Hope Island

Game Design Document

Version 2.0

04/28/2020

Table of Contents

Art Direction

Player skills

UI

Production Plan

Production Plans

In-game Purchases

Introduction

Premise

Hope Island is a 2.5D, third person, single player, rouge-like, role-playing game (RPG). In Hope Island, the player plays the role of a player character from a player character team, using unique skills of a character, beat the enemies and boss on the way to escape Hope Island. In this game, there will be a free world the player can choose the player character the player wants to play the role of, try different combinations of character and skills, experience different terrains and environments on Hope Island. The game focuses on the gameplay, as a result, it is weak story narration.

Inspirations

The key feature of Hope Island is that the game follows the principle of a rouge-like game. The gameplay system design is inspired from a series of popular rouge-like games.

The scenes and environments are also a feature in our game. Hope Island is set in a medieval, fantasy background, the game is inspired from a series of 3D open-world adventure games.

Similar Games

Hades

Gameplay inspired by Hades, a rogue-like gameplay system.

The camera settings also inspired from this game, a 2.5D camera view with 3D modeling.

The Binding of Isaac

Gameplay inspired from The Binding of Isaac, a rogue-like gameplay system.

The random map generation system is inspired from this game. The player moves in different pre-built scenes in random orders.

Crown Trick

Gameplay inspired from Crown Trick, a rogue-like gameplay system.

The art theme is in the theme of fantasy and cartoon, combined with a realistic environment.

The Witcher 3: Wild Hunt

The scene design and development are partially influenced by The Witcher 3: Wild Hunt.

The design of the medieval town environment is inspired from the wild areas in this game.

Red Dead Redemption 2

The scene design and development are partially influenced by Red Dead Redemption 2.

The design of the desert environment is inspired from the wild areas in this game.

Some background music and ambient sound is from this game.

The Elder Scrolls V: Skyrim

The scene design and development are partially influenced by The Elder Scrolls V: Skyrim.

The design of the forest environment is inspired from the wild areas in this game.

Goals

The goal of Hope Island is to complete all the levels to leave Hope Island. According to the story, the player characters will beat all the enemies on their way, leave Hope Island and release an ancient magic to save Hope Island from Invaders.

Target Audience

The target players of Hope Island are everyone who is in favor of Rouge-like games and fantasy theme games.

However, this game contains blood and violence, the players are required to be 12 years old and above.

Development

Design Team

Dan Peng	Boss Character Design
Xinhe Yang	Enemy Character Design
Yingjie Shen	Level Design, UI Design, Game System Design, Web Developer
Yunxuan Cai	Player Character Design, Game System Design, Video Editor

Engineering Team

Dan Peng	Boss Character Engineering, UI Engineering
Jialuo Zhang	UI Engineering
Ruiqi Liu	Scene Engineering, Gameplay Engineering
Xinhe Yang	Enemy Character Engineering, UI Engineering
Yunxuan Cai	Player Character Systems Designer / Engineer, UI Engineering, Gameplay Designer, Technical Artist
Yingjie Shen	Level Designer / Engineer, UI Designer, Gameplay Designer, Web Developer

Tooling

Game Engine

Unity 3D

Version Control

GitHub

Programming

C#

Design

Adobe Xd

Adobe Photoshop

## File Management

Google Drive

Communication

Zoom

Gameplay

Gameplay Overview

Hope Island is a rouge-like game, where there are random maps, random skills. In this game, the player will play the role of a team consisting of three characters. The player can select the player character when leaving level 0, the tutorial scene. When clear a level, the player can modify the skill sets.

Here is a diagram of basic level design:
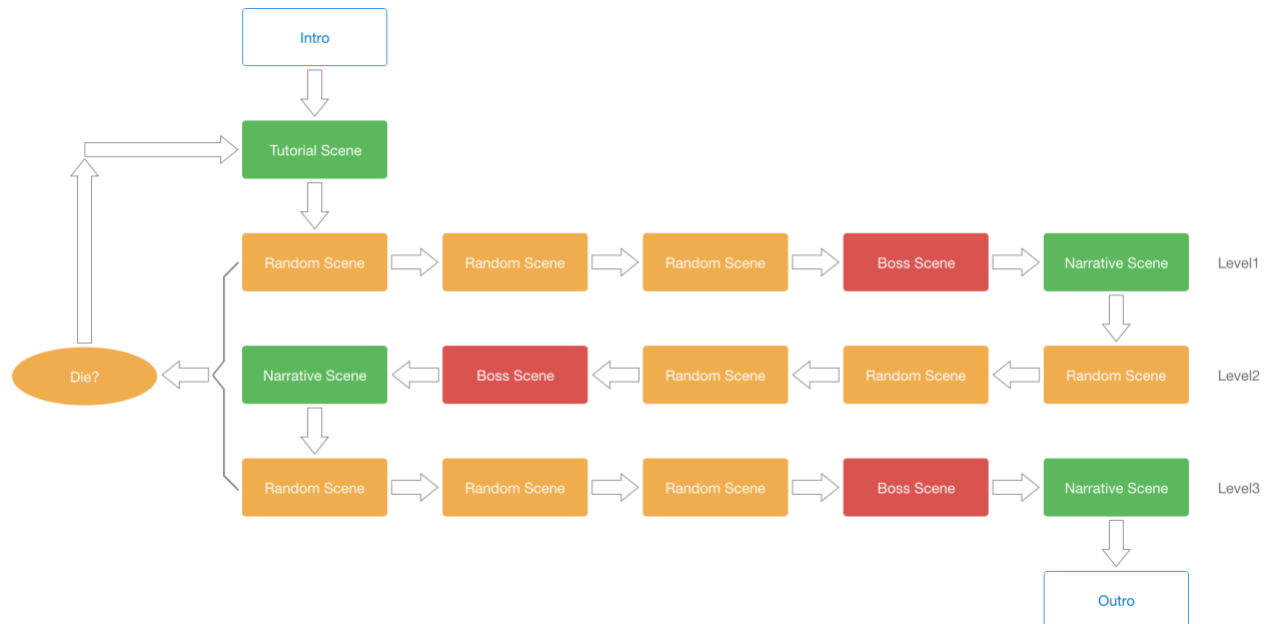
To implement the random map mechanism in Hope Island, there will be four levels, the level 0, the tutorial level, Walnut Town, level 1, Wild Timberland, level 2, Barren Desert, and level 3, Harbor Town. In each level, besides level 0, the level is made of 3-4 scenes in a random order followed by a boss scene.

To pass a level, the player should keep alive, finish the tasks in each scene in predecessor scenes and beat the boss scene. The player will be asked to accomplish the task given in the scene, otherwise, the teleporter in the scene will not teleport the player to the next scene.

If the player dies in any scene besides the tutorial scene, the player will be teleported to level 0 immediately, losing some game progress and skills during the last game. The player will start over from level 1 and try to pass the game for another time.

Here is a diagram of basic player character design:
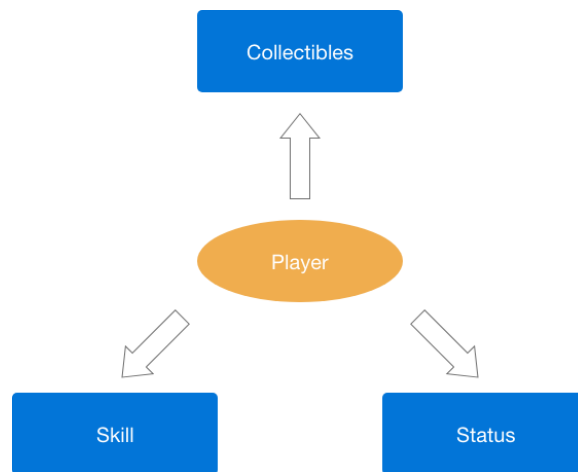
The player character is connected to the collectibles mechanism and related to the skill system and status.

In the adventure of different levels, the player can collect drop off from enemies to recover the status. For the skill system, different player characters have different sets of skills they can launch to deal with the enemies and bosses. The status keeps track of the health, energy, stamina, and other prosperities of the player and indicates the skill usage.

Each character has his own game loop for combat featuring different styles.

Here is a diagram of basic enemy design:
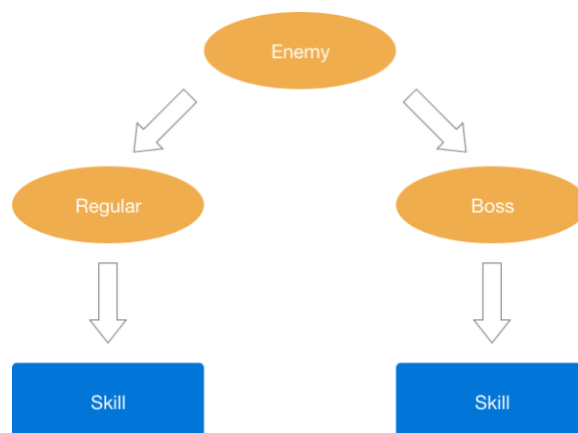
There are two types of enemies in the game, the regular enemy, and the boss. The regular enemy and boss will launch regular attacks and skills to make damages to the player.

Key Features

Randomized scenes

Hope Island used a unique algorithm that makes the player experience different scenes in a level in a generation.

Randomized skills

The player can have different gameplay experience between levels with skills since different skills have different effects on different scenes.

Multi-character System

Although there are only three player characters in the game, the player still has the freedom to choose the character he wants to play in the next game.

Free strategies

Different player characters have unique skill sets, different skills can choose between levels, different skills fit different scenes, different enemies wander on different scenes. There exist thousands of combinations to pass the game.

High detailed scenes

Each scene is well designed and carefully developed. From forests to deserts, there exists different layouts and terrains in the game. The selected BGM and carefully adjusted lighting system is a great plus to the gameplay experience.

User-friendly UI

The well-designed UI is a necessity for the game to hold so many elements and systems.

Story

World View

There are two countries from the current world.

Hope Island, as known as Estia, is a country that supports peace and possesses incredible magics. Matard, another country from the current world, which supports expanding its territory by wars.

Background

Long time ago, **Matrad** invaded **Hope Island**. Vincent's ancestor, the great warrior of Estian, (Estian, the native resident of Hope Island) used summoning magic to defeat **Gabriel**, the leader of the Matrad invaders.

Vincent, **Marc and Charlotte**, (Marc's young sister) are members of the guard group of Hope Island, and Vincent is the leader of the **Hope Island Kingdom Guards**.

Storyline

Beginning

One day, a crack appeared in the sky of **Clayrock City,** the capital of Hope Island. Lots of **Matard Monsters** rushed out of the crack and attacked the people in the town. When Vincent, Marc and Charlotte decided to help the people in the street, a mysterious swordsman, **???** appears. He explained there's no way Vincent, Marc and Charlotte can defeat the monsters, and helped Marc and Charlotte escape the town.

Level 0: Walnut Town

The swordsman took Vincent, Marc and Charlotte to **Walnut Town** and explained that Hope Island is in crisis now. The only way to save Hope Island is to leave Hope Island and launch the ancient magic on Ruby Island.

There are some following Matrad Soldiers in the Walnut town. After the battle, Vincent realized they should depart as soon as possible.

Level 1: Wild Timberland

To avoid being discovered by the Matard Monsters and Matrad Soldiers, Vincent, Marc and Charlotte entered the **Wild Timberland**. **The Light Titan Tribe Warriors** in the Wild Timberland believed that the Matard Monsters were summoned by the Hope Island Kingdom Guards. This time, the Hope Island Kingdom Guards are coming to occupy the territory and resources of The Light Titan Tribe. As a result, the Light Titan Tribe Warriors started battles with Vincent, Marc, and Charlotte.

In the depth of the Wild Timberland, Vincent, Marc, and Charlotte met the leader of The Light Titan Tribe, **The Rock**. Since the Light Titan Tribe Warriors never conflicted with Hope Island Kingdom Guards, The Rock believed there should be some misunderstanding between Light Titan Tribe Warriors and Hope Island Kingdom Guards. However, The Rock was suspicious about the real intentions of Vincent, Marc, and Charlotte. To verify Vincent, Marc and Charlotte's sincerity, The Rock had a battle with Vincent, Marc, and Charlotte.

After the battle, The Rock had a talk with Vincent, Marc and Charlotte and eliminated the misunderstandings. To apologize, The Rock promised to let Vincent, Marc and Charlotte leave through the Wild Timberland and provide necessary help.

Level 2: Barren Desert

Leaving the Wild Timberland, Vincent, Marc, and Charlotte decided to go across the **Barren Desert** to reach the port quickly. Unexpectedly, the oases and relics in the barren desert were already occupied by extremely powerful **Matard Mercenaries**.

Meanwhile, halfway across the desert, Vincent, Marc, and Charlotte found they had no choice but to get supplies from the heavily guarded Oases and Relics.

Arriving at the relics, Vincent, Marc, and Charlotte were surprised to find that the leader of the Matard Mercenary leader, **T.M.M.W** (The Masked Mercenary Witcher) had already occupied the relics.

After the battle with T.M.M.W, T.M.M.W put off his mask, and revealed his real identity, the ???.

??? explained that, in exchange for the latest intelligence, he was hired as the leader of Matard Mercenary. In addition, ??? said that the **Harbor Town** is under the control of Matard Soldiers, and there is little possibility to leave Hope Island. Fortunately, there is a ship of Hope Island Kingdom Guards disguised as a merchant ship. If Vincent, Marc and Charlotte can find the merchant ship, they can still leave Hope Island.

Level 3: Harbor Town

Arriving at the Harbor Town, Vincent, Marc, and Charlotte found that Harbor Town is under the control of Matard Soldiers.

Halfway through Harbor Town, **Zander** found Vincent, Marc, and Charlotte, and tried to attack Vincent, Marc and Charlotte unexpectedly. ??? appeared again, and defeated Zander. After the battle, ??? explained the reason why Zander attacked Vincent, Marc, and Charlotte.

Zander is the descendant of Gabriel**,** the ancestor of Matard. A few decades ago, he realized that Matard is still planning to expand evilly and wishes to conquer the whole world. As a pacifist, Zander is exiled and fled to Hope Island. **Zen**, the older brother of

Zander, is the support of expansion of Matard. When arriving at Hope Island, he notices Zander's escape, and wishes to take advantage of Zander to eliminate Vincent, Marc and Charlotte.

Zen used the dark magic to awake the evil blood of the Matrad in Zander, make Zander kill Vincent, Marc, and Charlotte to prevent them leaving Hope Island.

Realized being discovered by the Matard invaders, Vincent, Marc, and Charlotte must speed up to get on the ship to leave Hope Island.

Vincent, Marc, and Charlotte finally found the ship. However, Zen Strengthen Up Zander and Vincent, Marc and Charlotte should beat Zander to get on the boat.

Killing Zander and other Matard Soldiers, Vincent, Marc, and Charlotte also destroyed Zen's scepter. As a result, Zen has no choice but to run away in a hurry.

Ending

On the ship, ??? took off his mask. It turned out that he was Vincent from the future.

Sequel

In the future sequel of Hope Island, there will be explanations on why ??? is Vincent from the future, the following stories of Marc and Charlotte and the following story of Hope Island and Matard.

The unexplained events such as the story ancestors of Vincent, the story of ancient war between Hope Island and Matard will also be explained.

Levels

Level Design

There are four levels in Hope Island, level 0, *Walnut Town*, the tutorial level, level 1, *Wild Timberland*, level 2, *Barren Desert*, and level 3, *Harbor Town*. The order of the three levels is determined. However, the game will shuffle the order of scenes in each level, which adds challenges to the players as well as create more possibilities to pass the levels and increase the experience playing this game.

In each level, there exists two sets of scenes with two levels of difficulty, easy and hard. Usually, a level contains four scenes, containing one scene of the easy level, two scenes of hard levels and one scene of the boss battle.

To clear a level, the player must pass all levels priority to the boss scene and kill the boss in the boss battle scene. To clear a scene, the player must accomplish the required tasks. In each scene, the player will be asked to accomplish one task. According to different level themes and scene settings, there will be various tasks for the player to accomplish. The task will be different from one scene to another but may repeat.

