Blue Group Game Idea

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* **Is the group’s game an original idea or a reimagining of a classic game?**

The game idea is an original idea. I would like to create a simple 3D low poly survival game where players are tasked with surviving endless hordes of enemies via melee or ranged combat depending on the weapon they are holding.

* **What is the genre? i.e.: puzzle, action, adventure, RPG, FPS?**

The game type is primarily a third-person shooter/hack-and-slash survival game.

* **What will be the place, time, and setting?**

The setting will be medieval times with fantasy themes. The player is from the future and is transported back in time to protect a castle and its inhabitants from hordes of enemies.

* **Who is the hero/main playable character?**

The hero is a man from the future who is proficient with many weapons. He is teleported back in time with his arsenal to combat the enemy threat.

* + **How would you model them?**

I wouldn’t model the character. I would most likely obtain one of the many humanoid robot or human low poly assets from the unity store and animate them using Blender or Mixamo animations.

* **Who are the enemies?**

The enemies will most likely be enemy knights, monsters, and enemies from the same time as the protagonist (they will be teleported at separate times than the protagonist).

* + **How many will there be?**

I would at least like there to be three different enemy types. At least one humanoid-type, one other land moving enemy type (can be human too), and a flying enemy. We can change the color of the materials and scale them accordingly to make them look different as well.

* + **How would you model them?**

I would obtain low poly monster models from the asset store or worst case buy some with animations. We can also take a non-rigged model and apply our own skeleton to it to make unique animations (We’d have to learn how to do that though, last I looked it wasn’t too bad).

* **How many levels will there be?**

There will only be one level, the castle town level. If we have time, and if browser-based games permit we can add a second level to add more depth to the game. If we implement the second level, it can be inside the castle (maybe the enemies were able to break in?)

* **How many objects and objectives will there be?**
  + **These objects and objectives will include weapons, items, power-ups, the things that will be collected and interacted with.**
  + At least one type of NPC that acts as a castle guard - The player can give the guard their equipped weapon to help fend off the enemies.
  + Three melee type weapons – The animations for attacking can be the same if we don’t have time for unique animations
  + Two ranged weapons – A standard assault rifle and one bazooka. Can be fired the same just different projectiles.
  + Two Ammo types – One for the assault rifle and bazooka.
  + Health item – can be collected to reobtain health.
* **What is the "working title" of the game?**

The game’s “working title” is Royal Defender.

* **What game mechanics will your game have?**
  + Weapons have a durability and will break. They will not break in an NPC’s hands.
  + Players must pick up weapons of defeated enemies. Weapons will despawn over time if not picked up by player to help reduce overhead.
  + Players can give NPCs their equipped weapon to fight enemies.
  + Players can take weapons of NPCs.
  + NPCs will not die. They will be incapacitated for a certain length of time once their health reaches zero.
  + Primarily players will be shooting their gun at enemies, but they can switch to melee mode to fight if they wish.
  + If time permits, we can add objectives each 5th wave (not likely to be implemented given time constraints).