

PDCU

Design Document for:

Soul Taker

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Game Overview

Elevator Pitch

Our FPS souls are all about survival of the fittest. It is a free-for-all multiplayer that rewards both the winning and losing players. Each player trying to get to the top of the leaderboard steals different abilities and different guns to give themselves a strategic advantage. As the top player will always get a bounty for extra “souls” aka money on their head. This is a fast paced game where each player is fighting for dominance.

Pillars

Pillar #1: Transfixes

This game is designed to be so engaging and entertaining that players forget how long they have been playing. Players engage in strategic planning and intense combat enough that they become so absorbed and obsessed in the gameplay that time seems to fly by while fiercely competing against each other.

Pillar #2: Competition

Free for all games are chaotic and forces players to take risks. A fight for the number one spot is inherently competitive and intense, creating fun.

Pillar #3: Ability Focused

Abilities equips the game with more strategy and creativity, giving the player freedom to play in multiple styles. The player’s abilities are meant to be a main focus of the game, meant to enhance the player’s strategic use of abilities rather than FPS skills.

Common Questions

What is the game?

This game can be a First-Person Shooters (FPS) game where players select from a diverse roster of characters with their own abilities, playstyles, and firearms. The game is a fast-paced, high-intensity subgenre of FPS game characterized by 1) quick-paced combat, 2) strategic power-ups, 3) rapid-fire gameplay, 4) high mobility options, and 5) unique heroes with abilities. The focus is on combat skills and quick reflexes that change with the players’ situations, their abilities, and power-ups.

What is the business case?

There are no popular hero shooters, deathmatch/free for all games. Our game would add a new game mode to the FPS market. On top of that, hero shooters are extremely popular and creating our own unique twist on the genre gives us a big advantage in the market. Overwatch has sold over 70 million copies showing how big this market really is. And we see games like marvel rivals trying to innovate which players are very excited to see the old format changed.

Where does the game take place?

The game takes place in an old forgotten village. This town used to be run by mages creating funky structures and overgrown vines.

What is the game's genre?

The game's genre is character-based FPS. The game is about fast-paced action and quick reflexes(quick thinking), keeping players in constant combat with barely a moment to catch their breath. Meanwhile, players constantly assess the battlefield, manage resources, and adjust their approach based on enemy movements and abilities.

What is the main focus?

The main focus is to get the most kills. All characters will have some sort of dps feature because this is NOT a team game, no healing classes or anything similar. The next goal is to try to survive, you want your opponents with as few kills as possible.

What is different?

What sets this game apart is its unique approach to the genre through bounties that reward player's aggression. On top of that, players utilize their abilities and tactical positions effectively by navigating through the environments and gaining kills. There are dynamic building interior combat, tactical positioning, and intense engagement choices. Players also can choose between stealth play and aggressive play. Players also need to take a strategic approach based on their abilities and their opponent's abilities

Feature Set

General Features

- different types of weapons
- melee
- a bounty system

Multiplayer Features

Up to 4 players
and a simple chat system(like typing in the game)

Gameplay

different guns you can choose from
switching weapons in the shop
using different abilities, charge attacks, aoe's, nullify abilities
(come back once we have a more fleshed out gun and abilities)

The Game World

Overview

The game is set in a mystical battleground where diverse heroes engage in arena-style combat, combining cutting-edge technology with traditional combat skills. This world serves as a stage where tactical combat meets high-mobility gameplay. Each hero has been transported to the game world from a unique magical world such as the vampire, faerie, and elemental world.

Feature #1: Overgrown

The game takes place in a magical village. Because of this, the map is very immersed in nature that blooms beautifully around the map.

Feature #2: Whimsical and Stylistic

The game world's textures will be clean and cartoonish, giving it a whimsical feel. Rather than opting for realistic textures that may look out of place in a mystical world, a stylistic texture will give the game a new and fun look.

Other Factors

Dynamic Combat Zone

- Strategically designed battlegrounds with multiple engagement ranges
- Interactive environments that respond to combat and abilities
- Vertical gameplay elements encouraging creative positioning
- Strategic chokepoints and open areas for varied combat scenarios
- Environmental hazards and tactical opportunities
- Power positions that teams must control for advantage

Heroes' Universe

- Each hero possesses a unique background story and motivation
- Interconnected relationships and conflicts between heroes
- Blend of futuristic technology and traditional combat methods
- Diverse cultural and tactical backgrounds reflected in abilities
-