In each scene, there will be such elements called gameplay elements:
1. Spawn points
2. Interactable elements
3. Collectibles
4. Enemy movement path
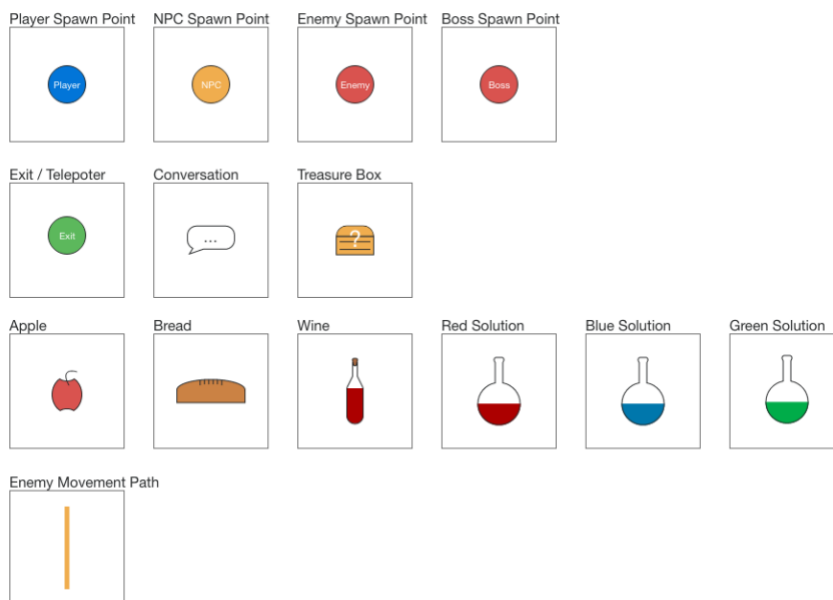
To develop the scenes in a fast pace and keep consistent themes and styles, which took inspiration from Minecraft, using reusable blocks to build up maps. Here are the blocks used during the scene development:
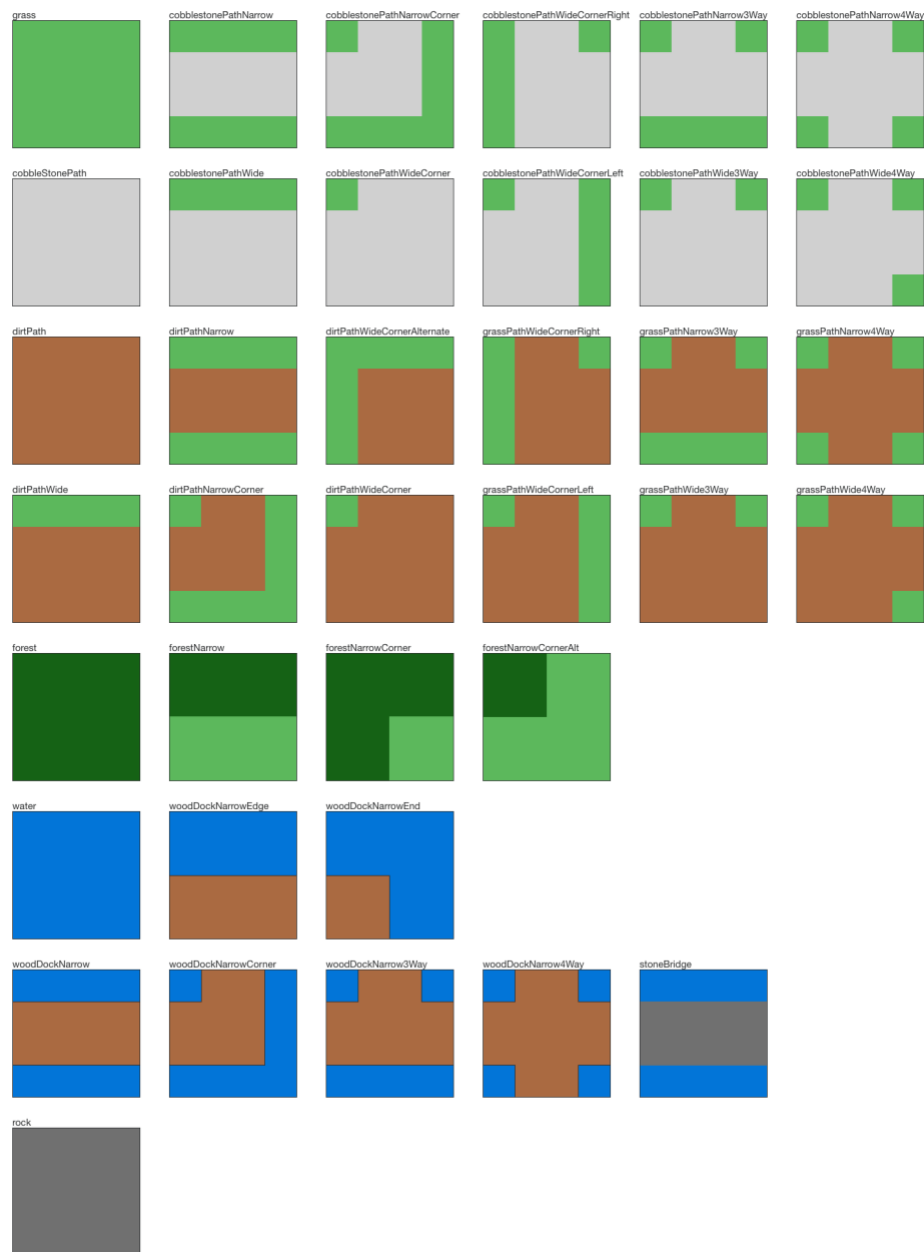
To generate a 'random' map system, the game has a set of pre-built maps with above blocks and connect different maps in a random connection order in each level.

Tutorial Level - Walnut Town

There's only one scene in this level. According to the story, the player will learn how to learn the basic movement and basic attack controls. Also, this scene also plays the role of a revival scene, where the player restarts his journey during the gameplay.

Background

Walnut Town is a town of hope island. It is a beautiful and quiet town in the heart of Wild Timberland. It is also the hometown of our main characters.

Map

These are the map layout and gameplay layout of level 0 scene 1.
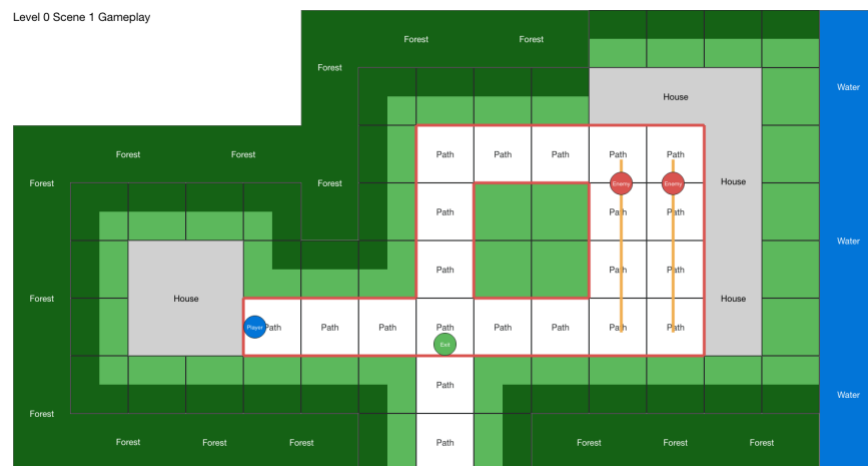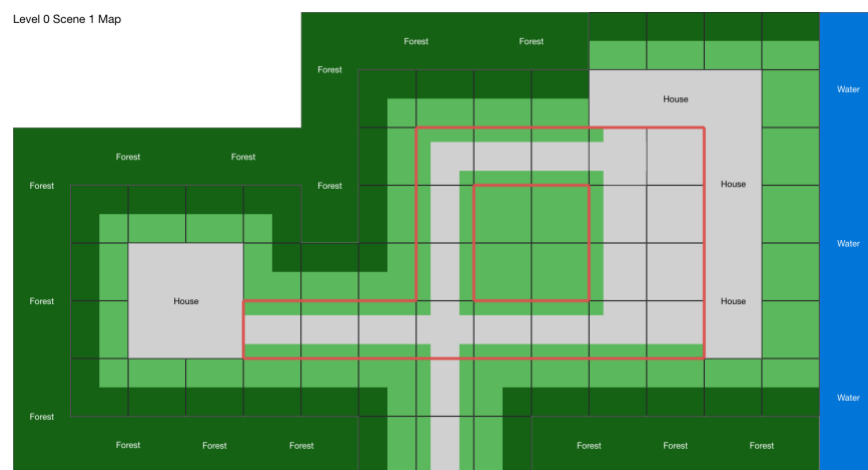
Task
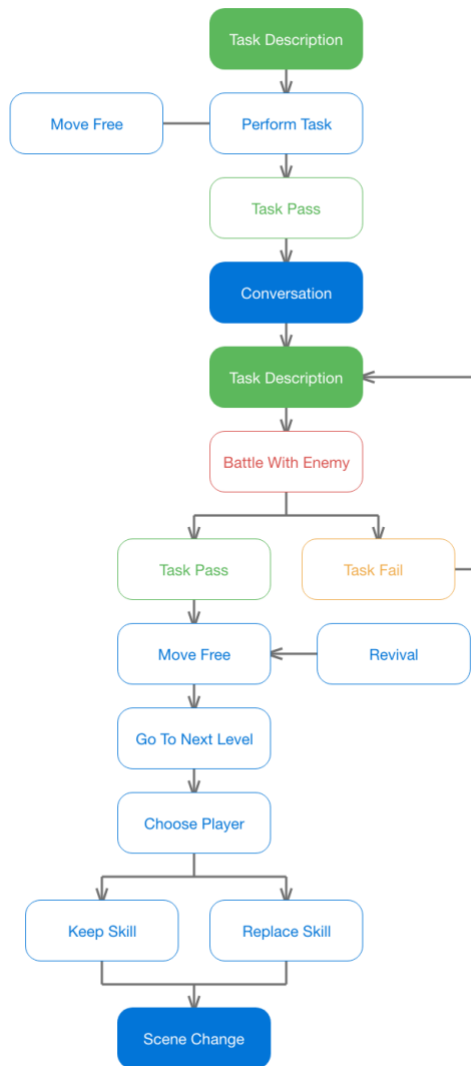
Level 1 – Wild Timberland

Background

Wild Timberland possesses the widest and most ancient forest on hope island. This area owns an amazing landscape with forest, valleys, rivers, and lakes. There also exists lots of challenges and difficulties on the way across the Wild Timberland. Wild Timberland is a must for the players to reach the destination.

Scene 1 Series

The map generation algorithm selects one of the following maps. This series of scenes is located between Wild Timberland lake and the edge of Wild Timberland Forest. Player should finish the required task to get to the next scene. The task in any scene in

this series is the same, the only difference will be the layout in the player's spawn point and teleport point.

Map

These are the map layouts and gameplay layouts of level 1 scene 1 series.

Level 1 Scene 1-1 Map

Level 1 Scene 1-1 Gameplay

Level 1 Scene 1-2 Map

Level 1 Scene 1-2 Gameplay
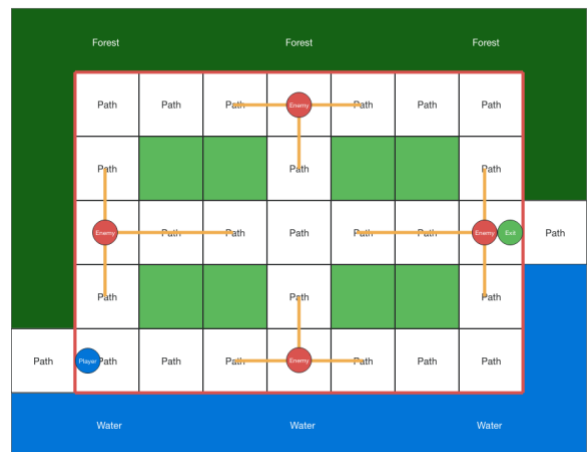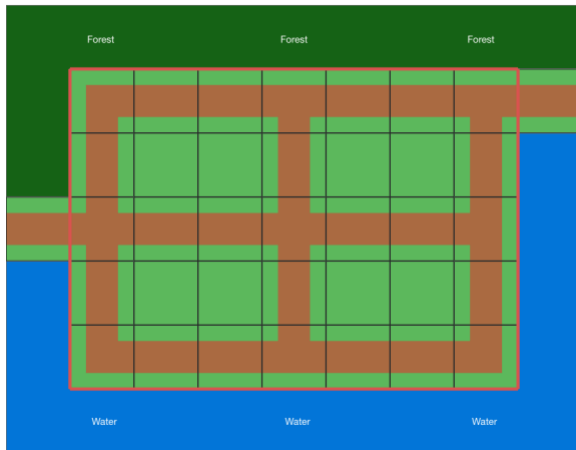
Level 1 Scene 1-3 Map

Level 1 Scene 1-3 Gameplay
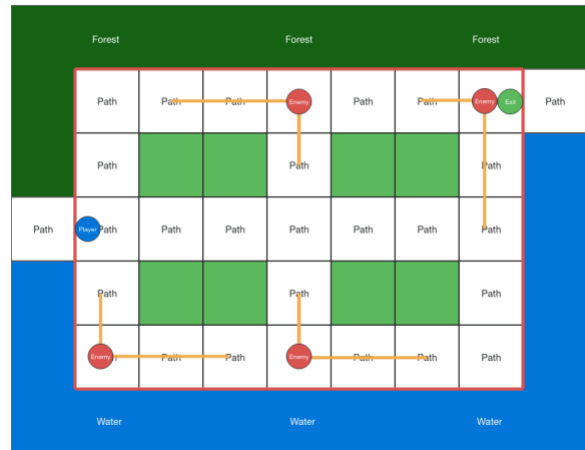
Level 1 Scene 1-4 Map
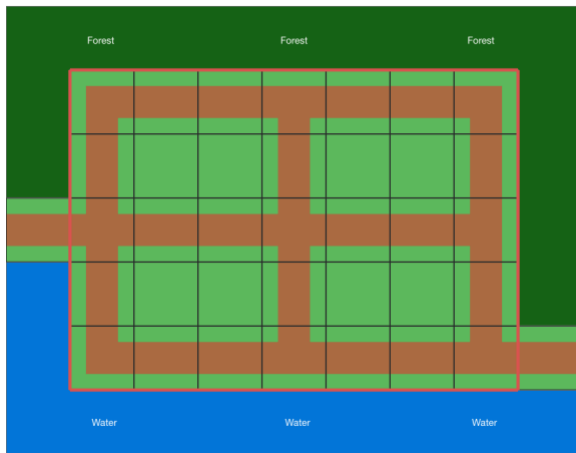
Level 1 Scene 1-4 Gameplay
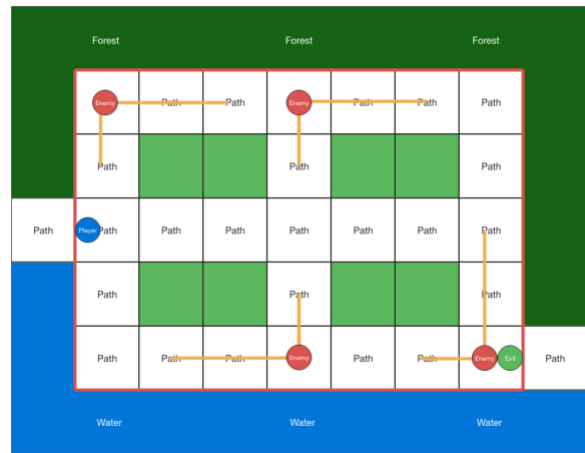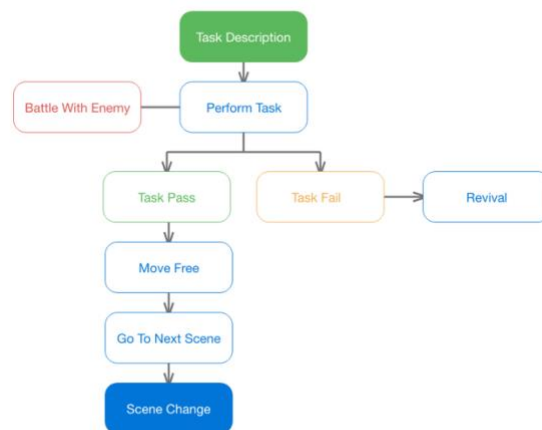
Task

Scene 2

The map generation algorithm selects the next two scenes from level 1 scene 2, level 1 scene 3 and level 1 scene 4. This scene is in the Wild Timberland River in Wild Timberland. Player should finish the required task to get to the next scene.

