Game Design Document for:

Eternal Chase

Designed by *Sean Francis*

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Version 1.0.0 is the original document.

Overviews

Game:

Eternal Chase is a Single Player Action Game that takes players through monster filled cities, plains and forests as they fight against a guild that hunts them and the monsters roaming the world. They can customize their ride, character and weapons in their effort to survive, allowing them to customize their playstyle.

Genre:

Single Player Action Endless Runner

Audience:

12-22 Years Old, but anyone that loves high energy action games will enjoy *Eternal Chase*

Gameplay:

Eternal Chase is played on vehicles such as motorcycles, trucks and cars. Players will be racing along different linear environments such as ruined cities, forest paths and canyon valleys as enemies on vehicles on their own chase after them. Not only that, but monsters roam the environments to get in the player's way. Every character, player and enemy alike, have melee and ranged weapons that they use to fight each other. Players will also have abilities that they can use to survive. Yet it may not be enough as their foes outnumber them and will keep coming until the player dies.

Story:

With the world nearly ravaged by an all-powerful warlord, it is up to the City Crawlers and their sister guilds to reclaim what has been lost. You are a member of the Lone Riders, a City Crawler guild that does their business on the backs of motorcycles and the insides of cars, riding through Abandoned Towns and killing monsters using speed and coordination rather than stealth or power.

Yet, on the job, you are ambushed, hearing the distant roar of engines and gunfire. In the fight that soon happened, you managed to get separated from your guild and are being hunted down. Can you survive the chase?

World:

The world has been nearly ruined. Only a few cities in the world are still inhabited by anything non-monster while the rest of the world drowns under the monster's weight. That is why the City Crawler guilds were created, to remove monsters from the Abandoned Towns and restore

civilization. Even though they are fighting for the same reason, very few of the guilds are allied. In fact, most actively fight each other for jobs, land and recognition. So it is not unheard of for Abandoned Towns to become a battleground between guilds as well as monsters. The world outside civilization has become survival of the fittest, and inside civilization is barely hanging on.

Aesthetics:

The general idea of aesthetics is that the world is dark and nearly lifeless. Trees have rotted, buildings are ruined and plains have become barren. Because of that, the environments tend toward browns and greys. However, the player may find that nature is starting to come back and show some more vibrant colors. That also does not mean everything is to be grungy. The player is able to customize their character and vehicle, allowing them to choose any color they wish as well as their personal level of polish.

Unique Selling Point(s):
- High octane action where the player is outnumbered, outgunned, and there is only one way to go: forward.
- The player can customize their character, weapon loadout, ability loadout, and vehicle to complement their playstyle.
- Those chasing the player are not the only thing to watch for. Monsters roam the world and will get in the way or actively fight against the player.

Story

Plot:
On a job to reclaim the city of Noar, the Lone Riders, a guild of roughriders that use motorcycles and trucks to fight with speed and power, work to clear the city of monster filth. Starting from one end of the city and sweeping it, they reached the central square when they heard the roar of engines. They only had a moment to realize the ambush before guns and magic was unleashed in a barrage.

The Lone Riders split off, using their vehicles to flank their opponents. The player follows, however a sudden attack forces them to break away. Before they can regroup, a group of riders blocks their escape and starts chasing them down. Now without allies and outnumbered, the player must survive.

The Player Character:
The Lone Riders was one of the first guilds to implement vehicles into their ranks, allowing for mobility and speed in place of precision and power. The player is a member of this guild, given a vehicle, weapons, and worked up to become one of the elites. A difficult task that requires proof of skill both with and without vehicle. A veteran of the guild with no equal.

The Foe:
The City Crawler guilds are not allies with each other. Guilds often fight over jobs, resources and recognition. And so, it is no surprise when, as the Lone Rangers work on their job, a rival guild interrupts by attacking. Not only that, but the constant fighting brings monsters from the wild, adding even more chaos and danger.

- Rival Guilds: Use vehicles and weapons like the player to fight against the player, trying to kill the player in their tracks.
- Monsters: Bystanders to the fight, but willing to take advantage of the carnage, they will fight against anyone they see with anything they have.

Story Vehicles:
The story will be told to the player by a combination of the trailers and visual clues on the characters, vehicles and environments. We do not want to bog down the player with story when we know that most players will just want to get in and play through a run or two. So, we will have clues showing around the world, showing the destruction of the world, the magic of the world and the kinds of monsters living.

Gameplay

Player Experience:

In a single word: intense. We want the player to be constantly on their toes, feeling as if they have to be on alert all of the time, ready to strike out at a moment's notice. The game is fast paced, and the player should feel it. They will feel the power of their vehicles moving, the guns blazing and the magic roaring where one wrong move could mean death.

