A Tear in Time

4483B Game Design

Reid Jackson

250914839

**The Premise**

A world wrought with devastation and near total collapse of society, the remnants seek the most precious resource left after The Great Tear; paper. Not just ordinary paper however, nano-engineered paper, that with the right instructions, can create just about anything.

**Player Motivation**

The main victory condition of the player is the completion of the main story arc and seeing how their decisions shape the ending they receive. Although the game is story driven, there will also be side quests and some larger side quest chains that can affect the main story that the player can complete. These decisions will allow players to change the world as they progress and give their choices meaning, so that they deliberate over their decisions and become more involved with the story. There are also other goals the players can complete, side quests for optional content and rewards, as well as hidden exploration content scattered throughout the world so that those who seek these secrets out will be rewarded for their efforts. This allows for a rich and full feeling world that creates meaning in choice and the allowance of explorations and completionism.

**Unique Selling Proposition (USP)**

There are several features of A Tear in Time that distinguish it from other games. It features a rich and hand created world, with dungeons to explore, secrets to uncover, and gear to unlock and create. Player ‘progression’ will have unlocks to make the player more powerful as they progress, the main source of power will instead come from the gear and weaponry they earn, learn and create with the blueprints they can acquire as they explore and defeat powerful enemies and dungeons across the world. The world of A Tear in Time will be rich in story, lore and knowledge to discover, creating a deep story and history for the player to learn and become a part of.

The gameplay and progression will allow for player choice in creation, opting for certain build of gear, weaponry and skills. They will also have the choice to seek out new, more powerful equipment, or focus on leveling their character’s stats and abilities. The choice of story progression and how they play the game is their choice.

**Competitive Analysis**

Skyrim would be a very similar comparison to A Tear in Time, it has an open world, with side quests and quest chains, is story driven and allows players to play the way they wish (not ever having to actually do the main story). The issue is the game has a lack of build diversity, and while it allows for weapon and gear choice, and skills to choose and level, it doesn’t do either very well. A Tear in Time will allow for in depth choice of weaponry, loadouts and builds the player can build into and swap between. It also has a similar world progression and exploration to Skyrim.

The Borderlands series would be closer to the character progression and build creation that A Tear in Time will have, build trees and points to allocate. While story driven, it is very linear and lacks a lot of player choice. It also is harder to get the type of gear the player may want. All being randomly rolls weapons and with random attributes. Although this does allow for some very interesting weaponry, like shotguns with sniper scopes. A Tear in Time will allow the player to seek out and create the weapon and gear that they want, for their build they create, with some randomness to allow for real choices in gearing based on the rolled attributes.

The Fallout Series is very similar to the story affects the player can have based on their choices. It allows side quest chains to affect the entire world, and choices they make along the way develop and solidify their character, good or bad in the world they are progressing through. A Tear in Time will include this style of story as well. Fallout whoever has very simplistic weaponry to fight enemies, A Tear in Time will have weapon customization such as a pistol that shoots lasers instead of bullets or slingshots with energy balls.

A Tear in Time will integrate many of then best parts of the games gamers have come to love about their respective series, such as the world exploration of Skyrim, the build creation of Fallout and the story choices of Fallout. The combination of these features will create a rich environment to play in, and a character and story to invest in.

**Genre**

A Tear in Time will be an RPG based game, with an open world, dungeons, story, character creation, skills, stats and weapon and gear choices. This speaks to the core of the RPG experience. It will also offer a unique way to acquire weapons and gear, rather than random drops in certain areas to ‘farm’, players will be able to learn blueprints for them, and need to gather the necessary components and paper to complete them.

**Gameplay**

In A Tear in Time, the player will begin by progressing the starting portion of the story, completing tutorial like sections to become familiar with the different aspects of the game. Starting out as a ‘low power’ character their options will start of limited in the areas they can choose to go, they can but will be a great disadvantage. The player can then choose to continue the main story at their pace, though some content will change depending on their story progression.

The character will start of will limited abilities and primitive weaponry, as they are a starting Scavenger in the world. They will earn money and find components, blueprints and paper get better gear to face greater challenges and for better loot. During this, they will also get stronger through the experience they gain, from defeating enemies, completing dungeons and from quests. This will allow them to progress through the world as a more powerful contender, making more difficult areas accessible.

There will be several cities that the player can travel to around the world, each offering different loot to buy or steal. These areas will also have guards for the latter. NPC’s will exist in these areas to receive quests and be part of the main storyline.

A large component of the gameplay will be the dungeons. Certain accessible areas with enemies throughout a level and loot scattered throughout. Depending on the dungeon this may include some sort of mini boss with special loot to acquire. Quests will also be a major factor in the game, allowing for certain records from the NPC’s that the player will encounter, and added story for the world that they are in.

Throughout the game, the player will find paper and blueprints for better gear, and at Recyclers in the cities, will be able to craft, assuming they have the components, the new gear they have learned. Depending on the player’s choices they may opt for a variety of builds based on the skills the choose while they level up.

Secrets will also be random distributed around the world for players to find and collect, giving both ‘trophies’ they can acquire and unique gear to equip on their character.

**Story Synopsis**

Most of civilisation has been destroyed by an event called The Great Tear, not much is known about this cataclysmic event, other than it brought humanity to its knees. The people that exist now have created cities from the technology they have been able to piece together. Several centuries since the event have passed, this is where the story begins. One such aspiring Scavenger (the player), makes a discovery that could change the world if they can survive long enough. The player will through the story quest the true power of the blueprint and the affect it will have on the world. Through the course of the game, the player will try to decipher the true use and meaning of a blueprint they have found. There are some however, The Rippers, that wish to find blueprints of the Golden Age, forgotten weapons to take over the rest of humanity to bring ‘Order’. All is not lost, as other brave Scavengers scour the land for blueprints that might give them the upper hand in the battle against them.

Key concepts here are the blueprints. ‘Prints’, a nickname for blueprints, can be learned and used in Recyclers to create objects, food and gear out of paper. Recyclers are machines that can take components are raw paper to create a known blueprint; whatever it may be. Naturally, this makes it a valuable resource to the cities left (somewhat) standing.

**Target Market**

A Tear in Time will be a T for Teen Entertainment Software Review Board rated game, allowing for a broader reach in age range, from teens to adults. The style of game will cater to those wanting a deep story and rich explorable world. It will appeal to those tinkerers to create builds and experiment with limit testing, and for people to collect all the world has to offer. The RPG genre will be targeting primarily for North American players, as well as European players. Asian players may adopt the game based on the style of the game and the world, but as it not a MMORPG or Tactical/Turn-based RPG like Final Fantasy or other Japanese RPG style games, this targeting will not be focussed on.

**Target Platform**

A Tear in Time will be available on the PC. Minimum hardware requirements are Windows 7/10 (64 bit), an Nvidia GTX 670 2GB / AMD R9 280 or better, an Intel i5 4670 / AMD FX6300, 8GB of memory, DirectX 11 and 1GB of storage.

**Summary**

A Tear in Time will include all the different aspects gamers love in RPG’s, a rich open world to explore at their pace, dungeons with loot to find and puzzles to solve, a deep story to progress through with impactful decisions throughout, and in depth character creation and customization through skills, and gear. This game will give players a fresh new world to explore and invest themselves into.