Vincere

Game Design

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1.Introduction

This document specifies a design for the game with the title "Vincere". As mentioned in the pitch presented on 10/19/2021 to Dr.Goodwin.

2.Concept

The aim of "Vincere" is to produce an addictive, competitive, 3D capture the flag themed MOBA.

3.Setting

The setting will be in the fantasy medieval era (the medieval era which includes witchcraft, magic, dragons,etc.).

3.1 Story

The year is 822 AD. A witch by the name of Circe has given a group of adventurers a map to find a sacred dragon egg guarded by the legendary dragon, Mushu. The adventurers set out on their journey and when they reach their final destination they are surprised to see King Arthur's excalibur sword, broken in half, the other half on the other side of what looks like a battlefield. However, the adventurers are not alone. Next to the other half of the excalibur is another group of adventurers. Between them lies Mushu and the sacred egg he protects. Who will come out victorious between the two groups and continue King Arthur's legacy and receive generations of power beyond belief?

4.Game Structure

4.1 Players

4.1.1 Platform and Style

The game will be on PC exclusively, while being sold on steam. Each team will have 5 players, effectively making the game a 5v5.

4.1.2 Roles

Players will be able to choose from 4 different classes, Healer, Tank, Archer, and Assasin. Each with their respective names Alaunus(Healer), Paragon(Tank), Ruvaen(Archer), and Black

Blade(Assassin). Healers will be dealing less damage than the rest of the classes but is the only class with the ability to heal other teammates. To heal, Alaunus will have to use mana from her mana pool. Paragon is under the tank role which means he will be able to soak more damage from enemies and have the ability to crowd control enemies with his abilities. He will also be slower in comparison to the other classes. Next is Ruvaen the archer which will be the only ranged role in the game playing a crucial part with its ability to deal high amount of DPS (damage per second). Lastly, Black Blade the assassin has rounded stats all around with the ability to gain "backstab" an ability received from the buff of Mushu, to deal more damage to enemies when he is behind them.

4.1.3 Respawn

Players who have been killed will need to wait a certain amount of time before respawning according to the current game time; (with 't' being time)

$t < 3$ minutes into the game: 5 second respawn timer

$3 < t < 5$ minutes into the game: 10 second respawn timer

$5 < t < 8$ minutes into the game: 15 second respawn timer

$t > 8$ minutes into the game: 25 second respawn timer

4.2 Objectives

4.2.1 Main Objective

The main objective of the game is to capture the enemies flags (fragments of the excalibur sword) and return them to their own base to complete the excalibur sword and win the game. There are a total of 3 sword fragments for each team.

4.2.2 Side Objective

In the middle of the battlefield is Mushu the dragon. Defeat Mushu by being the LAST to hit the dragon and receive the egg she protects to receive a temporary buff for the whole team;