Map

Level 1 Scene 2 Map
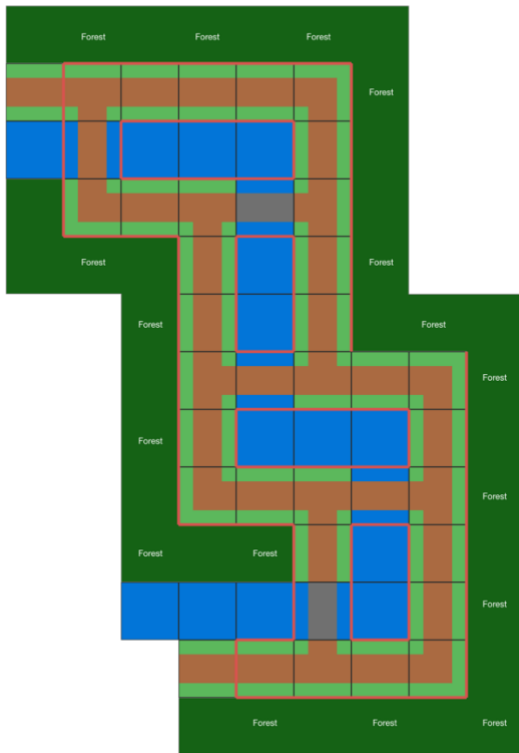
Level 1 Scene 2 Gameplay
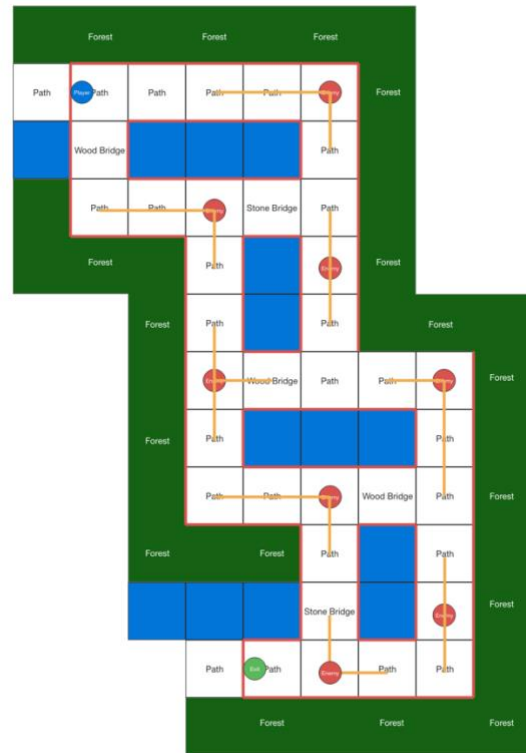
Task
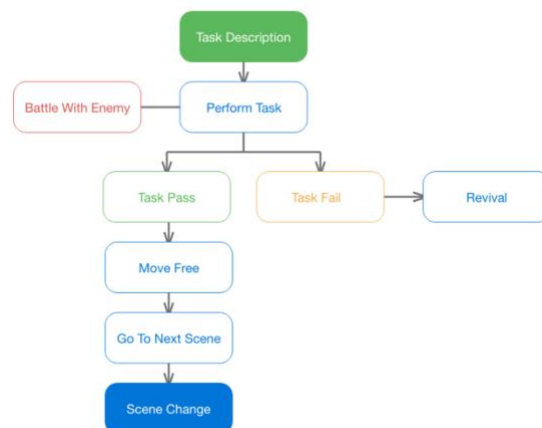
Scene 3

The map generation algorithm selects the next two scenes from level 1 scene 2, level 1 scene 3 and level 1 scene 4. This scene is in the Wild Timberland Valley in Wild Timberland. Player should finish the required task to get to the next scene.

Map

These are the map layout and gameplay layout of level 1 scene 3.

Level 1 Scene 3 Map
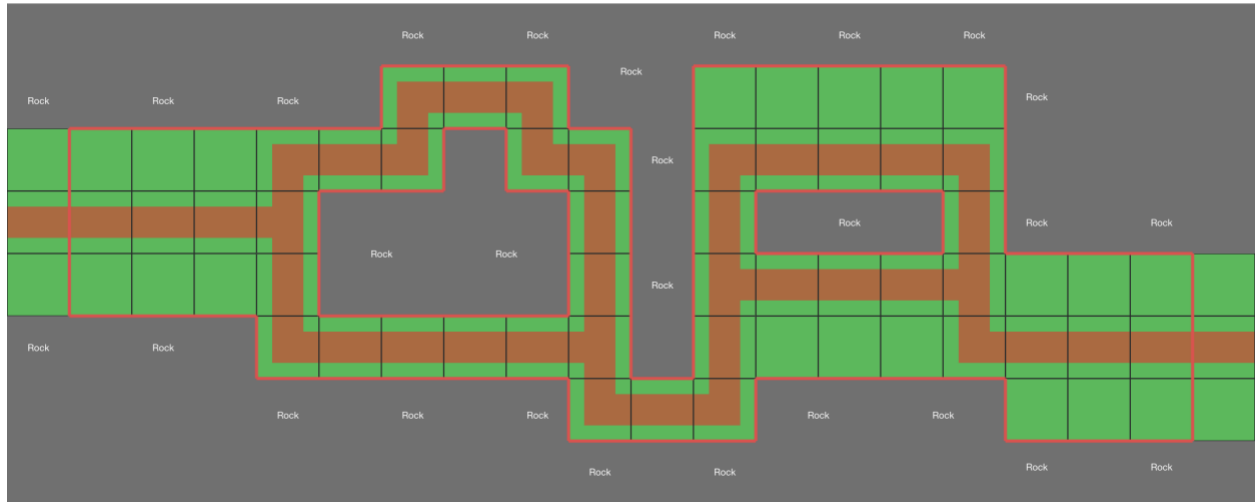
Level 1 Scene 3 Gameplay
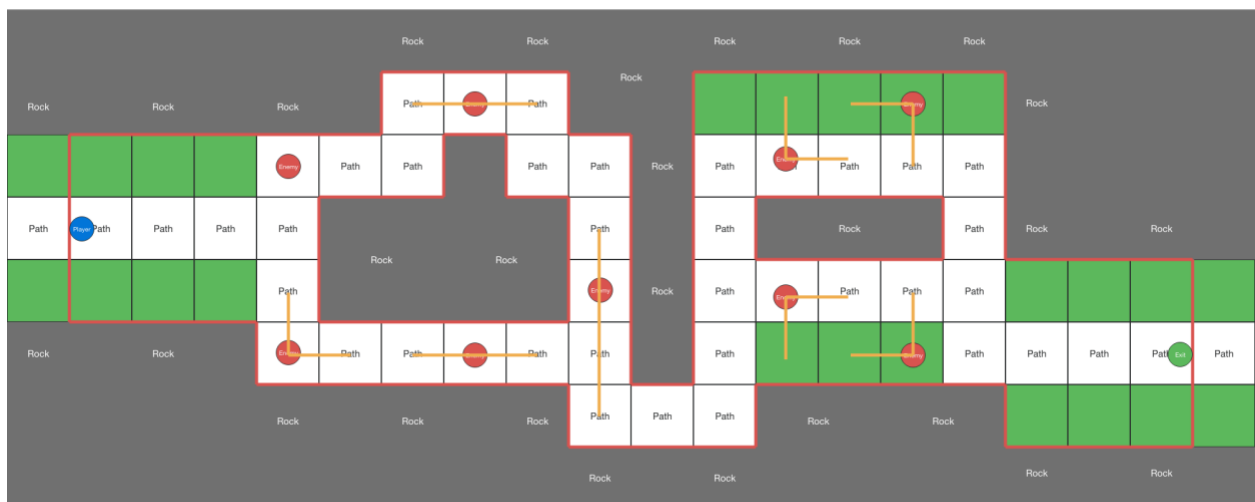
Task
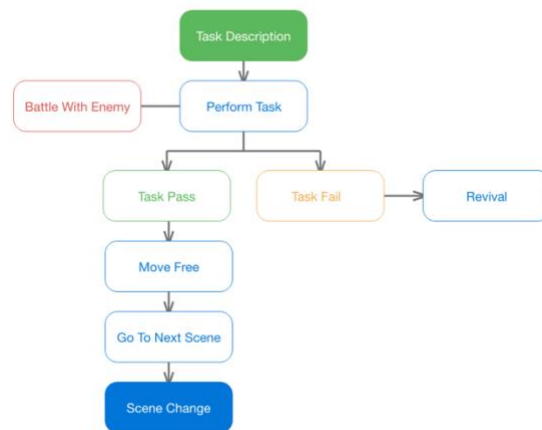
Scene 4

The map generation algorithm selects the next two scenes from level 1 scene 2, level 1 scene 3 and level 1 scene 4. This scene is in the Wild Timberland Forest in Wild Timberland. Player should finish the required task to get to the next scene.

Map

These are the map layout and gameplay layout of level 1 scene 4.

Level 1 Scene 4 Map
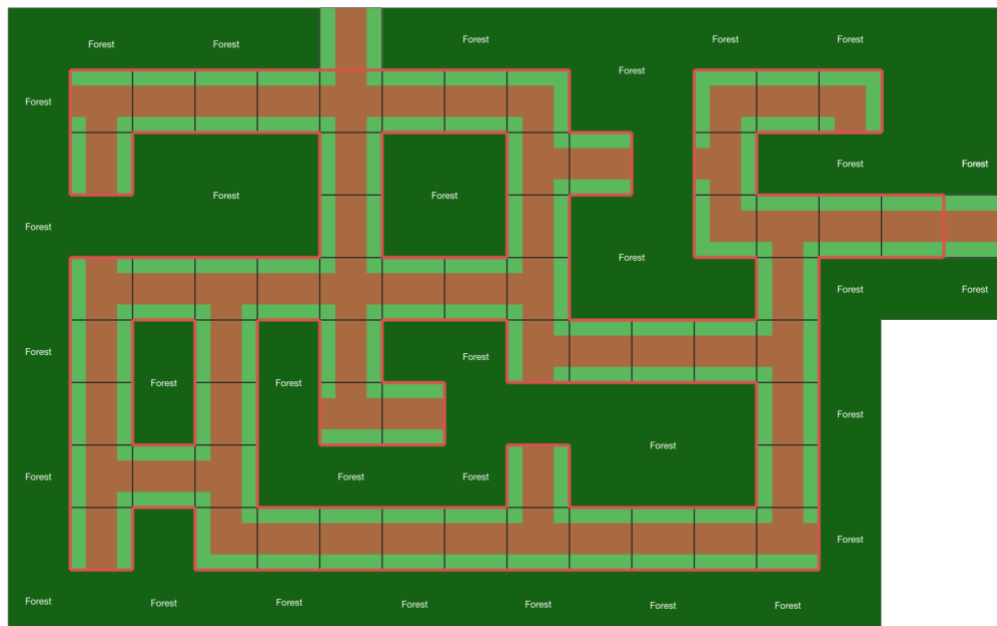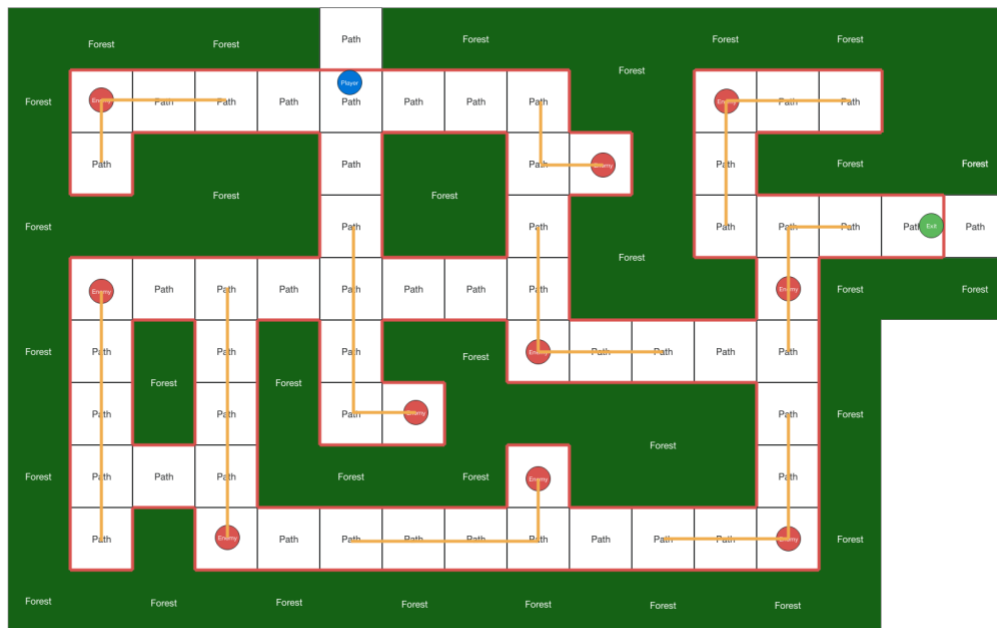
Task
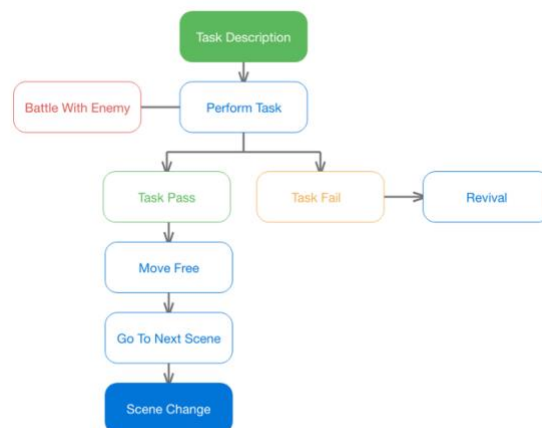
Boss Scene

This is the boss scene of level 1. The player finally arrives at the fortress located in the depth of Wild Timberland. In this scene, the player should kill the boss, The Rock, to pass level 1.

Map

These are the map layout and gameplay layout of level 1 boss scene.

Level 1 Boss Scene Map
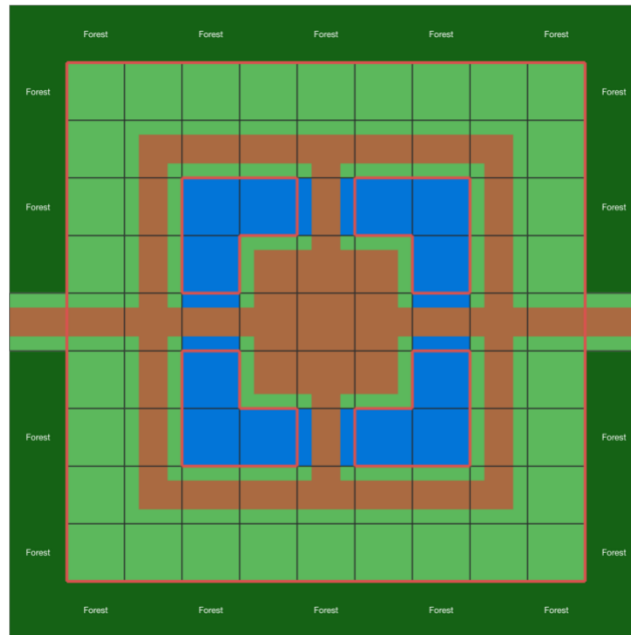
Level 1 Boss Scene Gameplay
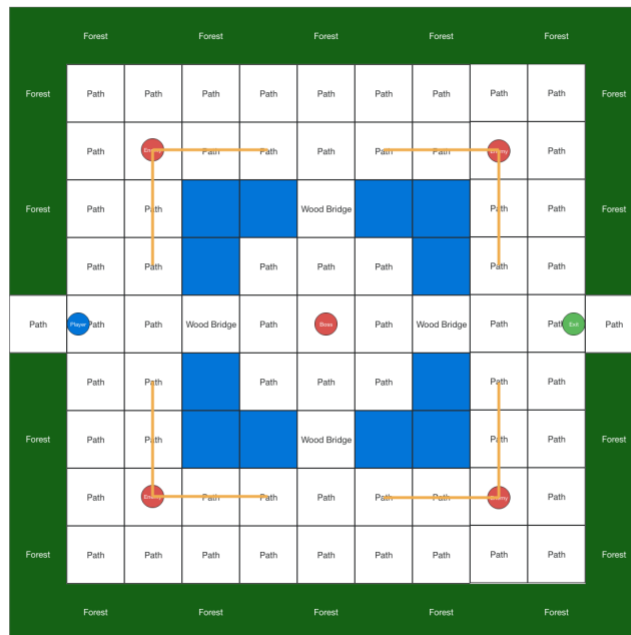
Task
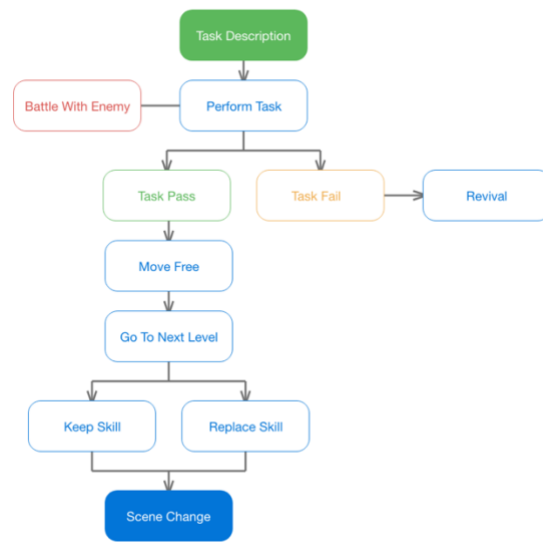
Level 2 – Barren Desert

Background

Barren Desert is the hottest and driest area on Hope Island. However, this area owns an amazing landscape of canyon, oases, and ancient relics. In the story, the Barren Desert is the only and the shortest way to get to the Harbor Town although Barren Desert is occupied by the Matard Mercenaries.