Key Locations

Marketplace



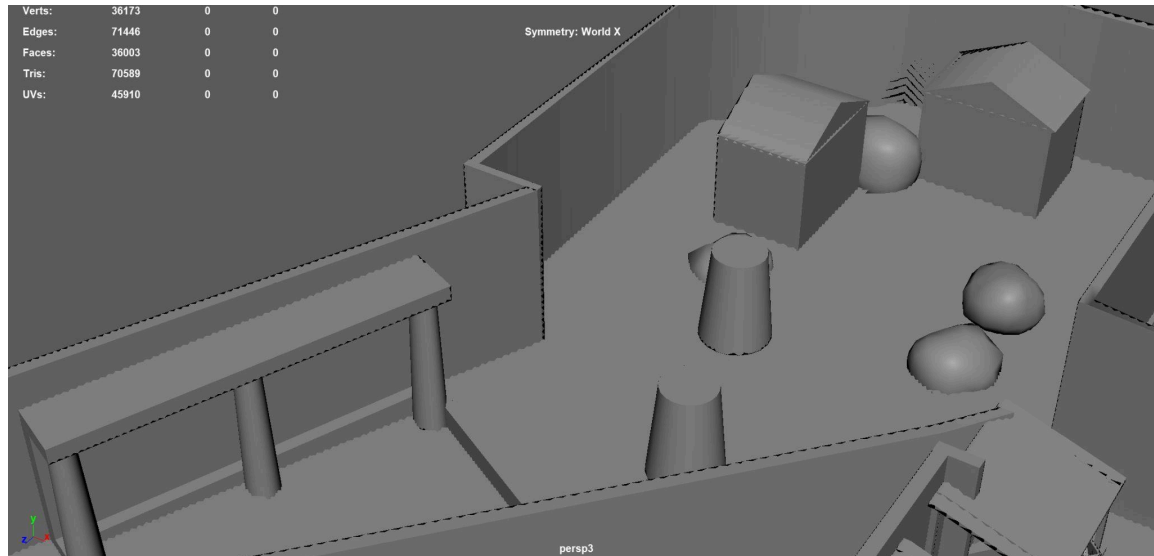
This part of the map is the marketplace, where the people of the world buy food such as bread and plants like roses. The marketplace is lively, filled with many vantage points to be gained and corners to be caught off guard in.

Village



This part of the map is the village housing area. The area is intended to look whimsical, a little old school, but with its own charm.

Garden



This part of the map is the garden/ fountain. This is where the people of the village go to worship their god and grow their plants. The fountain will also create a sound cue when jumping in and out of it.

Travel

- Mainly basic movement mechanics: running, walking
- Hero-specific movement abilities (extra movement speed, double jump, gliding)

Scale

- Medium-sized maps optimized for 5-10 minute matches
- Balanced spaces for both close-quarters and mid-range combat
- Multiple routes and pathways for strategic gameplay
- Carefully sized to maintain constant action while preventing disorientation

Objects

- Tactical positioning elements (high ground, choke points)
- Hiding spots to heal when needed (able to enter 2 houses)

Weather

- The weather will stay the same, it will always be sunny

Day and Night

- The time will stay the same, it will always be daytime

Time

- Real-time combat system
- Quick match format (5-10 minutes per round)
- Fast respawn times to maintain action

Camera

A first person point of view following the character's movements

Game Engine

UE5

The World Layout

Overview

The world layout is small as the game is only intended to hold 2-6 players, recommended for 4 players. There are multiple paths to get to each section of the map so players will not have a hard time finding other players on the map. There are some close corners and long corridors to add different distances of fps gameplay.

Map



Figure: Top down view of the map

Corners and Hiding Spots



Figure: Example of the close corners.

Game Characters

Overview

Players take on the role of unique characters in this fast-paced FPS game. Each character has its own abilities and playstyles, allowing players to have diverse tactical approaches to combat. Each character has their own backstories, personalities, and worlds they came from.

Creating a Character

Players can select their own character at the beginning of the game.

Each character has:

- Unique abilities
- Interesting backgrounds/stories/origins that connects to their abilities
 - ex) Knight - serves a greedy and evil king unwaveringly despite atrocities
- Movement styles
- Character-specific tactical advantages/disadvantages
- Passives

Abilities/characters

- We want two abilities per character and one passive
- All characters should be able to survive on their own but some characters will take inspiration from certain classes(like leaning towards tank or dps)
- Every Character has a regen passive and their own melee

King Vampire (we want to go for a high risk, high reward character)

- Bloodfiend dash (The player loses 2 health a second for 10 seconds, which gives them double movement speed, 20 second recharge)
- Dark whisper and would pull or push probably just pull through an enemy toward you) for the distance i'm thinking 5m, every 15 seconds
- Passive(each kill gives 25 health)
- Takes damage from sunlight(25 health loss every 1 minutes)

