

GAME DESIGN DOCUMENT



Möbius

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Game Analysis

In *Möbius*, players control a character/group of characters that can decorate the home base, interact with objects and facilities, and engage combat with enemies. This game gives players freedom to experience either the excitement of battle, or the tranquility of home furnaturing.

Mission Statement

This game is a third-person SIM/turn-based RPG that focuses on strategy and asset management. Combat part has a novel card game mechanics which players can manage the whole team's action; also, they can earn currency and drops to construct their home base; Home construction part is

Selling Points

- Attribute of the mobius ring
 - Mobius ring is a unique shape that has only one side, this shape is used as players' home map, which means they can walk in one direction and get back to where they were.



- Combat design
 - Rather than classical trading card game which has different skill for each cards, the cards used for mobius combat are basic cards that represent each character's skill number. This is an incorporation of card game and turn-based RPG game.

Genre

RPG/SIM/Turn-base/Rogue-like/Multiplayer

Platforms

PC (Steam)

Target Audience

Players who love decorating, collecting (Animal Crossing), socializing/combat (Darkest Dungeon, DoHna DoHna), card game.

Rating

Everyone (10+)

Software

Engine: Unity 2021.1.11f1

Coding: Microsoft Visual Studio 2019

Communications: Discord

Project Management: Trello

Bug Tracking: Fogbugz

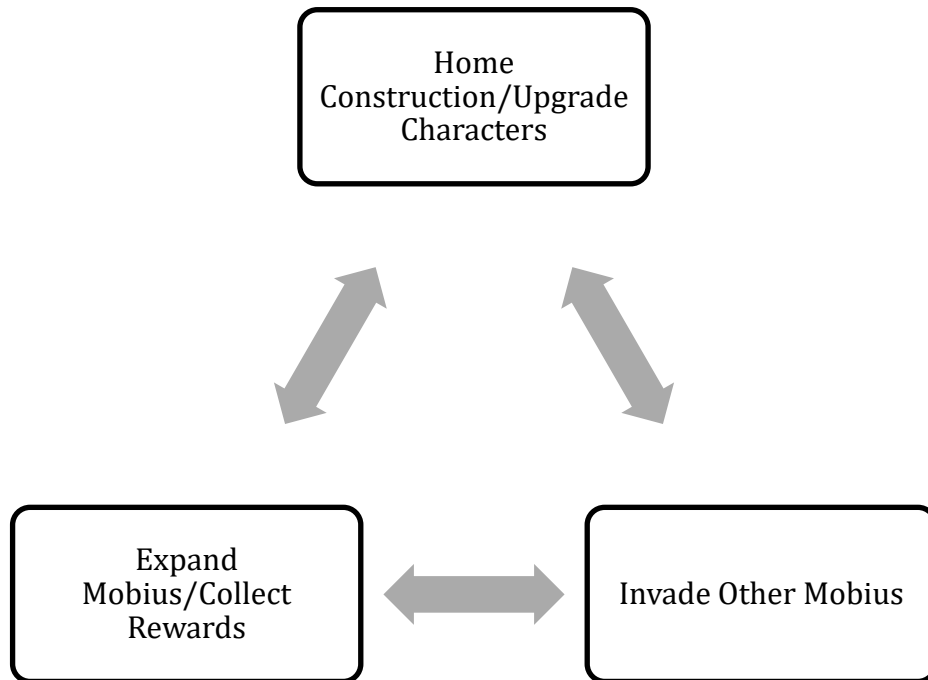
Storyline & Characters

Möbius, the hubs where dimensions merge, has become a shelter for the exiled of universes. There are infinite Möbius connect and merge, as there are infinite stories intertwine.

Gameplay

Overview of Gameplay

In mobius, players will build up a utopia of their own. In the home mode, they can collect materials to construct facilities or craft furnatures; in invasion mode, they can take down enemies and drops (materials or equipments). Players should try to win every combat to upgrade their characters, build and expand mobius.



Player Experience

In the beginning, player enters mobius with the first character “warrior” and encounters the first battle (tutorial). Then the character may explore the mobius, collect resources from various resource points, build facilities and houses. Afterwards, the invasion mode is unlocked, allowing the player to invade other mobius. From then on, player can choose to invade other mobius to collect materials and expand his/her own mobius/collect new character; or to continue collecting resources from his/her own mobius to build his/her desired base.