Scene 1 Series

The map generation algorithm selects one of the following maps. This series of scenes is based on an abandoned marketplace in Barren Desert. Player should finish the required task to get to the next scene. The task in any scene in this series is the same, the only difference will be the layout in the player's spawn point and teleport point.

Map

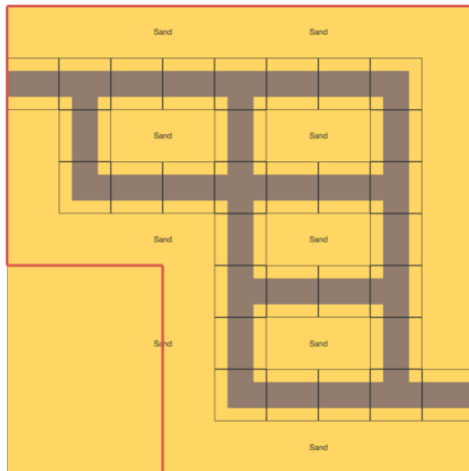These are the map layouts and gameplay layouts of level 2 scene 1 series.
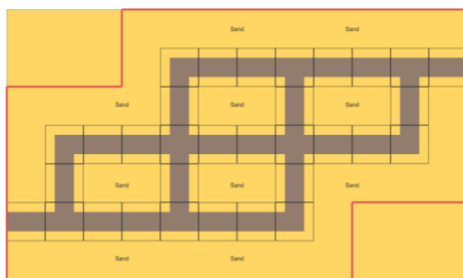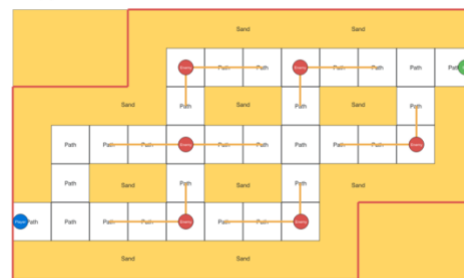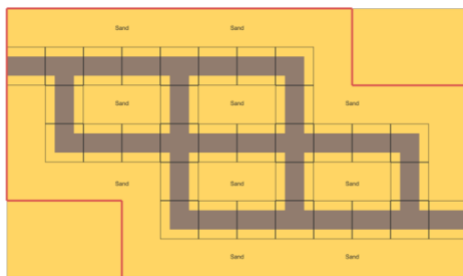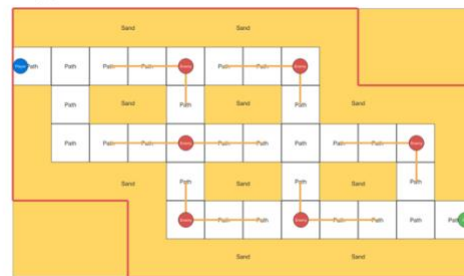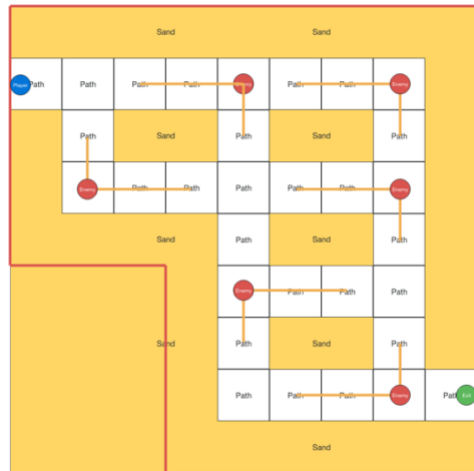
Level 2 Scene 1-3 Map
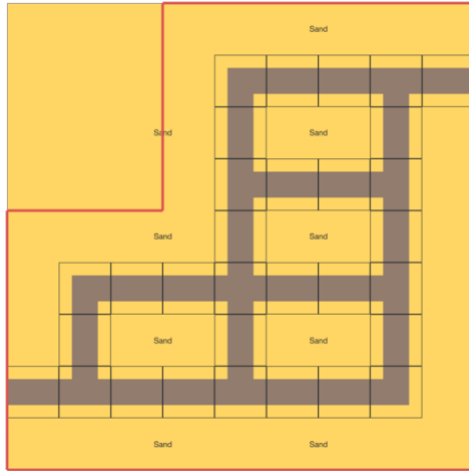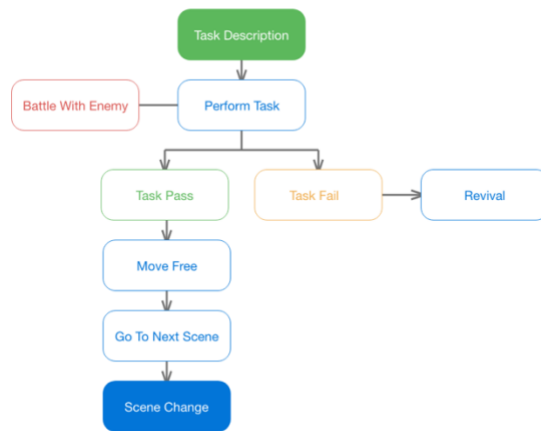
Level 2 Scene 1-3 Gameply
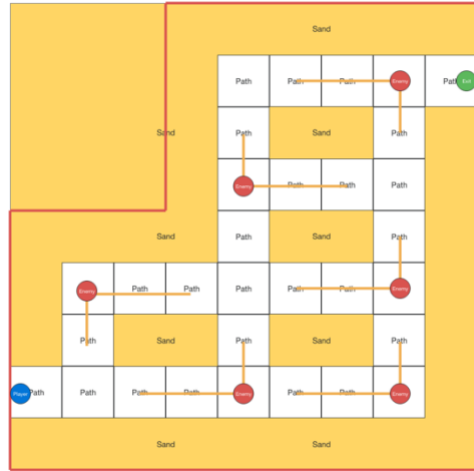
Level 2 Scene 1-4 Map

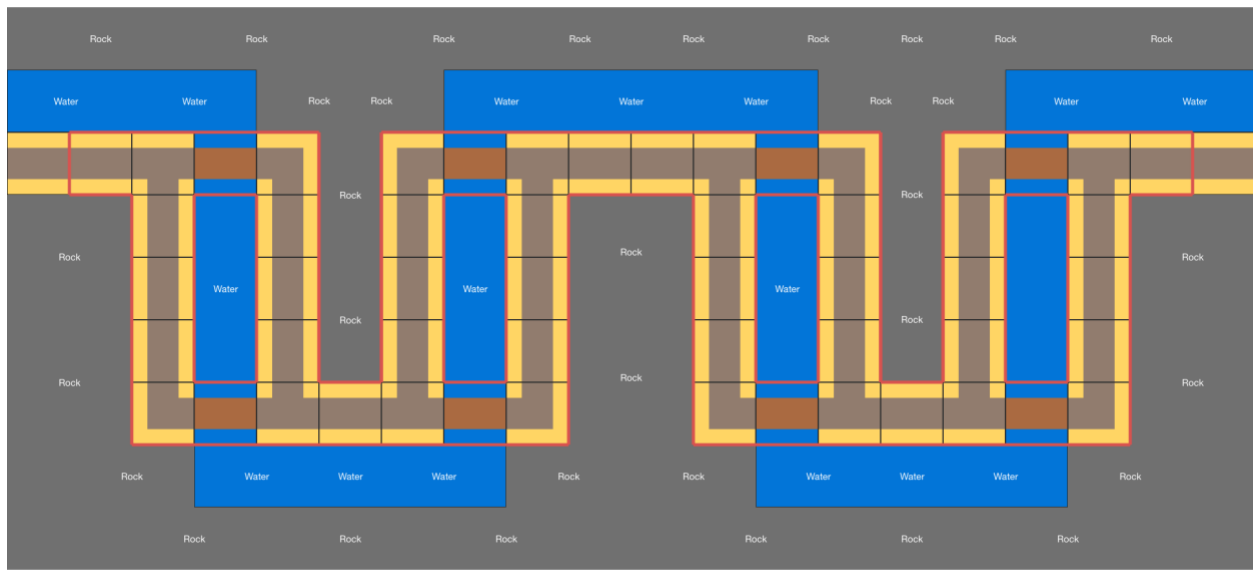Level 2 Scene 1-4 Gameplay

Task

Scene 2

This scene is based on a canyon in the Barren Desert. Player should finish the required task to get to the next scene.
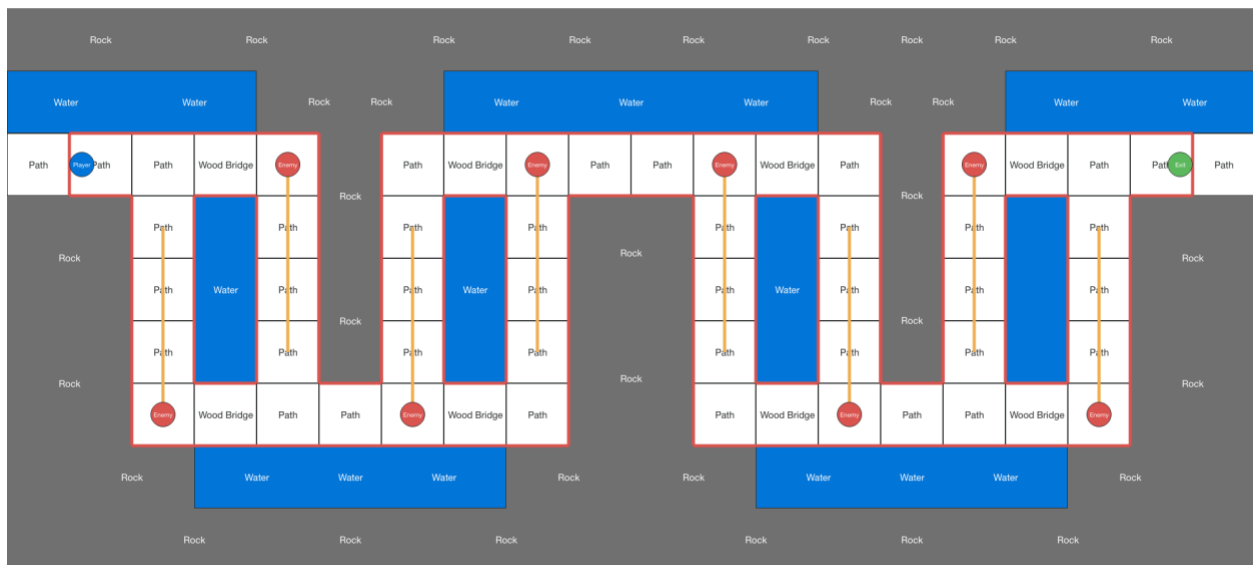
Map

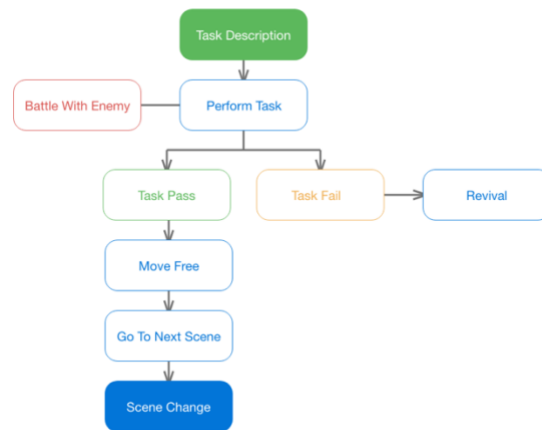These are the map layouts and gameplay layouts of level 2 scene 2.

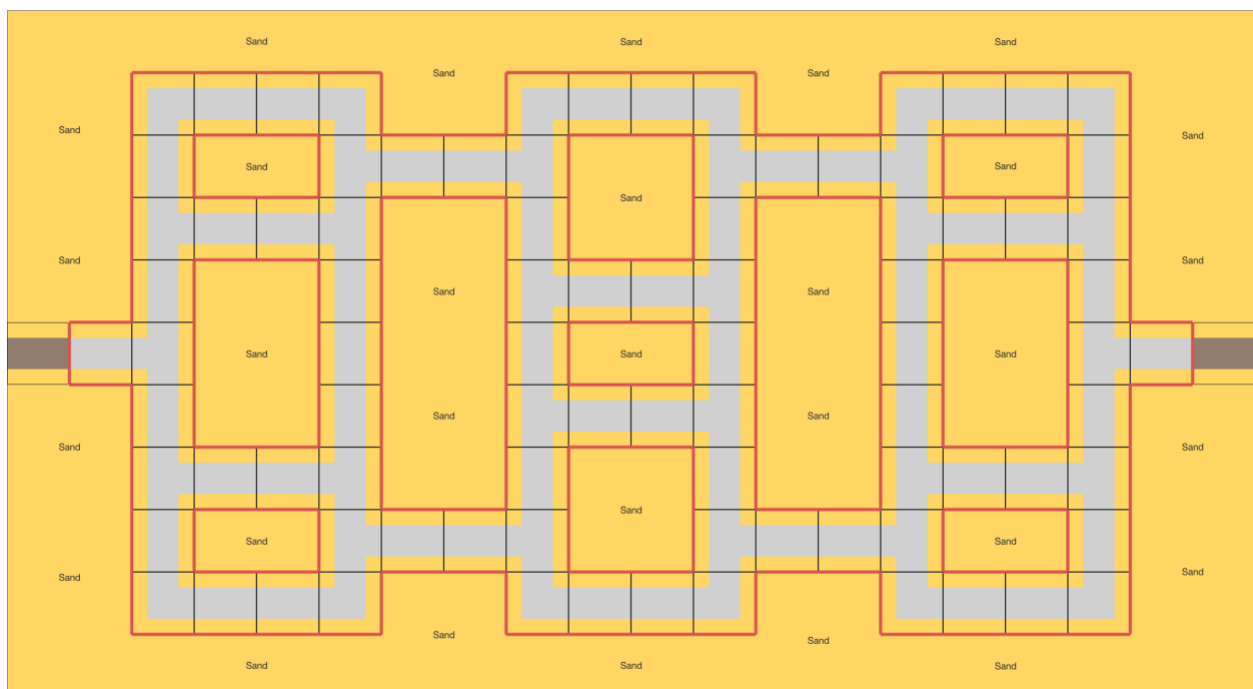Level 2 Scene 2 Map

Level 2 Scene 2 Gameplay

Task

Scene 3 Series

The map generation algorithm selects one of the following maps. This series of scenes is based on oases in the Barren Desert, where they are occupied by Matard Mercenaries at the moment. Player should finish the required task to get to the next scene. The task in any scene in this series is the same, the only difference will be the layout in the player's spawn point and teleport point.
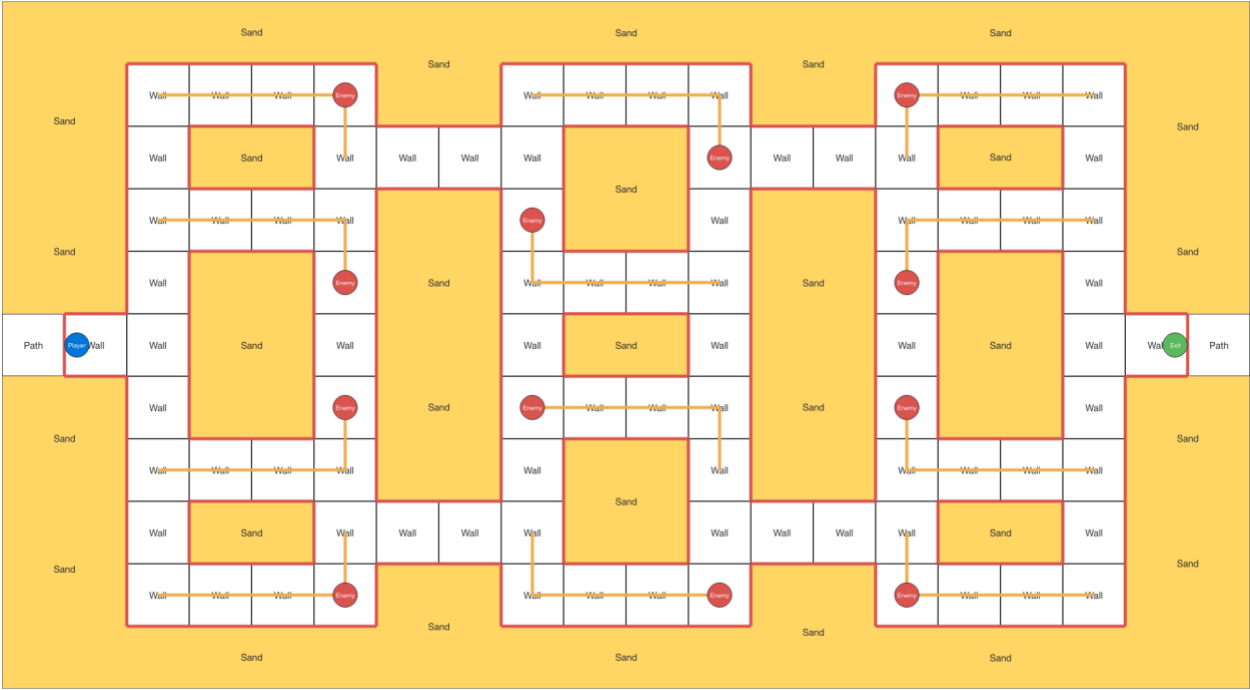
Map

