy, unique for each weapon

- **Event coming online**
  - "boot up" sound
  - Voice over line explaining the event premise in 1 sentence, for each event.

- **Events expiring:**
  - Sound effect that alerts when events have only 20 seconds left

- Sound effect that alerts when the even itself actually ends, one sound for victory, one for loss.

- Sound effects for player deaths, One unique for each character, and differing between the two different teams.

- Sound effects + Voice Lines for character abilities. Refer to abilities themselves to differentiate what specifically will be needed. Generally 2-3 sound effects per skill, with a voice line that differs if its an ally/enemy, to indicate what team is using what.

Menu scrolling/selection/deselection sounds
- Basic sounds when scrolling menus
- Higher pitched sound when entering or selecting "yes" in a menu
- Lower pitched sound when going back or selecting "no" in a menu

Minions + Towers
- Minions have attack sounds (aya, sudo sudo)
- Minions have death sounds (Aiyeee!)
- Towers have attack sounds when firing (pew pew pew)
- Towers have sounds when being attacked, to indicate they are taking damage (crunch, munch)
- When destroyed, a tower plays a larger sound effect to indicate its destroyed. (casploosh)
- Indicator for when a tower is targeting the player, to let them know they are being attacked. (beedoo beedo)
- The Candy Kingdom has a sound effect when being attacked (voiceline saying your kingdom is under attack !)
- The Candy Kingdom has a sound effect when exploding. (big explosion)

Misc.
- On item pickup sound effect (microwave cha ching sound)
- Monster event sound effects (monster attack/monster taking damage/monster death) (big wimpy roar)
- Victory music / Defeat Music (dun da dun da da do da do da de da doo)

Color Coding for Authors:

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