Gameplay Guidelines

Resource management is the key in Mobius. it includes resource for construction (which facility to construct), crafting (what weapon/type to craft), cooking (cooking food or brewing potions) and combat related (prevent hp and other stats running out).

All resources in Mobius have limited ways to acquire. Basic construction materials can be obtained by activities on mobius such as chopping down exotic woods, mining, etc.; Crafting materials can be obtained by activities such as collecting cobble stones, mining on mobius and looting from combat; food can be obtained by fishing, catching animals on mobius.

Core Player Actions

Home Mode:

- Move: player velocity x,z axis
- Jump: player velocity y axis
- Use:
 - Tools (object): pick up target object
 - Object (right tools equipped): execute tool action
 - Facility: open facility UI

Invasion Mode:

- Move: switch character positions
- Tool: use tools/foods/potions

Game Objectives & Rewards

- Game Objectives:
 - Collect furniture/decoration and decorate home.
 - Collect characters via multiple ways, this includes completing quests, random spawn and adoption upon invasion success.
 - Upgrade and dress up characters.

Rewards	Penalties	Difficulty Levels
Combat: upon victory: <ol style="list-style-type: none"> 1. Expand 1 unit of mobius or capture the enemy lead 2. Obtain all the loots from the enemy. 3. Enemy level +1 Home: Place furniture to gain visual reward	Combat: Lose 1 unit of mobius	Discuss the difficulty levels within the game

Gameplay Mechanics

Character	Description	Skills	Misc.
Element Seeker	An elementalist who seeks for the ultimate power	Passive: At the end of his turn, power seeker merges his elements. Single element (passive) effect: ♠ Flame : +1 ranged attack. ♠ Aqua : +1 shield. ♠ Vigor : +1 hp. Merged element effect: 2x Flame : Launch a ranged attack (∞) 2x Aqua : Cast a AOE (∞ , including allies) soaked status, any single-target attack will	

		<p>become AOE and damage characters with soaked status.</p> <p>2x Vigor: Regenerate 1 hp</p> <p>Flame + Aqua: Launch a mist status (duration: 1), enemy will miss on its next attack.</p> <p>Flame + Vigor: Launch an AOE (∞) ranged attack.</p> <p>Aqua + Vigor: Resist the next status casted on Element Seeker until his next round.</p>	
Samurai the Wonderer (核武士)	A warrior specializes in Iaidō (居合道)	<p>Passive: At the beginning of his turn, player can choose to switch between sheath/blade stances and skip his turn.</p> <p>Under sheath stance:</p> <p>①Kiru (斬る): when the enemy melee attacks Samurai, avoid the damage and initiate a melee attack, then switch to blade stance.</p> <p>②Gaeshi (返し): Launch melee attack 3 times.</p> <p>③Endure (忍): Samurai will not avoid any incoming attack until his next turn, but at the beginning of his next turn, Samurai will switch to blade stance and launch a melee attack with 2x damage.</p> <p>Under blade stance:</p> <p>①Counter (反): When an enemy launches a range attack, avoid it.</p> <p>②Poke (刺す): Launch an melee attack, attack range +1.</p> <p>③Kata (かた): Samurai's next hit deals critical damage</p>	
Penny, the Neon Raider	A runaway sleek kid escaping from her parents	<p>Passive: At the end of her turn, switch the light (on/off)</p> <p>①Paint: Cast paint status (duration: 1) on an enemy (range+1)</p> <p>②Spray: Cast spray status (duration:2) on an enemy and send it backwards (+1).</p> <p>③Pour: Cast AOE (∞) pour status on all enemies.</p> <p>When switched the light to off:</p> <p>Paint status: deal 1 true damage to its attached character.</p> <p>Paint: The next incoming attack to its attached character cannot be avoided.</p> <p>Spray status: Damage dealt to its attached</p>	

		character +1 true damage.	