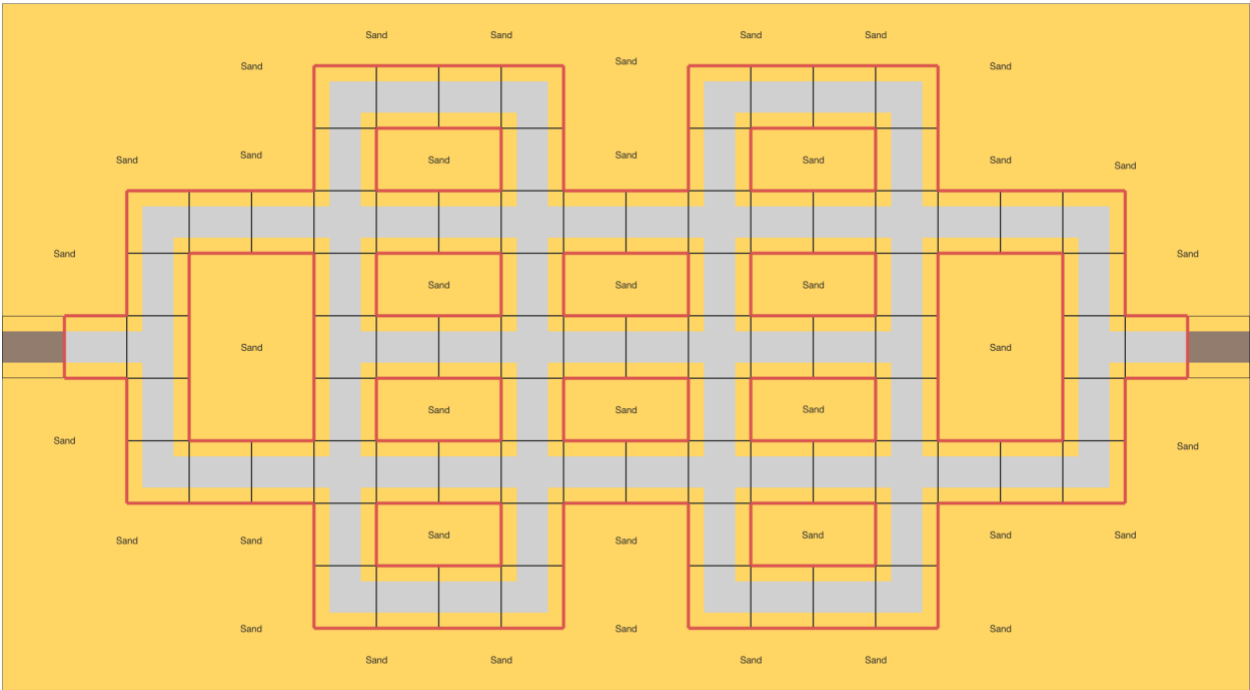These are the map layouts and gameplay layouts of level 2 scene 3 series.
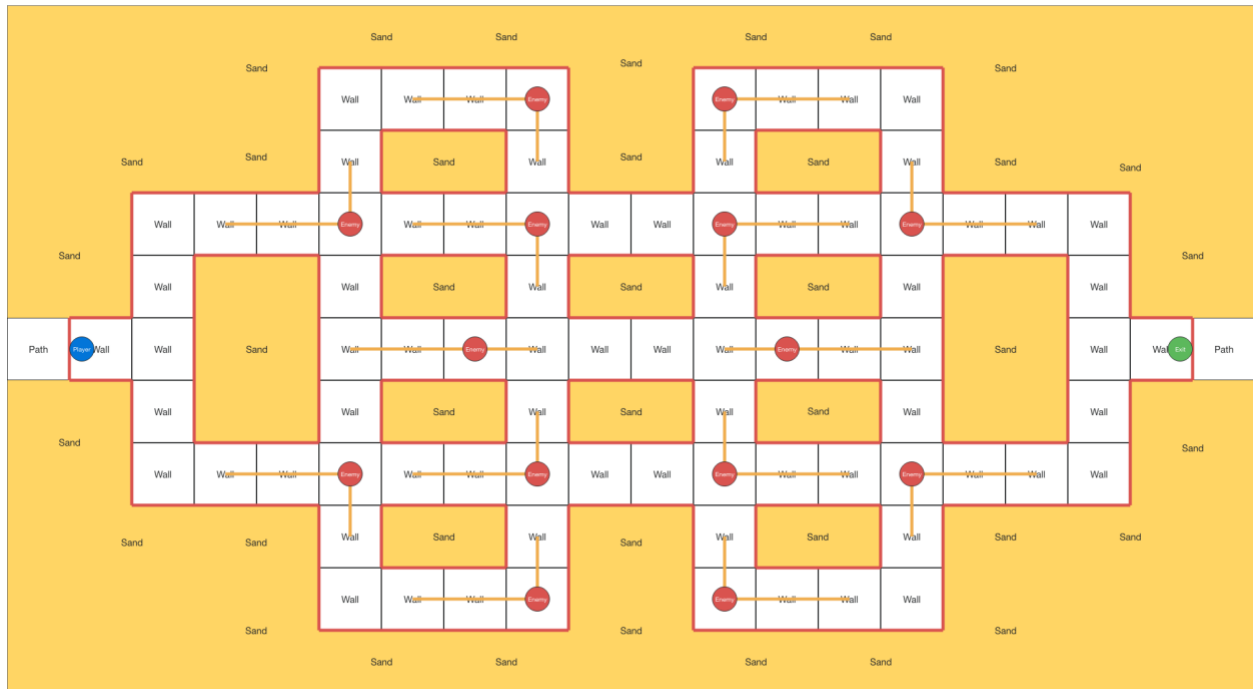
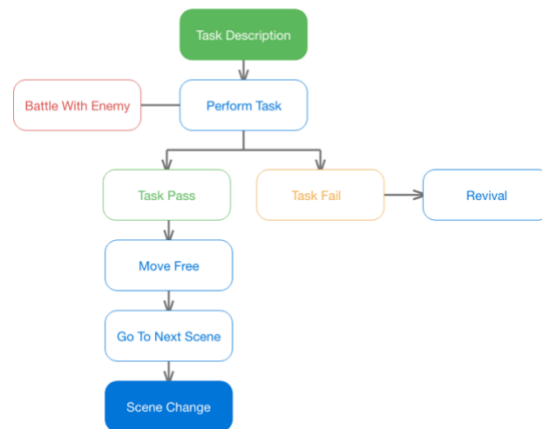Level 2 Scene 3-1 Map

Level 2 Scene 3-1 Gameplay

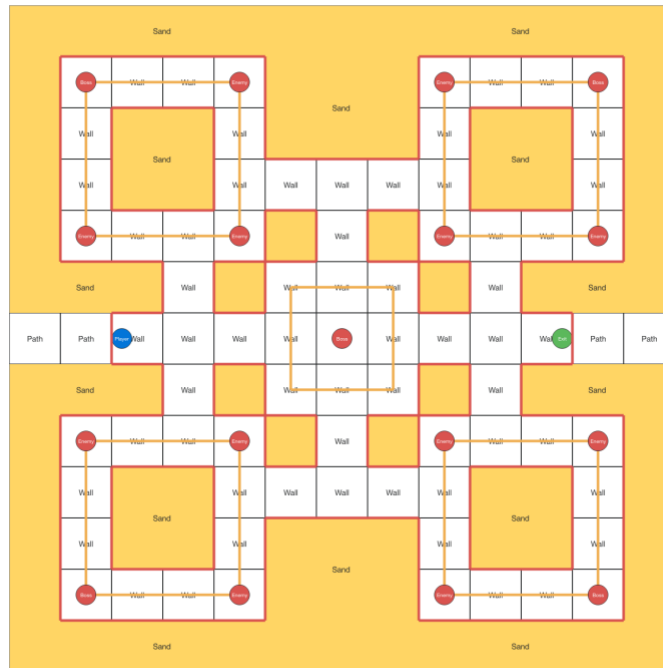Level 2 Scene 3-2 Map

Task

Boss Scene

This is the boss scene of level 2. The player finally arrives at the ancient relic located in the Barren Desert. In this scene, the player should kill the boss, the T.M.M.W (The Masked Matard Witcher), to pass level 2.
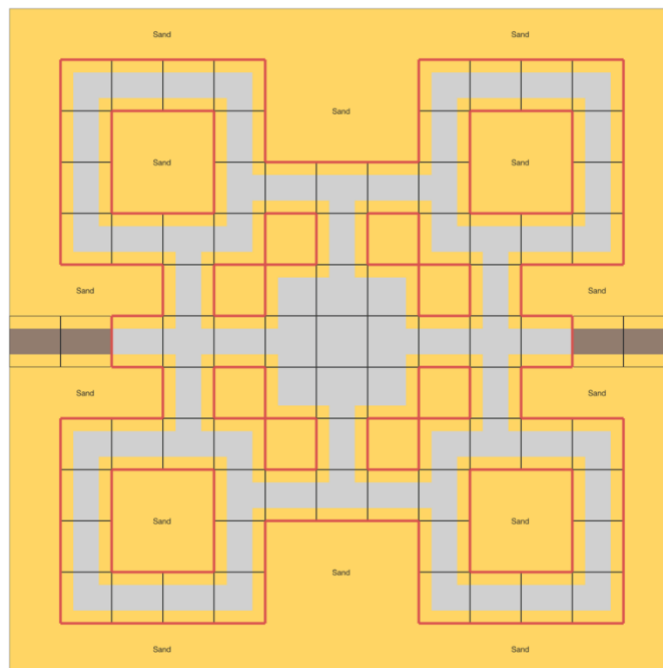
Map

These are the map layout and gameplay layout of level 2 boss scene.

Level 2 Boss Scene Gameplay

Level 2 Boss Scene Map

Task
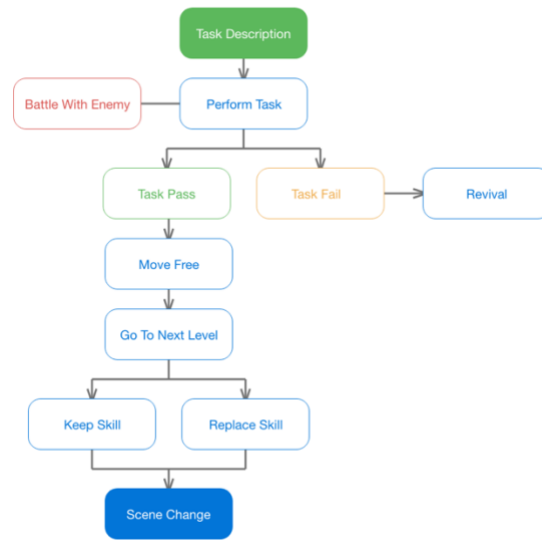
Level 3 – Harbor Town

Background

This is the last level in the game. According to the story, the player will clear the enemies in the harbor town and get on the ship to leave Hope Island.

Scene 1 Series

This scene is located at the market dock of the Harbor Town. In the scene, there are townhouses, market stalls and wood docks. Player should finish the required task to get to the next scene.

Map

These are the map layouts and gameplay layout of level 3 scene 1 series.

Level 3 Scene 1-1 Map
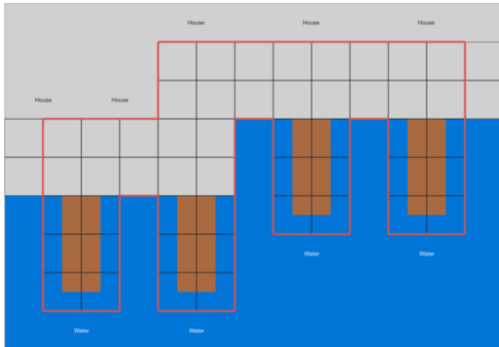
Level 3 Scene 1-1 Gameplay
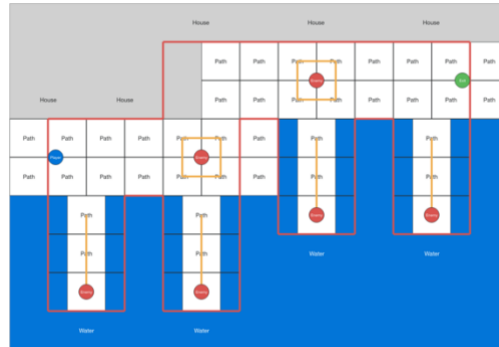
Level 3 Scene 1-2 Map
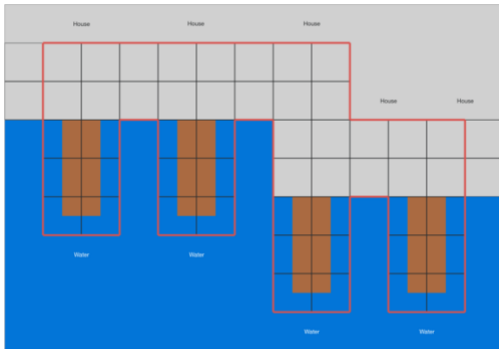
Level 3 Scene 1-2 Gameplay
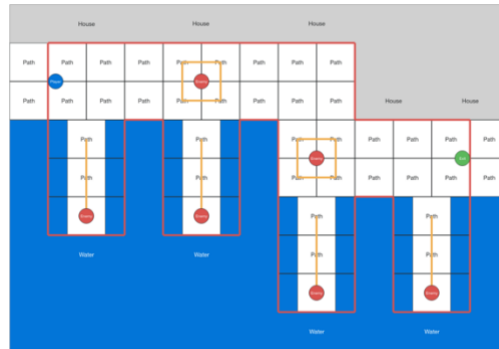
Level 3 Scene 1-3 Map
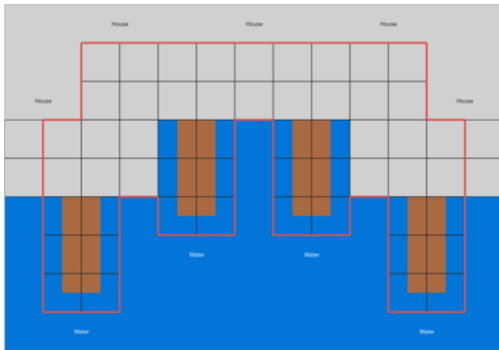
Level 3 Scene 1-3 Gameplay
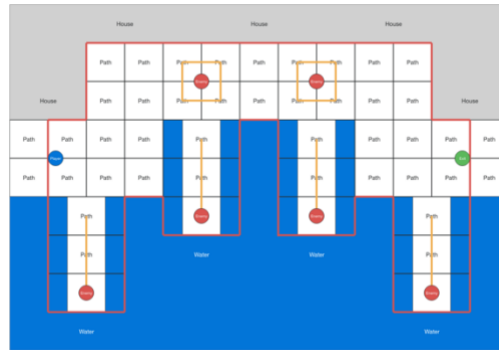
Level 3 Scene 1-4 Map
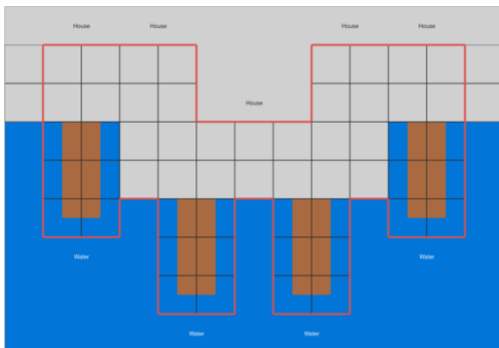
Level 3 Scene 1-4 Gameplay
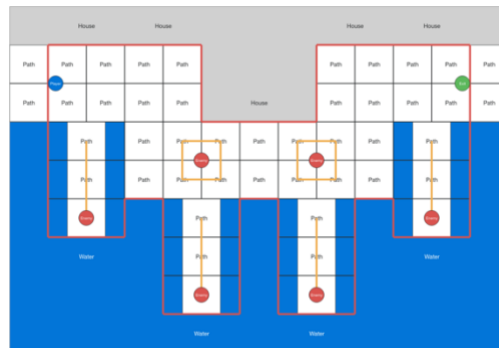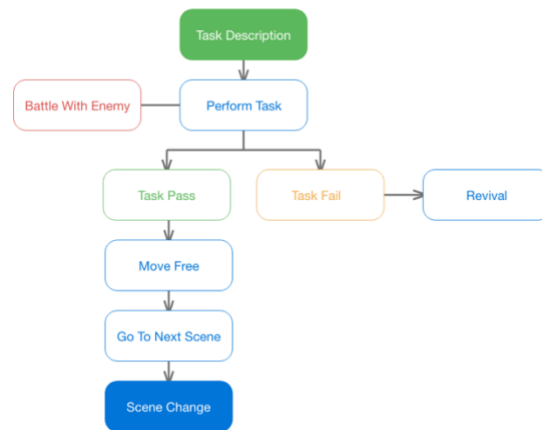
Task

Scene 2 Series

This series of scenes are located at the fishing dock of Harbor Town. In the series of scenes, there is a huge maze in the fishing dock. Player should finish the required task to get to the next scene.