Knight

- Save the king!!!!: dash for 8 seconds, boost of 50 health during dash, 50 damage if your dash hits anyone, speed increases to 1.5, 20 second recharge
- Knight's valor: an AOE starting from you that extends 5 m and does a 0.5 second stun to all enemies, 15 second recharge
- Passive: melee weapon is a one shot kill

Fairy is a magic caster relying on quick movement and magic, and they have

- Magic Charm: anyone in her field of view loses all abilities for 3 seconds. 20-second recharge.
- Pixie Dust: an AOE flash ability that can be thrown. Blinds opponents for 2 seconds. 15-second recharge.
- Passive: double jump, with a glide down

Elementalist

- Fire blast (area of effect is 2m it can do 50 damage to enemies but blast you forward, could have an add impulse blueprint not sure what the values would be for that but I can try to figure that out)
- Ice rink (an area effect of 10 m slows down enemies to 0.5x speed)
- Passive (heat vision, for 2 seconds after you hit another character you can see an outline of the enemy behind a wall)

Enemies

- Enemies are the other players.

User Interface

Overview

The user interface includes:

- Hero icon
- Health
- Gun
- Ammo
- Abilities
- Top Kills
- Player Kills
- Soul count
- Bounty available

User Interface



Weapons

Overview

1. Pistol (12 a mag)
 - a. 20~10 dmg - body
 - b. 60~30 dmg - headshot
 - c. can't shoot through walls but maybe through doors
 - d. only damage drop off at 30 m $\frac{1}{2}$ damage drop
 - e. 360 rpm to 6 bullets per second
 - f. 2 second reload speed
 - g. projectile radius
2. Shotgun (6 a mag) / 12 pellets in total / one click
 - a. 16 to 17 damage per pellet, 30 damage for a headshot
 - b. 200 damage if all pellets hit body
 - c. damage drop off after 10 m(1000 cm) $\frac{1}{4}$ damage drop
 - d. extreme damage drop off after 30 m $\frac{3}{4}$ damage drop
 - e. 1 round per second
 - f. 2.5 second reload speed
3. Semi-automatic rifle (30 a mag)
 - a. 50~30 dmg - body
 - b. 90~70 dmg - headshot
 - c. damage drop off at 40 m $\frac{1}{2}$ damage drop off
 - d. 5 rounds per second
 - e. 2 second reload speed
4. Sniper (5 a mag) *only gun that has no dmg dropoff
 - a. 200 damage if headshot (one shot)
 - b. 150 damage if bodyshot
 - c. 0.5 rounds per second
 - d. 4 second reload speed
5. Machine gun (100 a mag)
 - a. 20~10 dmg - body
 - b. 30~15 dmg - headshot
 - c. damage drop off at 30 m $\frac{1}{2}$ damage
 - d. 10 rounds per second
 - e. 8 second reload speed
6. Melee- each hero has a knife that does 100 damage, right click

Musical Scores and Sound Effects

Overview

This game will have intense lobby/loading music to get players hyped for the match and excited to play. Scores will implement string instruments, percussion, brass, and basic synths for good depth and pleasing harmonies.

Sound design will incorporate unique/modulated footstep sounds so they don't get too repetitive, have solid and satisfying weapon sounds and ability sound queues, and include some ambient sounds to avoid "dead space."

Sound Design

We will use Davinci resolve to edit and modulate sounds that have been recorded. Footsteps will vary with the material that the player is walking on. I will record all of my own sound for better control of what gets put in the game. Players will have sounds for drawing weapons, footsteps, and maybe even some basic voice lines for abilities.

Music Design

We will use Ableton 11 to make all of our music, and some basic free plugins to improve workflow and instrument options.

Multiplayer Game

Overview

Fast-paced free-for-all deathmatch FPS where players compete individually in intense arena combat. Each match is a high-energy battle where players choose unique heroes and fight to achieve the highest elimination score. The game rewards quick reflexes, tactical positioning, and effective use of hero abilities in chaotic multiplayer combat scenarios.

Max Players

2-6 Players per match
Optimized for 4 players

Servers

- It will run on a client server. One player will be considered the server and everyone else are clients to the server.
- Possible upgrade to adapting the game for steam multiplayer

Customization

- Score limits
- Time limits
- Ability cooldowns
- Spawn settings
- Spectator mode

Persistence

- Individual player ranking
- Personal statistics tracking
- Achievement system

The shop

(what you can buy with “souls” aka money), you can only buy guns. You may access the shop when your character dies

- Each kill is worth 100 souls
- A bounty is the player with the most kills and is worth 200 souls
- Revenge bounty is killing the player who killed you last that is worth 150 souls

Pistol	Free (spawn in with pistol)
Shotgun	700 souls
Semi- automatic rifle	300 souls
Machine gun	2000 souls
Sniper	1500 souls