Alaunus(Healer): Will receive increased mana regeneration

Paragon(Tank): Will receive less damage from all sources

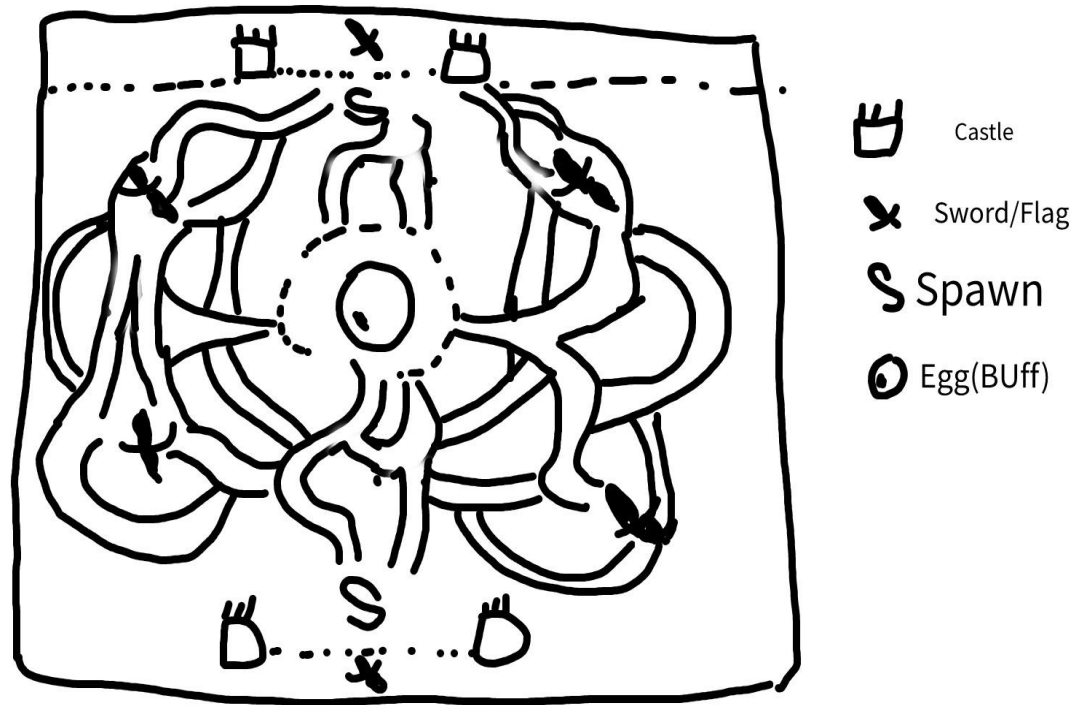Ruvaen(Archer): Arrow draw back speed increased (attack speed increase)

Black Blade(Assassin): Increased movement speed and damage increased when hitting enemy from behind

5. Perspective

The game will be played in 3rd person as being able to see your surroundings (teammates, environment, etc.) will be a crucial part to the gameplay.

6. Map

The map will look as follows:

The idea behind the map is to make it increasingly difficult to take the enemies last flag as this is guarded by 2 castles. The castles give a height advantage to the archer/archers. Furthermore, There will be a dam in front of the castles in which a bridge will have to be pulled down to cross into the castle's territory. In the center of the map is the dragon Mushu and her buff. To defeat her will require teamwork and will not be able to be done without the help of your teammates. We've included a plethora of different paths for the team to take as this will allow easy flanks and strategizing and communicating with your teammates will be key. Since we wanted to add a

large amount of paths in the map, the map will be relatively small as we didn't want the feel of the game to be a lot of running but more fighting. Also, the middle area will be a large battlefield for the fight over Mushu's buff. Lastly, anywhere that isn't a path shown on the map will be filled with trees which will be impossible to pass through.

7. Screen Display

There will be 3 main screens besides the screen while in game. There will be the main menu with the artwork of the city of Vincere along with the options of; Settings (Audio, Graphics, Controls, etc.), Start, and Exit. Exit will simply exit the game while the start button will take you to a different screen in which you will be able to invite your friends off steam to assemble your group/team, once you have 5 people on your team, you will be able to start the game and find another five people online. Lastly, after the game is finished, a victory/defeat screen will show up and a back to main menu button will appear.

8. Development Tools

The tools used to make this game will be Discord to communicate with group members, Unity to create the game, and GitLab to push and pull changes between group members.

9. Art

The art (character models, terrain, etc.) will be downloaded online with the exception of the main menu and Victory/Defeat screen which will be outsourced to an artist of choice.

10. Team

The team consists of Burak Yilmaz, Tyler Hong, Youssef Houri, and Karim Chahine.

11. Timeline

Official Start Date: October 1, 2021
Complete Game Design: November 10, 2021

Milestone 1-Prototype of entire map: November 21, 2021
Milestone 2- Implement characters: November 30, 2021
Milestone 3- Implement objectives: December 2,2021
Milestone 4- Implement Different Screens(Main Menu, Victory/Defeat, etc.): December 5, 2021
Milestone 5- Polish and Complete: December 14, 2021

Official Complete Date: December 15, 2021