Player Character Actions:

The player has a few actions while they are fighting against the guilds and monsters (full list of controls can be found under 'Keybindings'):

- Steer: Using WASD, Arrow Keys or the Gamepad Left Control Stick, the player will steer their vehicle. This will allow the player to move around the environment, avoiding attacks and taking advantage of their surroundings.
- Accelerate: By default, the player will automatically accelerate forward. However, the player can assign 'Accelerate' to a keybinding and turn off the setting to automatically accelerate.
- Brake: Using Space or the Left Bumper, players can slow down their movement, allowing for precise aiming (as their accuracy will increase the slower they move) or tight turning.
- Use Ability: Using Q or the Right Bumper, players can use their Active Ability which can have various effects such as teleporting a short distance, using a gadget like a grenade, or providing protection (full list of Passive and Active Abilities can be found under 'Abilities)
- Aim Weapon: Using the Right Mouse Button or the Left Trigger, players can aim their ranged weapon. This will increase their accuracy as long as they aim, tightening the spray of bullets.
- Shoot Weapon: Using the Left Mouse Button or the Right Trigger, players can fire their ranged weapon. This is the main way that players will fight against the enemies around them, though unless they look backward, they can only fire in a one-hundred eighty (180) degree arc in front of them. By looking behind them, they can fire in a one-hundred eighty (180) degree arc behind them.
- Look Backward: Using the Left Control Key or D-Pad Down, players can look behind them, allowing them to see anything behind them at the cost of seeing in front of them.
- Melee: Using the Middle Mouse Button or Pressing down on the Right Joystick, players can use their melee weapon (if they have one) or their hands and feet to attack nearby enemies.

Player Character End Goal:

In the main game, the player has one simple goal: to survive. They must use all of their weapons, abilities, and skills to defend themselves against the onslaught of enemies racing after them or standing around waiting for a target to attack.

We would like to add a couple of other game modes in the game and with each one the end goal of the player will change. For example, with 'Hold the Line,' players must kill a number of enemies before a specified time. (For a full list of possible game modes, see 'Game Modes' section)

Enemies:

There are two main groups of enemies: the guild rivals and the monsters. However, each group has multiple types of enemies that the player must deal with.

- Guilds - These enemies are all mounted on vehicles with riders, most equipped with weapons. Players have a few options to deal with them. Players can attack the vehicles themselves, sending the rider(s) off balance and effectively stun them for a short while but will not kill them. They can kill the rider(s), which is a simple task for the smaller vehicles, but can be difficult for the larger ones with multiple riders. Or they can simply dodge, keeping the enemies on the field but preventing others from spawning often.
  - Biker - A single bike with one rider. The rider has a small weapon that can vary from a simple pistol to a small SMG and a melee weapon like a sword.
    - Magi Biker - A variant of the Biker, the Magi Biker is a single bike with a single rider that uses only magic. They attack with magical ranged attacks and will move away from the player if they get too close.
  - Attack Biker - A single bike with two riders. One rider is sitting in a passenger seat to the side of the bike, wielding a heavy machine gun that is welded to the passenger seat. The driver of the bike has a small weapon and a melee weapon.
    - Magi Attack Biker - A variant of the Attack Biker, the Magi Attack Biker is a single bike with two riders. The rider in the passenger seat and the driver both use magical attacks and will move away from the player if they get too close.
  - Rammer - A single car with four riders (two on each side). Each rider wields small to medium weapons (anywhere from pistols to assault rifles) and the driver will intentionally ram into the player to send them off balance and slow them down.
  - Truckers - A single truck with two riders in its front and six riders in its back. The driver has no weapons, but the passenger does, and each other riders in the back do, wielding a massive range of weapons from pistols to assault rifles to magical attacks. The truck can only keep up with the player for a short time, so the player just needs to survive them for the short time. However, like the rammer, they will try to directly ram into the player.

Combat:

Combat is done in real time as the player rides through the environment. Players are able to use a variety of ranged and melee weapons to fight off against their enemies and their enemies can do the same to them.

While there is no UI indicator for how much health the player, their vehicle or their enemies have, there are visual cues in the way the vehicle looks and the player moves.

While guns have their magazine count and the player will need to reload, there is no limited about of ammo that the player has. We want the player to have fun and enjoy the experience without having to worry about finding ammo in the environment.

Accessibility
We plan on having as many options for accessibility as we can. As we know that gaming is becoming more and more available, we understand that the need for such options is becoming a necessity. When the game is first started, we plan on asking the player with a visual, black and white prompt as well as voice over, if they would like to set these settings immediately. That way A) The player knows they exist and B) The player can be comfortable with the game as soon as possible.