Map

These are the map layouts and gameplay layout of level 3 scene 2 series.

Level 3 Scene 2-1 Gameplay
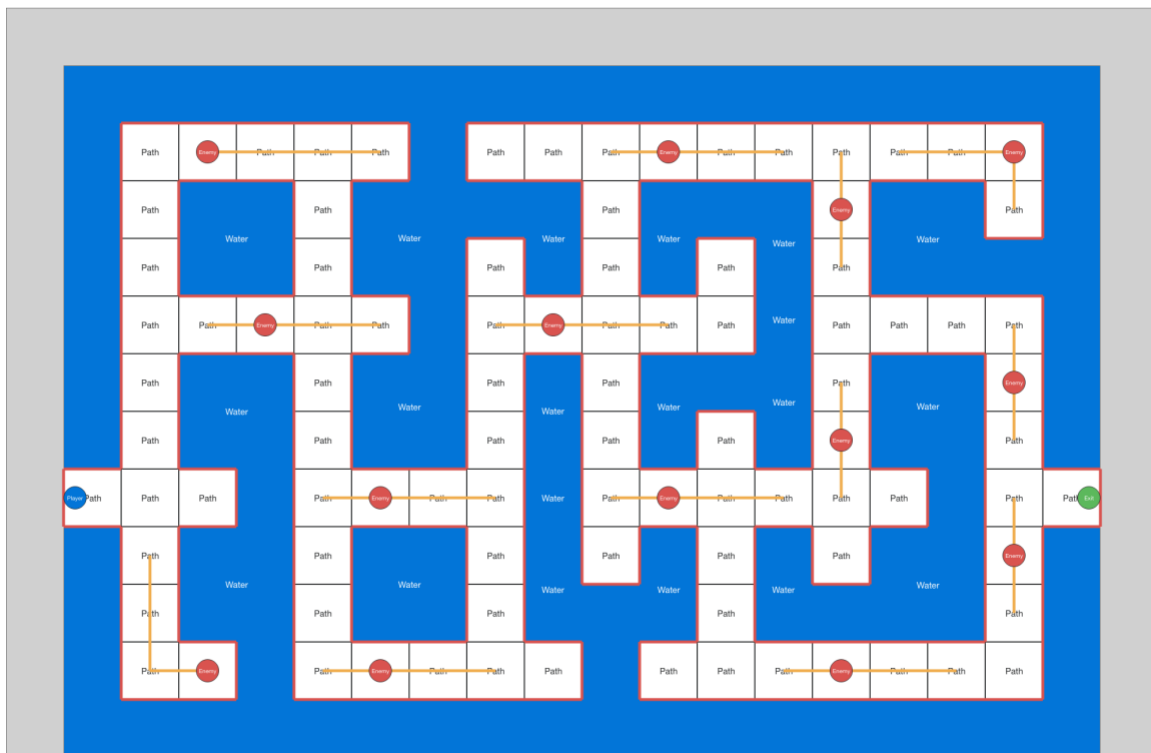
Level 3 Scene 2-1 Map
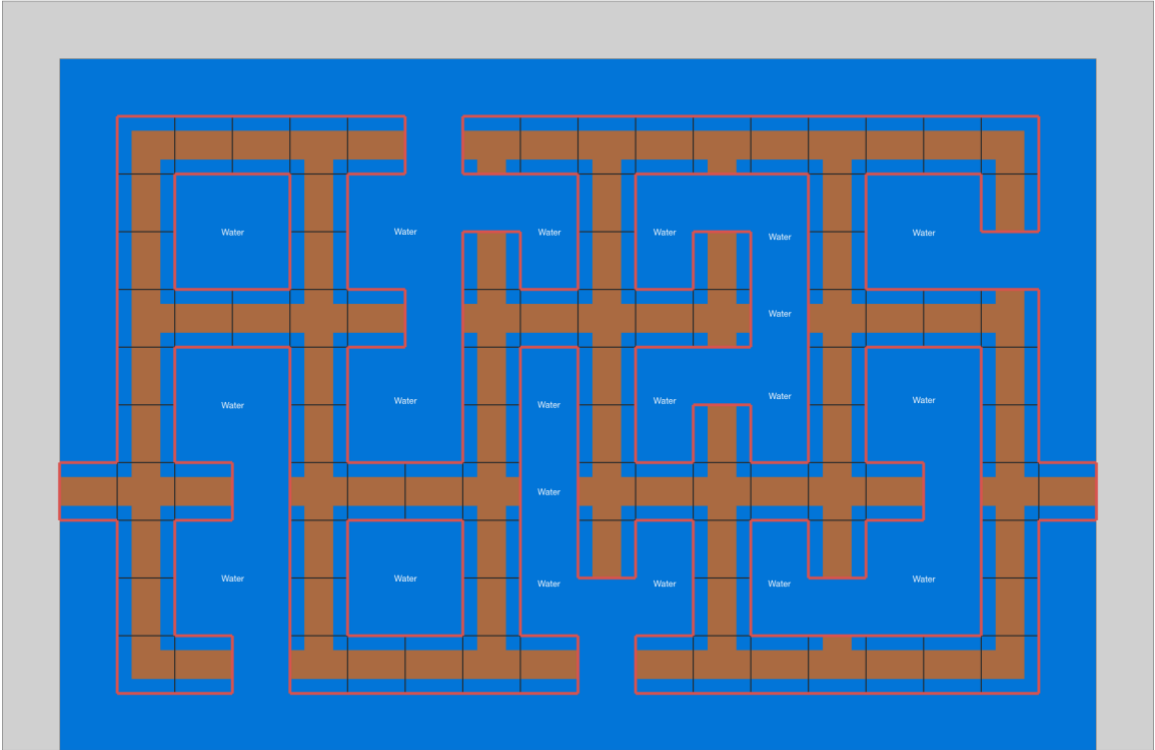
Level 3 Scene 2-2 Gameplay
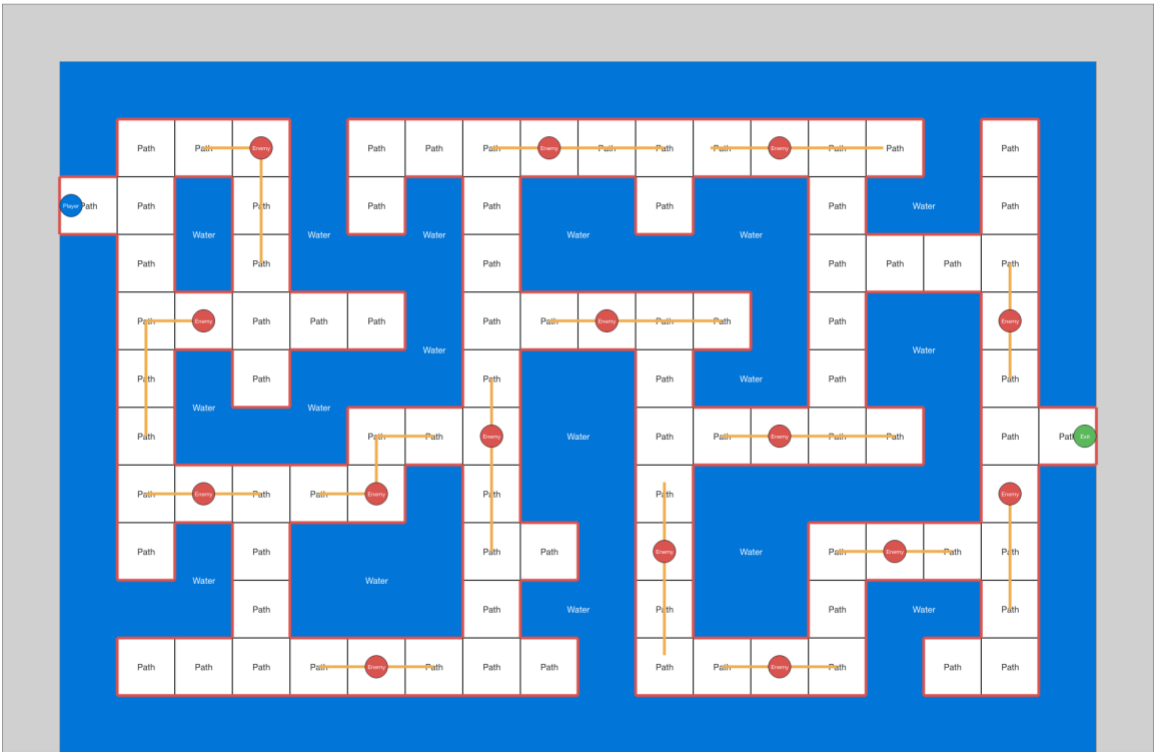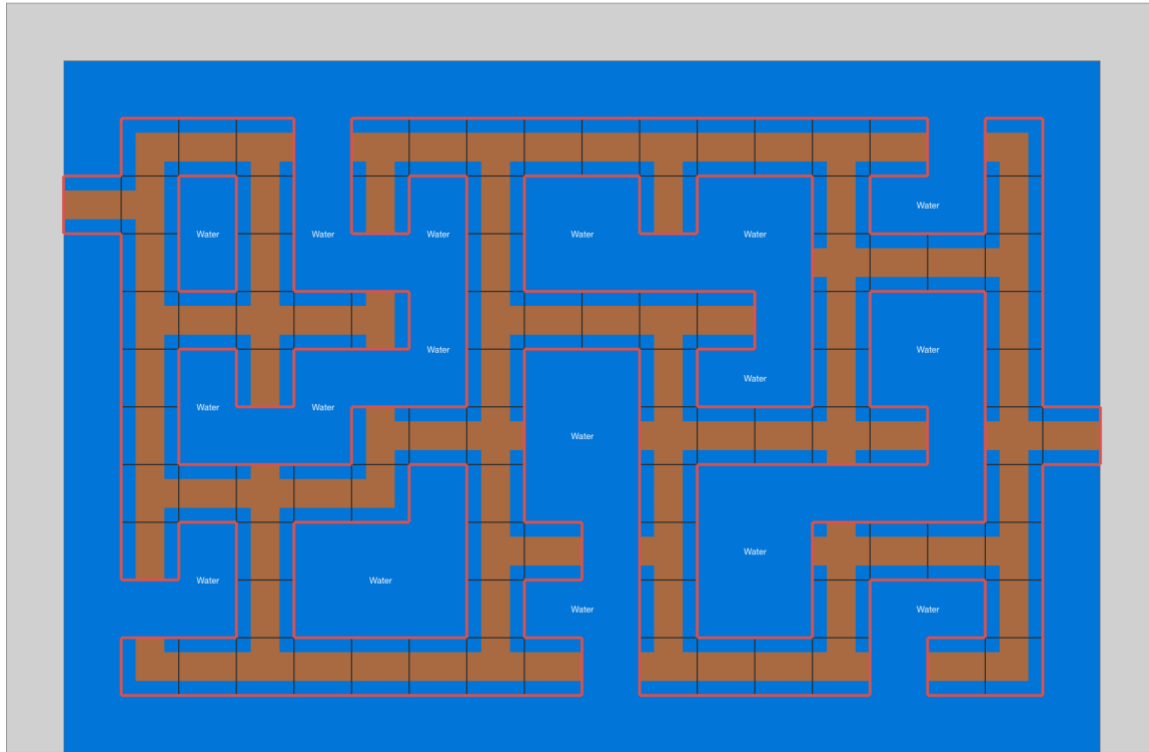
Task
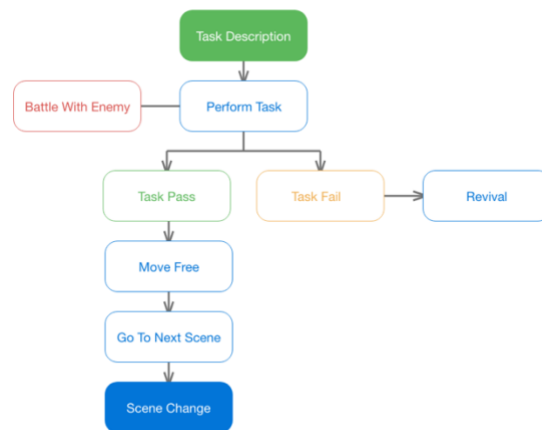
Scene 3

This scene is located at the canal exit of Harbor Town. In the scene, there are canals, stone bridges. Player should finish the required task to get to the next scene.

Map

These are the map layout and gameplay layout of level 3 scene 3.

Level 3 Scene 3 Map
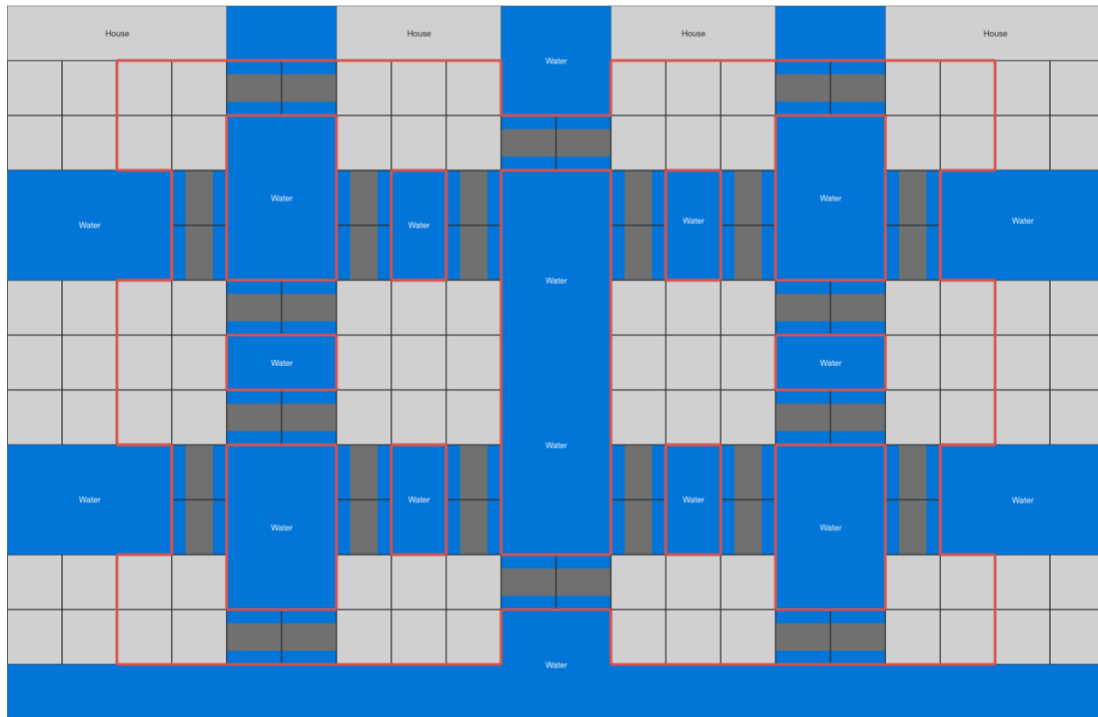
Level 3 Scene 3 Gameplay
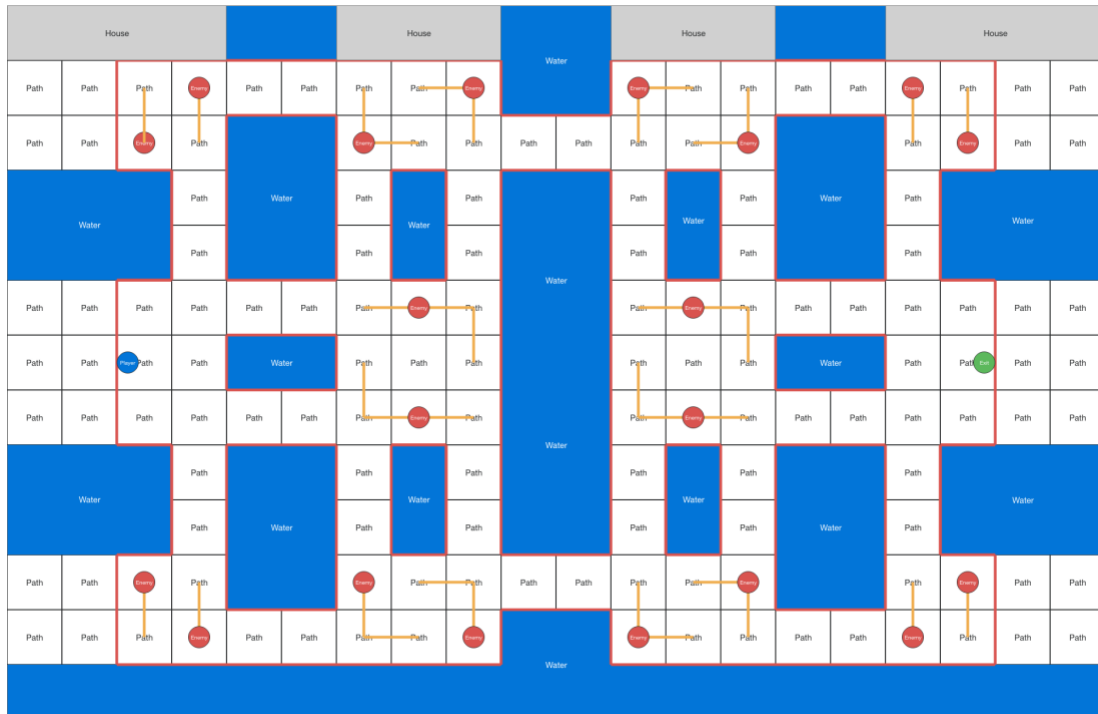
Task
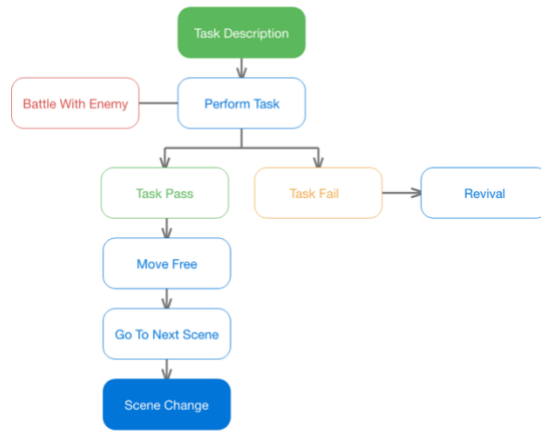
Boss Scene

