

Team Project 1: GDD 210 Fall 2017

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## Overview

Underwatch is an action game where the player attempts to protect the world from many different types of enemies. Earth is under attack and no military can stop these foes. The player must defeat each enemy to have the ability to fight the next one. As the player progresses, the enemies will continue to get more difficult to defeat.

The game takes place in the year 2160 and these attacks are happening all over the world. The first level will be a tutorial level, teaching through action. So basically as the player fails, they will be introduced to things they didn't know they could do in order to successfully defeat each enemy. The player can travel in all directions using 'WSAD' to move around, and their abilities will be bound to E, F and

R. Each area of the world will be designed differently so no two levels are the same. This will create a more engaging experience for the player.

The player will have a given amount of health per game. Seeing that this game is story/level based, the player must defeat each enemy without running out of health in order to advance to the next enemy. The player will have the option to choose from three(maybe more depending on time) different characters to play from. The player's health will go down when they are hit by an enemy, there will be health packs available to replenish some of the health lost throughout each fight.

## **Gameplay Mechanics**

Underwatch is a 2D game where the player will be fighting big enemies that are a threat to the planet. The player will be able to choose from 3(maybe more) balanced characters with different abilities to go through the game with. These characters are going to be designed with different abilities, some that counter others but each character will have an ability that the opponent can not counter.

During the single player portion of the game, the enemies that the player is fighting are going to be significantly stronger than the player, creating a challenge that gets progressively harder as they move through the levels. These levels will move through a storyline to make the game more compelling.

Under the local multiplayer portion of the game, each player will choose from one of the characters that you can play as in the single player mode. This makes each fight balanced since each of those characters will be as balanced as I can possibly make them. It will come down to sheer reaction time/"skill" that is developed by playing the game.

## **Game Elements**

There will be two types of enemies in the game, the bosses and it's minions. For starters there will be 3 bosses(3 single player levels) not including the tutorial level and each boss will have minions you will have to fight along the way.

### **Bosses:**

Each boss will have it's own abilities(probably 2 each) not including the ability to spawn more minions - based on amount the amount of time that passes fighting the bosses. Each boss will have an attack ability aside from their normal attack and one defensive ability which will prevent damage done. There will also be pick ups available for the player to make the player more powerful. Right now there are only two.

### **Minions:**

The minions will be specific to the boss they are protecting. They will not have any added abilities besides their normal attack. As the levels progress they will get faster and stronger(but not too fast/strong that it is impossible)

### **Health Pack:**

The player will have the ability to find health packs around the level as well as get some health in a "supply drop" of sorts. These will prevent the player's health from hitting zero quickly in the fight.

### **Boost Pack:**

The player will not be able to find these throughout the level at all and they will be much more rare than health packs. These will only appear in "supply drops." These will add speed to the player as well as make them stronger.

### SINGLE PLAYER CONTROLS:

W - JUMP  
A - LEFT  
D - RIGHT  
S - CROUCH  
E - ABILITY 1  
F - ABILITY 2  
R - ULTIMATE

### PLAYER TWO CONTROLS:

I - JUMP  
J - LEFT  
L - RIGHT  
K - CROUCH  
O - ABILITY 1  
;- ABILITY 2  
P - ULTIMATE

## CONTROLS

### CAMERA:

THE CAMERA IS CENTERED AROUND THE STAGE AT ALL TIMES DURING THE GAME. THIS MAKES SURE THAT BOTH PLAYERS ARE VISIBLE DURING ALL COURSES OF ACTION. CAMERA ZOOMS IN AND OUT DEPENDING ON THE PLAYERS' LOCATION.

### LAYOUT:

PLAYER'S / AI'S HEALTH IS LISTED ON THE SCREEN DISPLAYING THEIR TOTAL HEALTH. ABILITIES + COOLDOWNS ARE SHOWN TOO ALLOWING PLAYERS TO MICROMANAGE THEIR COOLDOWNS. ULTIMATES BUILD UP OVERTIME BUT AT A FASTER PACE THAN A TRADITIONAL OVERWATCH GAME. WIN LOSS SCREENS SHOWN AT THE END OF THE GAME.

## USER INTERFACE

### OBJECTIVE:

THE GOAL OF UNDERWATCH IS TO DAMAGE YOUR OPPONENT ENOUGH UNTIL THEIR HEALTH REACHES 0. WHEN THE OPPONENTS HEALTH IS 0, YOU WIN THE GAME. YOU LOSE IF YOUR HEALTH REACHES 0.

### PVP OR PVE:

PLAYERS HAVE A CHOICE OF PLAYING UNDERWATCH AGAINST A FRIEND OR AGAINST AN AI. WITH A STARTING CAST OF THREE CHARACTERS TO CHOOSE FROM, EACH ONE ADDS UNIQUE FEATURES TO THE GAMES OVERALL GAMEPLAY. EACH CHARACTER HAS THEIR UNIQUE ABILITIES AND ULTIMATES.

## GAMEPLAY