Some of our ideas for accessibility include:

- Colorblind Mode: Have options for all forms of colorblindness and a 'Severity' slider to boost the effect as much as needed. While the menu itself will not change colors until a choice is made, we plan on having the tooltip for each option slightly colored toward the particular color blindness so we can A) Make sure those that need the option can read the tooltip and B) Show immediately which option is for which colorblindness
- Hard of Sight
  - Increased UI Size: Have options to change all UI scaling or individual parts of the UI like Font, Images, Bars and so on.
    - Need to make sure that we don't allow it to grow so much that it either breaks the UI or covers the screen too much.
      - A lot of Scroll Areas?
  - Increased Brightness on Color: Increase the White Value of all of the colors of important objects like UI, Indicators, Names and Labels.
  - Improve Contrast: Make the Contrast between light and dark objects clearer.
- Hard of Sight and Dyslexia
  - Voice Over: For those hard of seeing, or cannot read properly, there is a voice that will mention things that are happening in the game. For example, entering the main menu he/she will say 'Main Menu', when a player is killed they will say 'Ally/Enemy Killed', and hovering over a menu choice will have them say what that menu choice is.
- Hard of Hearing
  - Increased Audio Clarity/Volume: For those who are hearing impaired. Find a way to increase clarity and volume, maybe by only having the most important sounds or ducking down sounds more than usual. If that doesn't work, then Visual Sounds could help
  - Visual Sounds: Show important sounds happening around the player with icons, effects and more.
- Poor motor skills and Missing Limbs

- - Pre-set Keybindings that focus important buttons toward different areas of the keyboard or controller, or focus completely on the keyboard or one side of the controller.
    - Custom keybindings that allow players to set exactly what each keybinding does
    - Possibly allow for controllers not normally set for PC (such as motion controllers)
  - Epilepsy
    - Reduce/Remove flashing/repeating visual effects that could cause seizures.
    - BE SURE TO NOTE CLEARLY that these settings are not perfect and that those with severe epilepsy avoid the game.

Obstacles:

All of the inanimate obstacles in the player's way will be environmental, boulders and wildlife in the canyon/forest environments, destroyed cars and buildings in the Abandoned Towns, and tents and supplies in the nomadic camps. There are no traps or anything placed by the enemies ahead of time that the player will have to deal with. Not only does it not make sense with the story of this being a sudden attack that the player is running from, but we do not want to overwhelm the player too much with a lot of things going on around them.

Game Modes:

- Eternal Chase/Quick Play - The default game mode. The player starts the run with their loadout (created before the run starts) and their only goal is to survive as long as possible. There is no way to 'win' this mode, instead it is made like an Endless Runner.
- Hold the Line - The player starts the run with their loadout (created before the run starts) and their goal is to kill all of the enemies under a time limit. If they die, or run out of time, they lose.
- Survival/Escape - The player starts the run with their loadout (created before the run starts) and their goal is to simply stay alive until time runs out. The player will only lose if they die.
- Custom - This game mode will allow players to customize many aspects of the game to customize how they wish to play.

Replayability:

With many different weapons, vehicles and abilities to customize their character with, we believe that the game has great replayability. Players will have fun trying new loadouts and combinations that will work with their own playstyle, or maybe even try a new playstyle. Not only that, but the intense, fast paced action will keep players wanting more and the possibility of multiple game modes will add even more for the player to explore and enjoy.

3/12/2019

The Game World

<u>**Environments:**</u>
There are four different types of environments that the player will be driving through. All of them share a post-apocalyptic nature that they are all devoid of life save for monsters and are ruined by time and war. Yet they are all visually distinct, so the player knows immediately that they are in the Abandoned Town, or the Forest, or the Canyon. This will also help keep the player interested as they are not moving through similar looking environments.

- Abandoned Towns - When the world was nearly destroyed by the Tyrant, all that remained of most of the towns were ruined buildings, abandoned cars and craters. Being left uninhabited, monsters soon entered, making it difficult to start recon and recovery missions.
  - These environments are very linear with debris and ruins littering the road. Players should expect to deal with sharp turns and avoiding debris on the road. Yet, enemies can also be hindered by this, allowing for strategy.
- Canyons - Many canyons were created when the Tyrant attacked. Pillars of magic and explosions left world cracked and scarred. Now they serve as trade routes, nomadic homes within their tunnels, and battlegrounds between guilds and monsters.
  - These canyons are straightforward with very little turning involved. Gentle curves and rock formations form the theme of the canyons and is the easiest environment for players to ride through.
- Forests - The forests were not saved from the wrath of the Tyrant. Yet, they are also, arguably, the most intact places in the world compared to before the attacks. Dead trees replace what was alive and only the rare surviving animal live with the monsters that roam. If one looks closely, they may be able to see shelters and homes of monsters and of people who tried to live in the forests.
  - The forests are not at all straight. The player will need to keep turning with the soft curves and use the natural ramps to leap over obstacles.
- Nomadic Camps - In the aftermath of the Tyrant War, with nearly everyone's home destroyed, those brave enough to face the new world took to their horses, tents and hunting supplies. They became Nomads, men and women that travel the lost land to survive.
  - The camps are a lot like the Abandoned Towns, except that the camps do not have as sharp of turns and there are people that may get in the player's way or just watch the chase.