This is the boss scene of level 3. In this scene, the player should kill the boss, the knight of Matard to finish level 3.

Map

These are the map layout and gameplay layout of level 3 boss scene.

Level 3 Boss Scene Map
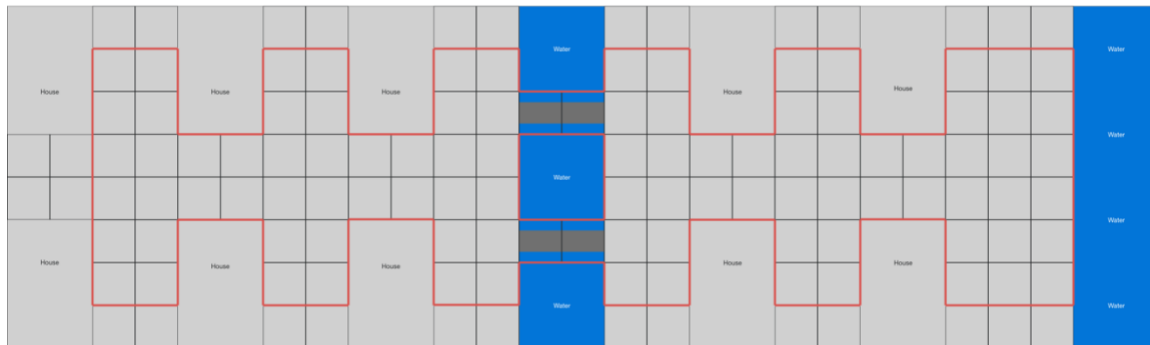
Level 3 Boss Scene Gameplay
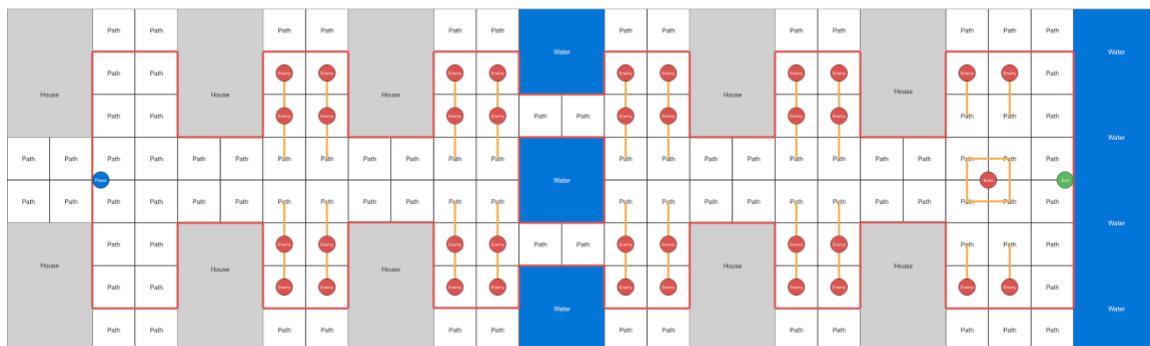
Task
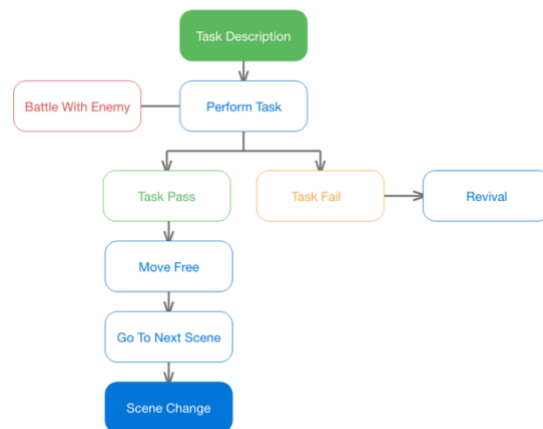
Characters

Design

There are three player characters to choose in the game. In each game, players will play as one character. Players will be asked to choose the character when they leave the tutorial scene after finishing the tutorial or revived from the last game.

Each player character has a status of health, energy, stamina, speed, strength, defense. Each character has the ability to launch regular attack and launch skills.

Vincent

Vincent is the descendant of the Hope Island Great Warrior, who defends the Matard in the ancient.

He is also the leader of Hope Island Kingdom Guards. Vincent can equip a passive ability instead of regular stamina skills to blend rules.
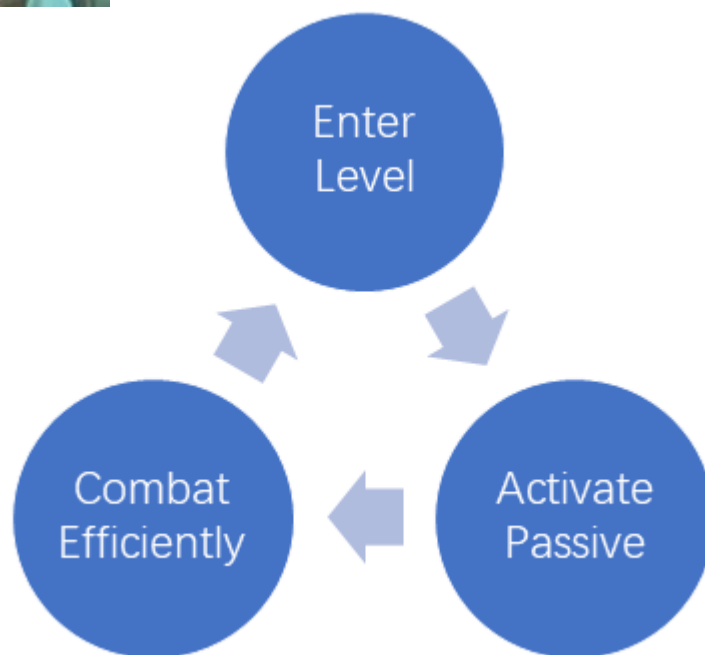
Charlotte

Charlotte is the younger sister of Marc. She is also a member of Hope Island Kingdom Guards.

Charlotte is a magic-based character with a simple sword attack.
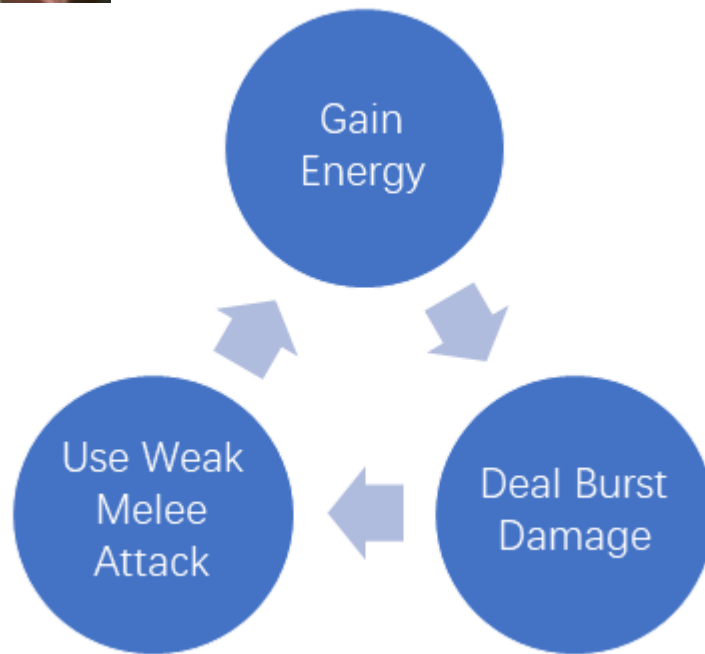
Marc

Marc is a member of Hope Island Kingdom Guards. He is also the friend of Vincent.

Marc focuses more on melee attacks, and has more skills to strengthen basic stats. But some of them have to pay a cost.
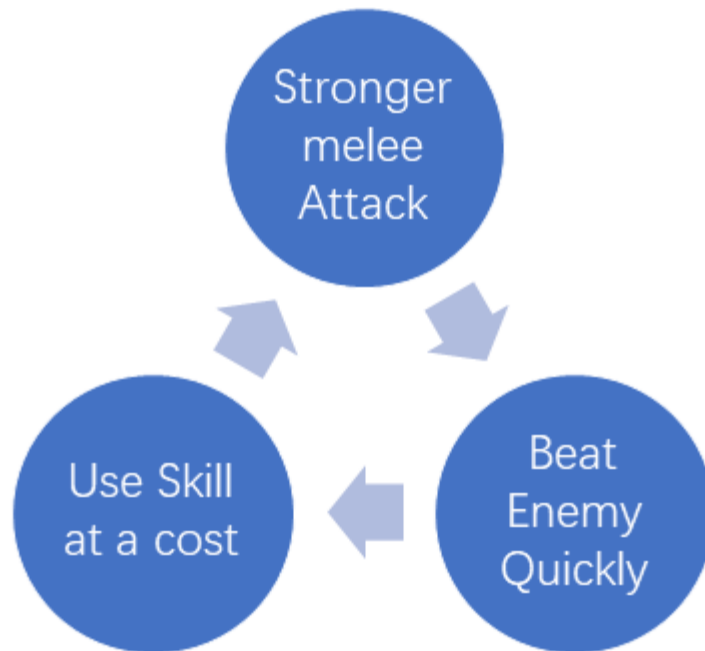
Player Stats

HP	A numerical value displaying health. If it reaches 0, the character can no longer take part in battle.
Energy	The maximum number of points that a player can store for launching Energy Skills.
Stamina	The maximum number of points that a player can store for launching Movement Skills.
Speed	The distance that the player character can travel in a given amount of time.
Strength	A numerical value determines attack power. The larger the number, the more damage the character deals.
Defense	A numerical value determines how much damage is taken by an attack.
Energy Recharge	Rate of energy recovery

The remaining HP, energy and stamina of the character will be displayed in the upper left corner of the screen in the form of sliders

Combat System

Control

Use the Joystick on the left-side of the screen to move.

Touch the button on the right-side of the screen to use skills and attack.

Auto-Lock

This is a mobile game, so in order to simplify the operation, the rotation of the character's orientation is done automatically. When the character uses the sword to attack, it will automatically turn to face the nearest enemy. How to make good use of this system is the key to defeating the game.

Auto-Locked Sword Attack

Skills

In each level, the player can launch skills besides regular attacks. The player can keep three skills.The skills that each character can use/upgrade/pick up are different.

In Hope Island, the player can select the skills to use in the next level. When the player beats a boss in a level or leaves level 0, the game will pop up a dialog with three random skills according to which character you choose. The player can make a choice to choose one of the random generated skills to replace it with the current one or upgrade some skills.

Movement skills cost stamina and energy skills cost energy. Energy is recharged with basic attack and over time, but stamina is only recharged overtime. Vincent's passive ability will occupy the position of the movement skill, but triggering the passive will not consume stamina.

Level Up

Energy skills can be upgraded, up to level 3.

Players can choose to upgrade two energy skills each time they pass a level (including Lv0), or replace an old skill with a new energy or stamina skill. The new skill level is 1 or 2 (rate: 70%, 30%), if it is an energy skill.

Energy skills can only be replaced with energy skills, stamina skills can only be replaced stamina skills.

Skill Selection Slots

The first two are existing energy skills, and the last one is new energy or stamina skills.

If the player dies, the skill type is the same as before death, but the level of all energy skills becomes 1.

Regular Attack

	Sword attack: deal physical damage, recharge energy, character with lock on the closest enemy while swinging sword. 50%, gain 10 energy

Movement skills

Movement skills cost stamina and can be equipped in 1 skill slot, a maximum of one of the following can be equipped.

Sprint		Increases character's movement speed by 40%.
Roll		The character performs a dodge roll. During a dodge roll, the character is immune to all damage.

| | | | Invisible | | Turns the character's model faintly translucent. |

Invisible   Turns the character's model faintly translucent.

Energy Skills

Energy skills cost energy and can be equipped in 2 skill slots, a maximum of two of the following can be equipped.

			Vincent	Charlotte	Marc
Fireball		Deals fire damage 80%/90%/100%, energy cost: 50	√	√	
Summon Arrows		Deals physical damage 100%/110%/120%, energy cost: 80		√	
Lightning		Deals electro damage to the target and nearby enemies 60%/65%/70%, energy cost: 30	√	√	
Poisonous Fumes		Creates poison aura, enemy take damage over time 10%/12%/15% every 2s, last for 8s energy cost: 80		√	

Name	Icon	Description			
War cry		Strength up. The player's basic attack deals more damage 10%/15%/20%, 10%, 5s energy cost: 50			√
Metallicize		Character becomes invincible, at the cost of the player's speed down 5s, 50%, 10s energy cost: 100		√	
Berserk		Strength and speed up, loses HP over time 20%/25%/30%, 10%, 2% HP/s, 10s energy cost: 60			√
Feel No Pain		Defense up 20%/25%/30%, 10s energy cost: 50		√	√
Rush Down		Every time character does basic attack, the player's movement speed goes up 8%, 2s/2.5s/3s, 10s energy cost: 30	√		√

Offering		Lose HP, increase energy and strength up 3% HP/s, 20%/25%/30%, 20%, 5s energy cost: 50	√		√
Healing Wave		Restores HP and strength up 30%/35%/40%, 10%, 10s energy cost: 100	√	√	

Vincent's Passive Ability
Can be equipped in 1 skill slot, a maximum of one of the following can be equipped.

Crescendo		Once the character uses any skill for 3 times, his next attack skill will be upgraded to have 50% more damage.
CursedBlood		Increases strength by 30% but decreases defense by 50% when HP is 30% or above.
Locked Talent		Inflicts the "Locked talent" debuff on the user at the start of each level, the Character's basic attack deals 0 damage. It wears off after the user's basic attack hits the enemies 10 times. When the Locked talent effect wears off, the user will be granted the "Talent Released" effect instead, increasing the base stats of the user by 30%.

| Riposte | | The character can dodge enemy's attack once after using a skill with energy/stamina cost not less than 50. It can be stacked(max: 3). |

Enemy Design

There are three groups of enemies at different levels. In the tutorial level, Walnut Town, and level 3, Harbor Town, the Matrad Soilders appears on the scene. In level 1, Wild Timberland, the Light Titan Tribe Warriors appear on the scene. In level 2, Barren Desert, the Matard Mercenaries appear on the scene.

In each level the enemy is in a different position and the appearance that fits the theme of each level. Before the player approaches, the enemy has two states, patrolling according to a specific route and standing still. Enemy will drop some bonus items after death.

