

Project SIDEWINDER

Actual Title: ????

Creative Vision Document

(Using Card/Board game hybrid as basis, then convert to digital.)

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Game Type Reference(s):

- Commandos
- Fallout: Van Buren

3Key:

- Modern/Fantasy Mashup
- Genre: RTS-ish
- Placeholder

Engine: Placeholder

- Unity / OmegaRex

Overview:

The objective is to survive for two months. Depending on the final iteration of the prototype this could be in-game time or based on “turns”. There should be a camp that the player can manage. The player will need to send in a “scout” unit to hunt for food until it can be bought, improve relations or evade people entirely.

Actual travel is likely node or grid-based. It could have an automated return route (if this is able to be a thing). The main concerns should be hunger and security.

Rules:

1. Food can be dropped from killed units, found in storages or brought by vendors.
2. Keeping suspicion low is adhering to the rules/law that govern the interlopers world; such as not selling a huge bar of gold to a vendor unless the player has attained trust with said vendor.

Color & Quick Units:

For the color palette -- there should be a contrast between the playable characters and the rest of the NPCs. This includes holdings either one owns.

- Playables:
 - Darker colors, maybe accented with colors that pop-out.
 - Unit Ideas:
 - These units might be a bit more tempered with what they do; they are well-balanced unless the player is end-game with reinforcements. Ideally, they should be created to hold the line (defend) with chances of countering.
- NPCs:
 - Ultimately, the colors chosen should somewhat contrast in color or style.
 - Unit Ideas:
 - These units might be aggressive and good at close quarters and medium ranged engagements. Ideally, they should put pressure on the player. Early encounters should feel a bit difficult if not rough.

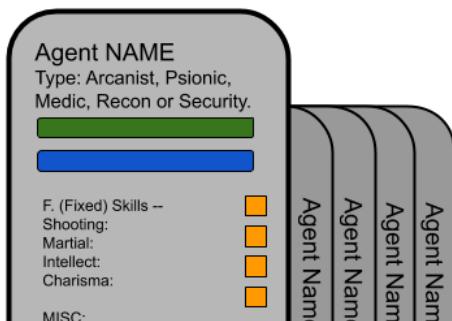
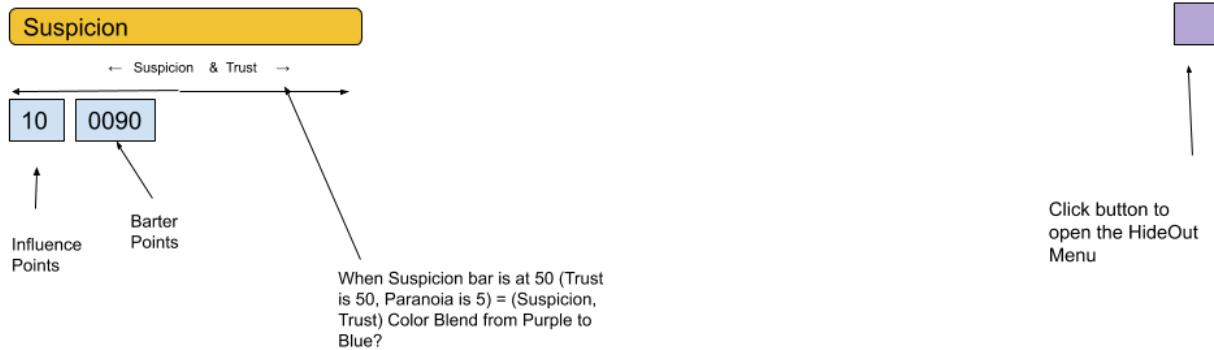
Possible Art References:

- Fallout 2
- Shadowrun

Design Pillars (Ideas to Design the game around):

- Dimensional
 - Backdrop for playable characters
- Tense
 - Placeholder
- Fantasy
 - Placeholder
- Technology
 - Placeholder
- Narrative
 - Scenario

GUI MOCK-UPS:

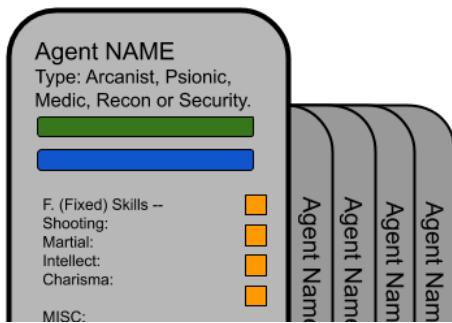
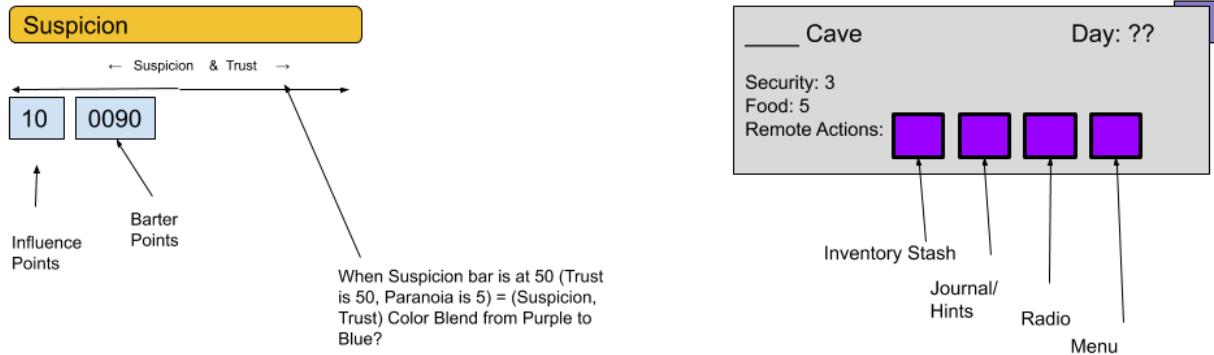


This is the first GUI-Mock up, the idea is that the initial card showing is the one the player first assumes control of -- and can pick. The next two would be for scouting or keeping at base which the player can do. The last two cards should technically be greyed out/whited out further to show its inaccessible.

Influence points can be earned through events -- when a Fail State such as Dread pops up the player can use their Barter Points and Influence to negate the event, though only once or as many times as needed. The Barter Points are self-explanatory -- the player can get junk items to sell to villagers.

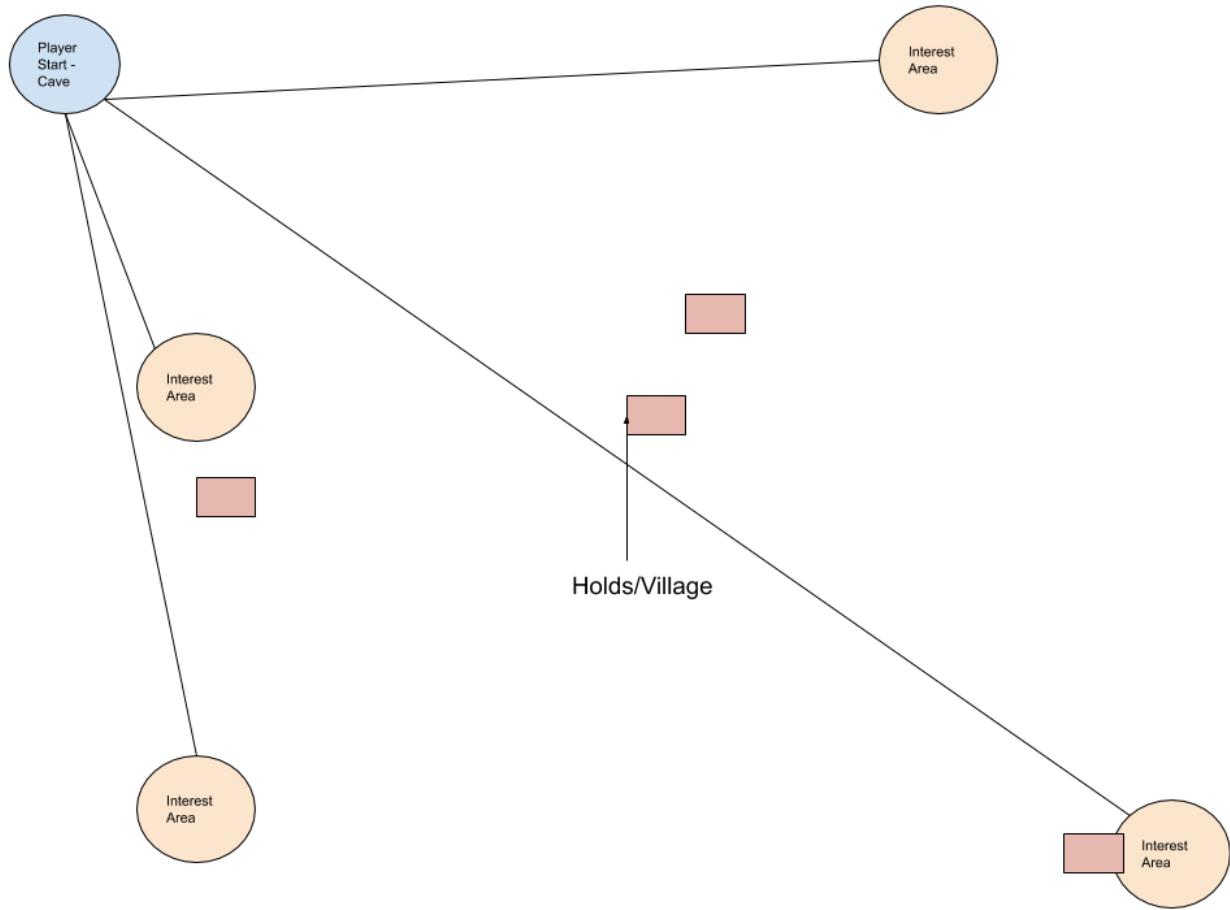
The orange buttons on the Agent cards are status effects - they should only appear within' certain conditions. Such as bool: (bool blsPoisoned or blsStarving). Fixed Skills are mandatory yet randomly generated skills (from a Random.Range(1, 10)) integer. The green bar is that specific playable character's health. The blue bar is action points/movement bar -- however, actions points can otherwise be a numerical number on the card.