Game Modes

Game Modes	
Home Mode	Objectives: <ul style="list-style-type: none"> ● Explore mobius and collect resources ● Construct facilities/furnatures ● Decorate mobius
Invasion Mode	Objectives: <ul style="list-style-type: none"> ● Defeat all enemies ● Collect loot

Level Design

There is no definitive level in Mobius, however, hidden level number exists in invasion mode as player progresses through the game.

Level number affects the possible enemy that shows up in that level, enemies' health point and loot drop. Character obtained by the player will not show up in the later level.

When the player hits level 30, the end game boss appears. Once the player defeats the boss, any character may show up in the following levels and healthpoint multiplier, loot drop will no longer change at this point.

Levels	Description
Level 1	Health point multiplier: Possible enemy list: Loot drop:
Level 2	
Level 3	
Level 4	

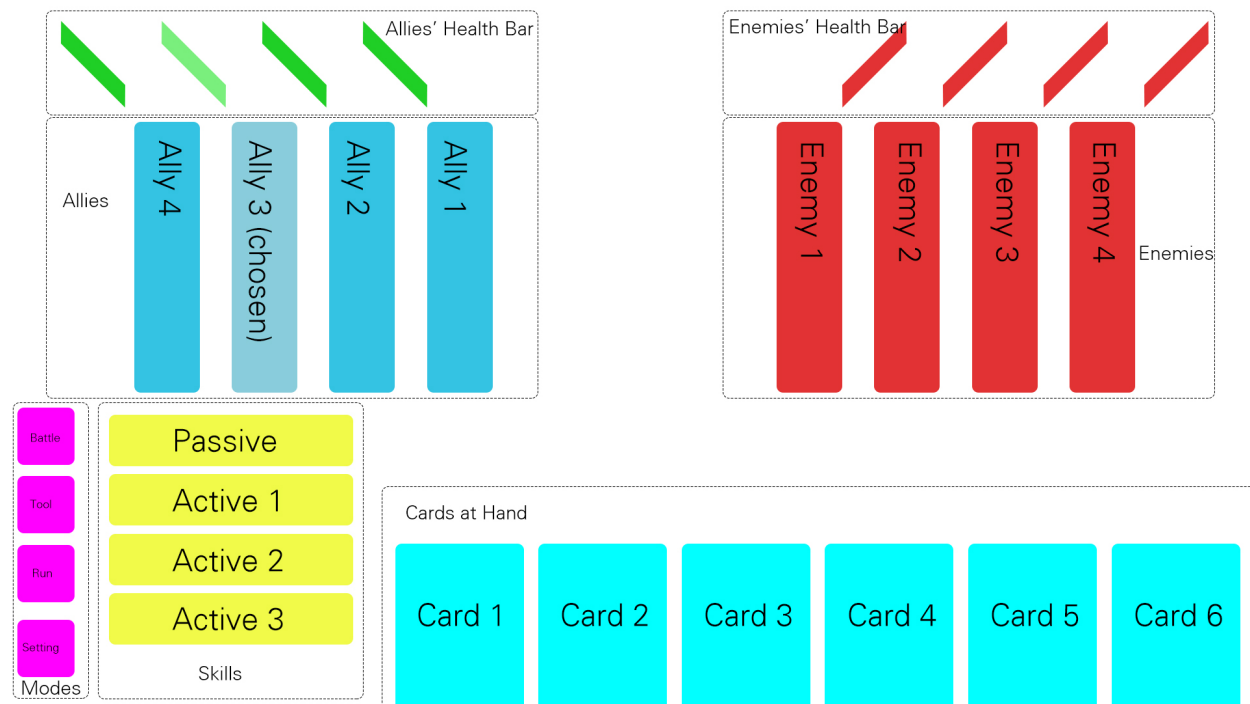
Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

Button/ Touch Input	Action it Performs
List the button	Describe what functionality the button press has within the game.

Game Aesthetics & User Interface

The following is a mockup combat UI. There should only be minimum essential elements displayed in it.



Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio's needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design				
Storyline				
Level Mechanics				
Art				

Level 1				
Special FX				
UI				
Engineering				
Production Pipeline				
Prototypes				
Audio				
Sound Design				
Milestone: GamePlay Features & Music				
Testing Phase				
Test Plan				
Beta Testing				
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				