Enemy Status

Health	A numerical value displaying health. If it reaches 0, the enemy character can no longer take part in battle.
Speed	The distance that the enemy character can travel in each amount of time.
Damage	A numerical value displaying attack power. The larger the number, the more damage the enemy character deals.

Enemy Behaviors

Idle	The enemy stands in place.
Patrol	The enemy starts patrolling the responsible place.
Chase	The enemy starts running and chasing the player character when the player is exposed to the enemy. Condition: when the player enters the enemy's chasing range and view angle. The chasing range and viewing angle can be different for each enemy.
Attack	The enemy performs a regular attack when the health value is not below the threshold.
Dead	When health value decreases to 0, the enemy dies and drops some bonus item.

Boss Design

In Hope Island, boss is a special category of enemies. There are three bosses belonging to different powers at different levels. In level 1, Wild Timberland, the Rock appears on the boss scene. In level 2, Barren Desert, T.M.M.W (The Masked Mercenary Witcher) appears on the boss scene. In level 3, Harbor Town, the Matrad Horse Knight of Matrad Army (Zander) appears on the boss scene.

In each level the enemy is in a different position and the appearance that fits the theme of each level. Before the player approaches, the enemy has two states, patrolling according to a specific route and standing still. Enemy will drop some bonus items after death.

Boss Status

Health	A numerical value displaying health. If it reaches 0, the boss character can no longer take part in battle.
Speed	The distance that the boss character can travel in a given amount of time.
Damage	A numerical value displaying attack power. The larger the number, the more damage the boss character deals.

Boss Behaviors

Idle	The boss stands in place.
Patrol	The boss starts patrolling the responsible place.
Chase	The boss starts running and chasing the player character when the player is exposed to the enemy.
Regular Attack	The boss performs a regular attack when the health value is not below the threshold.
Melee Attack	Only for mage boss, when player is too close, the boss will start melee attack
Long-range attack	Only for the mage boss, when the player is far away from the boss, the boss will start a long-range attack(magic ball and magic circle).

Rage Attack	When the health value of the boss belows the threshold, the boss starts to enter the rage mode, light appears on the body, and will change the attack mode to increase the damage
Dead	When health value decreases to 0, the enemy dies and drops some bonus item.

The Light Titan Tribe Warriors

The Berserker

Health: 20

Walk Speed: 1

Chasing Speed: 3

Damage: 10

The Grunt

Health: 20

Walk Speed: 1

Chasing Speed: 4

Damage: 10
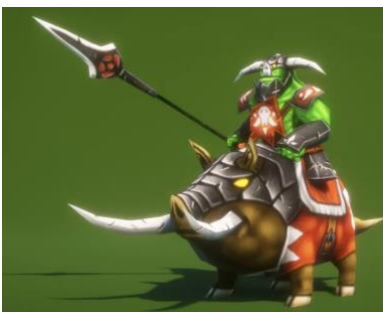
The Rock

Health: 100

Walk Speed: 1

Chasing Speed: 3

Damage: 10~20

Matard Mercenaries

The Orc

Health: 50

Walk Speed: 2

Chasing Speed: 4

Damage: 10

The Warrior

Health: 30

Walk Speed: 2

Chasing Speed: 5

Damage: 10

T.M.M.W (The Masked Matard Witcher)

Health: 50

Walk Speed: 1

Chasing Speed: 2

Damage: 15~20

Matrad Army

The Footman

Health: 20

Walk Speed: 2

Chasing Speed: 4

Damage: 10

The Knight

Health: 40

Walk Speed: 2

Chasing Speed: 4

Damage: 10

The Horse Knight (Zander)

Health: 100

Walk Speed: 1

Chasing Speed: 5

Damage: 10~20

Art Direction

Player VFX

Sword Attack

We used a slash trail to clarify sword attacks
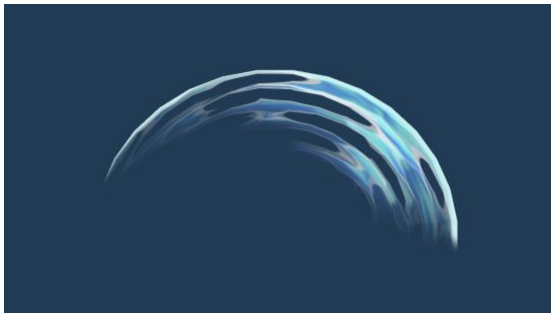
Skills

Most attack magics are made by the particle system.
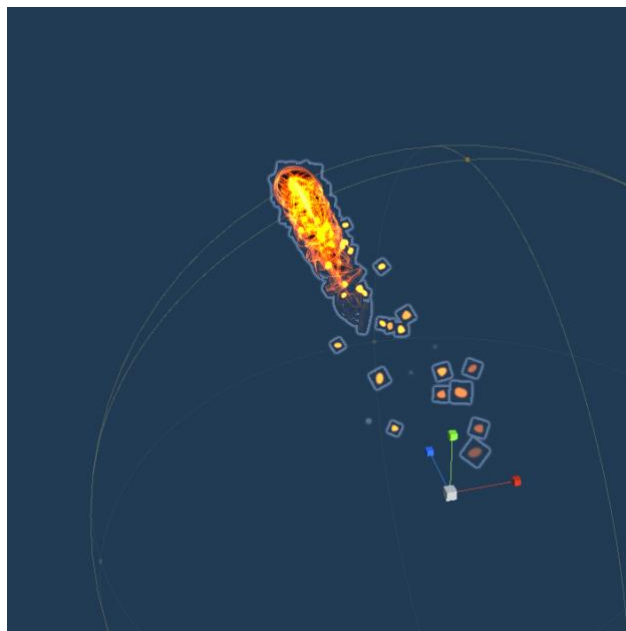
Fireball

The effects of different skills is expressed by different suitable VFXs using shader or particle system

Crescendo

Metallicize

UI

UI Workflow

This diagram illustrates the events and corresponding UI components in the game:

System Menu

| Start Menu | Pause Menu | Save Progress | Settings |

Prompts

| Conversation Dialog | Character Selection | Skill Selection | Death Prompt |

Player Views

| In-Game View |

This diagram illustrates the basic workflow of the game:
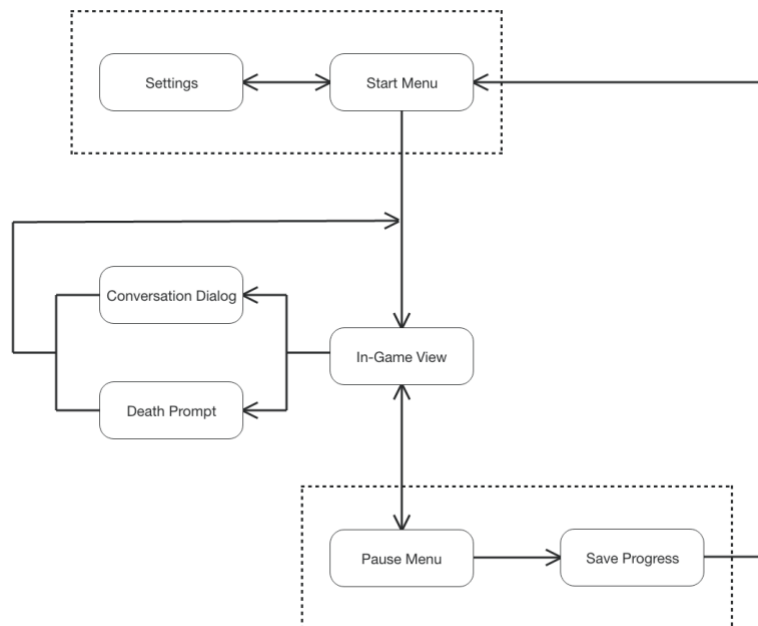
This diagram illustrates the workflow between scenes and levels:
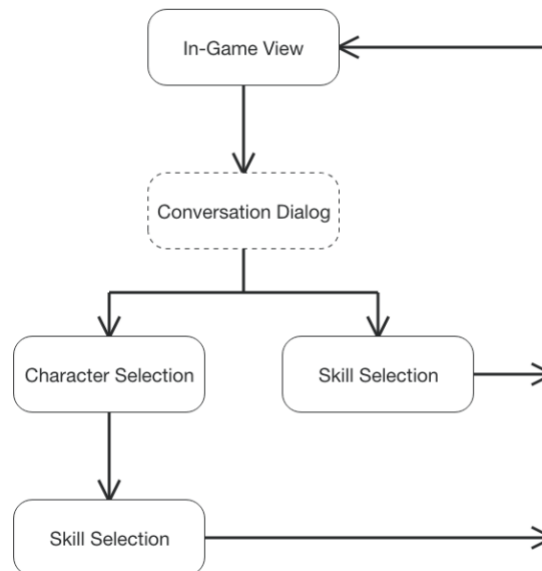
When the player clears a level, the player can update the player's skill slots from random generated skills, which is the right branch. When the player leaves the tutorial level, the player can select a player character from the team of player characters and select three skills to start the adventure.

UI Design

Landing Screen

The landing screen holds for 3 seconds.

Main Menu (No Saved Game Progress)

On this screen, the player can choose to start a new game from the beginning or do some settings.
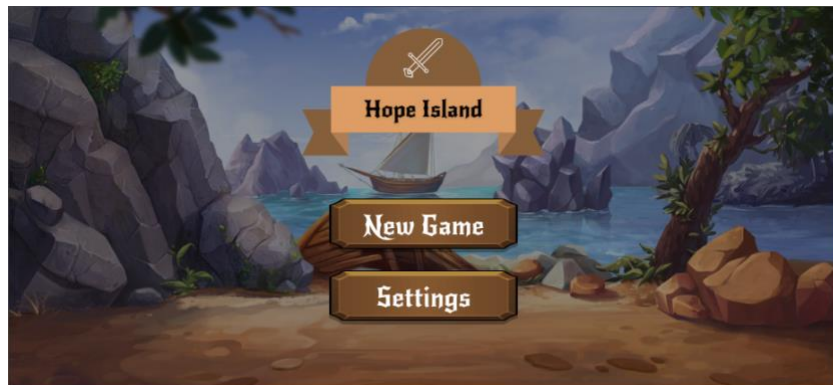
Main Menu (With Saved Game Progress)

In this screen, the player can choose to start a new game from beginning, start game from last save game or do some settings.
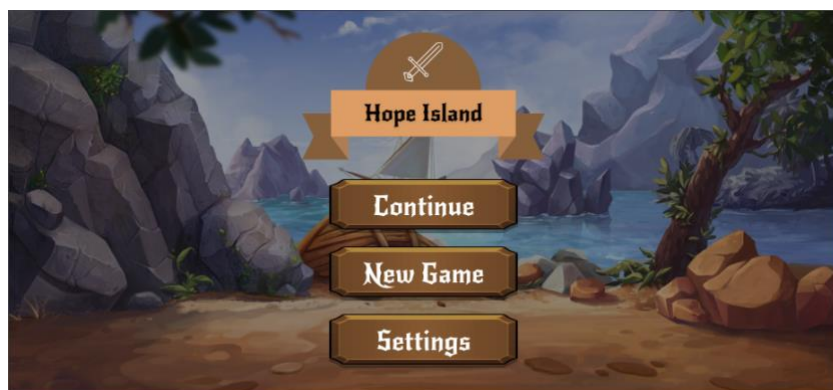
In-game Controller

On the top left, there are the player character's avatar, the health bar, the energy bar and the stamina bar.

On the top right, the button pauses the game.

On the bottom left, the joystick controls the player character's movement.

On the bottom right, the buttons allow the player character's to launch a regular attack and skill attacks.
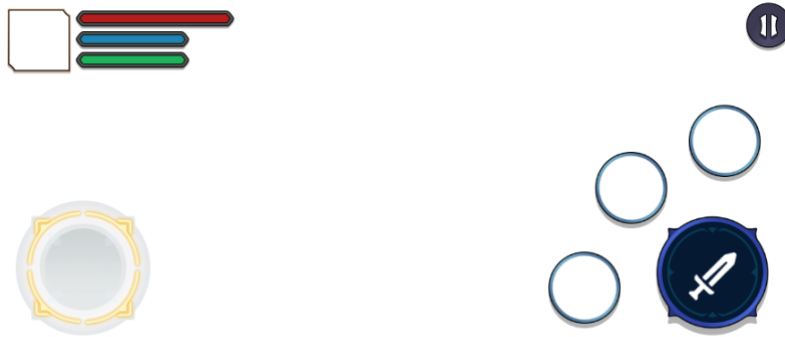
In-game Death Prompt

This screen shows when the player character dies, on press the restart button, the player will be teleported to the tutorial level (level 0).
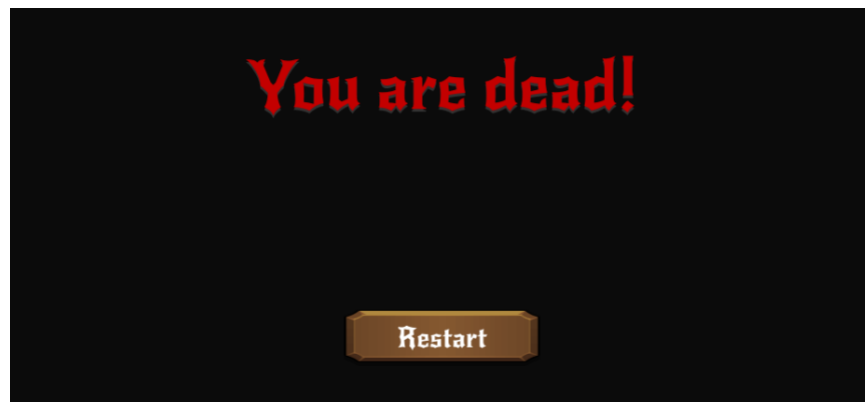
Player Selection

This screen shows when the player character leaves level 0, which allows the player to choose the player to play in all next levels.

Skill Selection

This screen shows when the player character completes a level, which allows the player to to replace or upgrade the skills to use in the next level.

Conversations Dialog

UI components to push the game forward.

Vincent:

What's the noise in the street? It's been a while. Can you hear it, Marc?

Production Plan

Time	Tasks	Developers
Week 0	Brainstorming and assets researching	All
Week 1	Brainstorming and assets researching Game design preview	All
Week 2	Level 0 design Player character design Enemy character design GitHub Setup	Yingjie Shen, Yunxuan Cai, Xinhe Yang, Dan Peng
Week 3	Game logic design / Level Design Level 0 development Player character 1 development Enemy character of level 1 development	Yingjie Shen, Yunxuan Cai, Xinhe Yang
Week 4	Level 1 Design Level 1 development Player character 1 development Enemy character of level 1 development	Yingjie Shen, Yunxuan Cai, Xinhe Yang, Dan Peng
Week 5	Level 2 Design Level 1 development Player character 1 development Enemy character of level 1 development	Yingjie Shen, Yunxuan Cai, Ruiqi Liu, Xinhe Yang, Dan Peng
Week 6	Level 3 Design Level 2 development Player character 1 development Enemy character of level 2 development	Yingjie Shen, Yunxuan Cai, Ruiqi Liu, Xinhe Yang, Dan Peng

Week 7	Level 2 development Player character 2 development Enemy character of level 2 development Level 1 integrated testing	Yingjie Shen, Yunxuan Cai, Ruiqi Liu, Xinhe Yang, Dan Peng
Week 8	UI design Level 3 development Player character 2 development Enemy character of level 3 development	Yingjie Shen, Yunxuan Cai, Ruiqi Liu, Xinhe Yang, Dan Peng
Week 9	Item drop system design Level 3 development Player character 3 development Enemy character of level 3 development UI development Level 2 integrated testing	All
Week 10	Story development Item drop system development Player character 3 development UI development	All
Week 11	Conversation system design Player character & skill system enhancement Level 3 integrated testing	Yingjie Shen, Yunxuan Cai, Ruiqi Liu, Xinhe Yang, Dan Peng
Week 12	Conversation system development Website development	Ruiqi Liu, Xinhe Yang, Dan Peng
Week 13	Website development Trailer editing Integrated testing	Yingjie Shen, Yunxuan Cai, Ruiqi Liu,

Week 14	Launch preparations	Yingjie Shen, Yunxuan Cai

Future Plans

There are some extra ideas to make profits from Hope Island in the future.

Advertisements

Allow advertisements on the main screen. In-app purchase to remove the advertisements.

Allow advertisements to confirm the death prompt and restart the game. In-app purchase to remove the advertisements.

In-app purchases:

If the player would like to restart from the level where the player died, the player is able to purchase lives with gems.

If the player would like to re-fresh the skill menu after each level, the player is able to refresh the menu with gems.

DLC

Some extra purchasable levels which extend the content of the game, including player skins, special skills or extra chapters on current storyline.