PROJECT KOWLOON
DOCUMENTATION
SECTION: 00

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CREATIVE DESIGN DOCUMENT
SECTION: 01

3Key things to remember:
A creative vision document is a high level design document. It is the overall concept of the game, any cool features and how players will generally feel and interact with the game. A broad outline of the GDD.

Technical Design Document covers the technical aspects of development. How networking is done, asset formats, where files are stored and how things are stored. This contains things such as screen flowchart and detail how and when menus are accessed.

The Game Design Document is a detailed bible that exists (and changes) through the development. It should be well documented. It describes all aspects of gameplay, explains each level, character dialogue and will detail everything. All items that the player can have, what weapon does and etc. The TDD is usually apart of the GDD. Document ALL changes.

Introduction - Concept

Project Kowloon is a first person, battle-royale type of game with slight horror elements. The core feeling of this game should be frustration, curiosity and fear. A workable prototype should be solely single-player however.

Background:

Project Kowloon is inspired by places such as the Hashima Island, the Walled City of Kowloon and Fort Drum. Media such as The Raid, Condemned and Manhunt is also what is inspiring this game.

Description:

You are a citizen of the city of _____, a hell-scape and you've been saving up to get the hell outta dodge. You've heard it all: gun shots, rampant sickness and sometimes even the sound of a man getting beat to death. The new holder of the city block is a little too friendly. Suddenly, your city block is under lock down and you're all gassed.

Key Features:

- Co-Operation
- Dependency
- Battle-Royale Lite

- Escape Lite

Genre:
Battle-Royale, Horror

Platforms:
The preferred platform for the game would be on <u>PC</u>. However, if it proves to be successful and is in demand -- it would be an Xbox One title. Any other platforms are dependent on success and demand.

Atmosphere:

The atmosphere in this game should feel a bit claustrophobic. While there are indeed pipes lying around in the game; that might work better in a lobby. A shiv or a shorter knife might work better in the hallway. The sounds in the game should be more or less, environment or player-created. This means there should either be no or minimal audio when it comes to music. If there is it should have music in regards to a radio that's found.

GAME DESIGN DOCUMENT
_____SECTION: 02

Game Direction Philosophy:

Realistically, this game should have a bare minimum HUD. It should tell enough and needs to be accessible. If there is crafting nothing extreme, just combine duct tape and a glass shade to make a glass shiv that lasts a little longer.

Core Actions:

- Hiding - The player(s) will at times need to hide from other players and this includes evading them.
- Interaction - To progress past certain areas in the game the player needs to drop off their weapons to even allow the door to open. Breaking windows. Breaking pipes to gain a weapon.
- Crafting - The crafting shouldn't be extreme at all; this is just combining duct tape + glass shards to create a glass shiv. It lasts a little longer and unlike just meleeing with the glass shard, it shouldn't hurt the player for using. The resources in this should be a zero-sum game.

Basic Actions from the game should be:
- Blocking (LB & holding Q(or toggling))
- Crouching (LT & holding Shift (or toggling))
- Meleeing (RT & Right Mouse Click)
- Throwing Melee (Right Thumbstick Click & holding "E"(or toggling))
- Healing (Left on D-Pad & tapping "H")
- Pinging & Creating Team (Up on D-Pad and holding Up on D-Pad)

Crafting:
Crafting items in this game will be zero sum. There is a 'finite amount of things spawned in the game. There is always a minimals -- most basic weapons, except blunt items like a pipe will somewhat damage a person for using.

Weapons:
There shouldn't be any extremely modified weapons -- if there is a shitty pipe weapon like in fallout that barely damages. Most of all the weapons should be melee based. Weapons can

and will break, and the player can break weapons to grab one of the glass shards that drops to use that.
- If there is a gun in the game, using it will cause a concussion damage to anyone nearby and will likely kill the person.

Healing:
      This is in the form of food, painkillers and bandages (dirty) and nothing more than that. Specific weapons that are sharp can cause bleeding damage; and that's to both the player using it and the enemy they are swiping at.

Objectives & Goals:

The objective of the game is to get to the top floor for extraction, escaping the poison from below. There could be secret ways a player can escape later -- in which they don't kill but there should only be a one-time thing every x levels. This doesn't mean that the game ends at all though. The game ends once everybody dies. Additional padding in this game can be:

Timed Objective Types:
- Turn on the gate power.
- Remove the carcass.
- Clear out the vents.

Objective Types:
- Acquire Documents.
- Acquire Samples.
- Find a phone and take a picture of a cult symbol.

Rules:

The basic rules thought of a game is that:
- No players need to win; Losing is fine.
- To progress through levels all weapons must be discarded in a bin or dropped.
- Guns are extremely rare and will only have one shot. So, a little shitty hand-made pipe weebly.
- Guns have a chance of damaging blowback when fired.

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Transitions:

MainMenu to GameState
GameState to PauseState
PauseState to GameState
Idle to Attack
Attack to Idle
Attack to Block
Block to Attack
Idle to HealState
HealState to Idle
Idle To Run
Run to Idle

Items:

- Pipe Weapon
- Glass Shard
- Crow Bar
- Book
- Wrench
- Pencil

General Set-up:

The general set-up for each starting match should be: all players on one specific level, if it is a single player there should be a mix of people on each level.

Levels:

The minimum number of floors should be seven and the maximum is probably thirteen. The floors themselves should be randomized; as since it's Kowloon-based. One floor might have a playground and another might have a makeshift clinic. The levels should purely be vertical and there shouldn't be an outside area -- if there is it's just a balcony. There may also be a random room that could possibly be a cult room with a sacrificial dagger that's made out of a material that isn't detectable.

Risks:

The risks in this game is turtling. To detract from this the only way to successfully block without taking as much damage is to block with a pipe or a baseball bat. Blocking a glass shiv however, may still cause damage and possibly a slight bleeding damage.

TECHNICAL DESIGN DOCUMENT
_____SECTION: 03

[This section is for the technical designing: like how the hunger should beep, if it should display a color or how the server of co-op works such as peer-to-peer or dedicated servers.]

FIRST STEPS – ENTRIES
_____SECTION: 04

[This section is for the game daily section. Comments, further ideas and dates. Some things in this will be tried, and/or fleshed out and added to the Game or Technical Design sections.]

FIRST STEPS – PLAYTESTS
_____SECTION: 05

[This section is for playtesting information. How the questions will be. Charts and graphs. Aggregation of data and etc.]