<u>**Game Flow:**</u>
When the player starts a run, they will start in one of the available environments. They will then drive and fight in the environment for a set time. Once they drive through one environment, it will move onto another, making sure not to enter the same environment twice. This will keep happening until the run is done either by player death, time limit, or successfully completing the objectives of the game mode.

<u>Training:</u>
There will be a tutorial mode that the player can choose when they start a run. This tutorial will always start the same and will go over the controls of the game and basic mechanics such as the enemies, environmental obstacles and ramps, and different vehicles. Once it goes through all of the mechanics and explanations, the player will be able to then play through the rest of the run like normal except that it will not count for any stats, records and so on.

Art Style / Aesthetics

General Art Style

Character Designs

User Interface / Controls

Interface:

During a run, we will have rear-view/side-view mirrors on the UI, depending on the vehicle and customization that the player chooses, that will show the player what the mirrors 'see' in real time. That way the player can see immediately what's behind them at all times and act accordingly. For example, if they choose to drive a car, then they will have a rear-view and two side-view mirrors. However, choosing a motorcycle and removing one of its side mirrors means that the player will only have one side-view mirror on the UI.

Also on the UI will be the player's weapon loadout. This will show the player exactly what weapons they have chosen by their icons and for those weapons with a magazine/clip, we will show how much more ammo they have in the clip. That way the player will know exactly what they are carrying and how much ammo they have at all times.

The UI will also show the current ability that the player has equipped and the cooldown remaining on the ability (if any). That way players can remember what they have and how much more time they have before they can use it again.

For game modes with objectives such as killing a certain amount of enemies or surviving a certain amount of time, there will be text showing the objective and how much more the player has to do. For example, for a game mode to kill a certain amount of enemies, there will be something like "Enemies Left: X/X."

Menus:

The full list of menus is below:

- Main Menu: The first menu that players will see and the root menu for all other menu interactions that are not during gameplay.
- Quick Play: This will let the player choose a loadout then immediately play a run of the default game mode: Eternal Chase.
- Edit Character: This will allow the player to edit the appearance of their character such as their face, body, hair, armor and colors.
- Edit Loadouts: This will allow players to edit all of their loadouts which include weapons, abilities and vehicles.
- Start Run: This will allow players to set their game mode, including Eternal Chase, customize the gamemode's settings, and choose their loadout.
- Settings: This will allow players to change the game's settings such as volume, graphics quality and accessibility options.
- Shop: This will allow players to unlock new appearances, weapons, vehicles and abilities using the in-game currency.

Messaging:

Any information about the story, lore and world will be done through the environment and voice overs. We do not think that this will be the kind of game where it would be fun for players to stop and read information as characters talk or with in-game books.

However, we are considering adding a Glossary in the game that players can access so they can read about the game and world whenever they wish rather than trying to force it on them.

Music and Sound Effects

<u>Music:</u>
We want the music to be intense, yet something that is able to stay in the background of the game. We feel that if it gets too loud and intense, then it will distract the player more than it will enhance the experience for them. The music itself will be heavy on the bass drum and other bass instruments that keep rhythm and help keep the player motivated and in the moment.

<u>Sound Effects:</u>
- Gameplay
  - Vehicle Engines
  - Tires on Ground
    - Dirt
    - Grass
    - Asphalt
  - Gunfire
    - Tone for Each Gun
    - Clicks for Empty Magazine
  - Melee Attacks
  - Bullets Colliding into Vehicle
  - Bullets Colliding into Characters
  - Damage Cries
  - Death Cries
  - Vehicle Explosions
  - Vehicle Crashes
  - Vehicle Ramming
  - Enemy Callouts
    - "There they are!"
    - "Ramming them!"
    - "Don't let them escape!"
  - Ability uses
  - Ability off Cooldown
- Menus
  - Select Button
  - Click on Button
  - Transitions between menus

Miscellaneous

<u>Monetization</u>
The game will be put on the Epic Store, Itch.io and possibly Steam, all for the same price of $15.00 (USD). During development, we are considering putting the game up for Early Access. If we do, then the game will put up for free, or for Donations only if available. We want to do Early Access this way as there is absolutely no guarantee that the game will be finished, or will have a stable update schedule. We do not want players to feel as if their money was wasted if something happens. Also, this will give everyone a chance to jump in and play without any worry.