The suspicionPool is a (currentSuspicion/maxSuspicion) bar. When all the way left, it means that people are suspicious and might call action against the player. When it's all the way right, it means that Trust (or too much Trust has been garnered.)



With the HideOut Menu open, when the game first starts. It should say cave. Either the player should work towards it saying: Hideout (which would give further security or it should be upgraded.) Hideout Actions:

- Inventory Stash: Should show all available gear that the player has -- and (depending on scope) can equip to an agent card.
- Journal/Hints will allow the player to see their current progress.
- The Radio button once pressed will allow the player to spy on places where a “bug” is planted -- this can trigger an event, radio in art ref below -- the player can also try to signal in to catch a type of “arcane frequency”.
- The Menu is self-explanatory, this should have: options, controls, resume and exit.



Map Node, Idea

This is for when the map prototype is out. An idea is that interest areas can be any point of the map -- but these are the commonly occurring ones. Interest areas can trigger events. The holds/villages are players where a player can engage in commerce or may have an event involving suspicion.

Technicals

Gameplay Loop:

- In a standard game loop, players must seek out resources to find clues of what happened. There must be one agent card at the base at all times; which leaves two free, at the start of every (day) the player can choose who is venturing out as long as there is one “free” agent who isn’t scouting.
- There is a set amount of Action Points (AP) that the player can use in one game day. Which one day is equal to “X” AP; which is either used by all agents or is split between them.
- During a Narrative event, the selected Character and their traits along with the overall Suspicion meter number plays to affect what comes out of it.

Items:

- **Agent Cards**

- The player only has five of these in a game.
- When an Event happens the agent card that is active will be used for the event. [Example: If the player picks Agent Cain to scout, and the player encounters an event in that specific area. Agent Cain is locked-in for the Event: so his stats will determine what can be chosen.]
- Metrics
 - Each card only has one type; which will determine what weapon they start with.
 - Fixed Skills are randomized but the generated type will allocate a plus “X” point to the skill in relation to the agent type.
 - MISC is one or two, randomized traits: such as (though they shouldn’t always be good, maybe one good and one bad. Allow players to re-roll only “X” times upon start.)
 - Prepared: Start with 30% more ammo.
 - Speedy Intern: Agent has 12% more movement points.
 - Well Rehearsed: Agent has “X”% more AP at the start of the day.
- example:

```
If (bool bIsNewDay = true && bWellRehersed == true)
{
    Override currentAP = 15;
    maxAP = 10
}
```

- **Opportunity Tokens**

- Separate from story tokens, these are random chance events. They can be a boost or bane in regards to other gameStates.

- **Story Tokens**

- This drives the narrative to the end-goal of the game. There should be enough for a small prototype of this.
- **Dread Tokens**
 - Digital wise, this could be a hidden mechanic. Although it is tied to the suspicion. This can trigger an endgame FailState.
- **Currency**
 - What should the currency value be? Things to consider:
 - If currency is a (00.00) float this will make it a bit easier to make it a hard thing to earn in access. Especially if the player is limited to .05 currency for selling a specific type of junk.
 - If currency is a whole number, it might be a bit easier for player to get into the thousand digits.
 - An issue that I foresee is that when the player is donating items, they can use that to create a positive feedback loop to break the game.
- **Influence**
 - Influence is how much reasoning/standing the player has with other Strongholds.
 - Metrics:
 - At 0, prices are just hard and it's difficult to get people to accept something such as a gold wristband as junk.
 - Likewise, with Narrative and/or Opportunity Events, this will affect the results that the player has.
- **Resources: Food, Water & Barter.**
 - Food is dropped by killing animals, units and by purchasing.
 - Purchasing food & killing animals are the better ways to procure food.
 - The player should be able to forage for a spot (which has a cooldown timer until it replenishes) though that doesn't need much food..
 - When player's kill enemy units the amount of food they drop should be between when foraged or an animal killed -- but is a low percentage.
 - Metrics
 - Food is ideally a whole number.
 - The player's ability to purchase food should be dependent on the relationship score.
 - Food can (or should) spoilt after "X" game passage days.
 - Water
 - The agents all have a canteen in which they collect water.
 - Ideally, there are clean designated spots to gather water.
 - Dirty spots to gather water.
 - Metrics
 - Water is determined by a float percentage.
 - Dirty water gives a random chance to apply poison.

- The canteen (likely should) break after “X” uses -- forcing the player to use a world appropriate container. (There is an idea here for an event.)
- Allowing the player to drink from the canteen can give back movement points.
- Barter
 - A more traditional way of purchasing goods.
 - The main purpose of this is for the player to be able to sell or donate junk.
 - Donating junk will give a small boost to their relationship with the town.
 - The player cannot buy water as a good; though they can buy alcohol but it only gives half movement points.
 - Junk shouldn't be in abundance.
- Weapons
 - The more modern weapons are a zero-sum resource. Meaning the player needs to be careful with using machined weapons. Ideally, the weapons have stats: durability, ammo count & weight.
 - Ideally, shooting these weapons near towns should be a cause of concern.
 - The player can opt to switch to more sword appropriate weapons such as: daggers, swords and such. In fact, not doing so should act as a detriment.
 - World Appropriate weapons prototype wise should be standard melee weapons, bow & crossbows.

Game Phases:

- Initial Phase
 - There is an initial phase in which the chosen agents are weakened or powered. The player can only re-roll three times before what they have is set in stone and then they can choose to Venture Forth.
 - 2 of the 5 cards are randomly culled in the beginning leaving the player with only 3 cards. The two culled aren't killed but are placed inactive until otherwise.
 - The starting area is a cave that is slightly hidden if no-one is paying much attention. It has decent defensive capabilities.

Goal(The ending objective for the game):

- Survive until “X” days have passed, long enough that help arrives/the portals.

Objectives(Main Objectives to learn about.):

- Investigate the whereabouts of the missing agents.
- (Optional) Try not to draw too much attention to the base.

(Recurring) Objectives (These ultimately revolve around the completion of the above objects / these might not need to be displayed constantly but be checked by the player):

- Earn points for barter.
- Earn food for Base security.
- Investigate.
- Attempt to contact with “command”.

Interactions (Create at the LEAST 5 to make -- Make them meaningful interactions):

- When the player right clicks on specific tile spots, they have actions they can do that provide for things to do.
 - Incentive: Allows the player to interact more with the world.
 - Risks: In doing so, the player may only interact with objects that “we” the tutorial phase shows. Specific actions done with this can take away AP.
- Placeholder
 - Placeholder
 - Placeholder
- Placeholder
- Placeholder

Game States/Phases:

- Inquisition State:
 - When the Inquisition state happens the player has a concrete idea of where the last Agent in -- this show throws a series of narrative events to determine whether or not that playable character will be permanently inactive (dead) or alive.
- Dread State:
 - Game-Ending events that might be circumvented. If the player has high enough suspicion but a good amount of influence and barter, those can be drained to pass.
 - Passing this should net the player a permanent increase on their suspicion.
- End Game:
 - This event is when modern troops enter the fray, it has to be “triggered” via specific variables.

Fail States:

- All agents die.
- Dread State is Activated; player fails to pass check.

Player Restrictions (as in things the player can't do at all):

- Placeholder
- Placeholder

(The Secondpiece - Antagonizing Forces)

- Placeholder
- Placeholder

(The Centerpiece - The Center Stage of the Game)

- Placeholder
 - Placeholder
 - Placeholder
 - Placeholder

Project Risks:

- Placeholder
- Placeholder

How To Mitigate These Risks:

- Placeholder
- Placeholder

Health:

- Health:
 - Health exists as normal as with any other game.

Backstory Idea:

YOU are a part of a squad that was performing a mock test and now, you are stuck in a very different realm until help arrives -- or you find a way to get back.

Proof of Concept Below:

Creation of Placeholder.

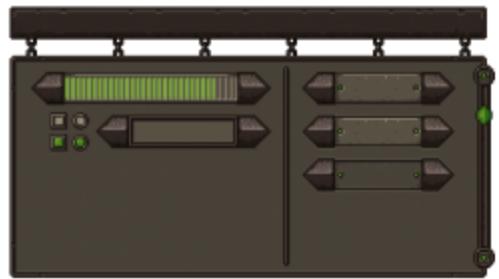
For a workable prototype of this game:

There should be the AP system

Art Reference Section







Prototyping

Neat.