

# **We Don't Know The Title Yet (But it's gonna be good)™**

Platform : PC / modern gen consoles

## **Pitch:**

Our goal is to make a cooperative (4 player) FPS dungeon crawler. On each floor, players will start on opposite corners of the map. The goal is for the players to fight through enemies while finding loot to power up on their way to grouping up near the center of the map. Once the players are grouped, they will be tasked with fighting a large boss which will require some teamwork to defeat. Our aim is to make the game easily accessible, but also more difficult as players progress to shoot for a wide audience. Initially, players will be able to get through the floors without requiring much cooperation, but as they get further, cooperation will be key, and the playthrough will likely end quickly if the players aren't on the same page. Players will each play as unique classes with varying abilities that will facilitate and require clever problems solving and cooperation. For example, one class may have the ability to boost a teammate over a wall. One class may be able to spawn a protective shield for allies which would be crucial against bosses who dish out a lot of damage.

## **Minimum Viable Product (MVP):**

Our most unique element is the cooperation between players, so our MVP will focus on getting some of that working for testing. If players don't enjoy cooperating, it is difficult to do so, or it simply isn't rewarding enough for them then that would be a major problem. Our initial goal is to get 4 player split screen working and create a few skills for the players to test out in a sandbox environment with some obstacles and enemies. We could aim to give each character 2-3 unique abilities or passives (similar to Overwatch) and make them feel unique and different.

- **4 player split-screen**
- **4 character unique character skills/classes**
- **A sandbox map for testing**
  - **1-2 Simple Enemies**
  - **1-2 Team Oriented Obstacles**
- **Appropriate Art**

## **Gameplay:**

To begin, 1-4 local players will pick their profiles (think local profiles on Smash where it's just a name and some settings). Once they have their profiles (or a guest one if they'd like), they will choose either One Round or Campaign. One Round will consist of a pseudo randomly generated map made using a map seed. In One Round, players can choose a small medium or large map (which will proportionally change the game length). Campaign mode will be all large maps. In One Round players will play just One Round and either win or lose that map. This

mode is aimed for people who want to play potentially quicker games with less time commitment. Campaign mode will have players play through rounds until the players fail to complete a round. Regardless of gamemode, a round will be broken up into three phases: Spawn Phase, Loot Phase, and Boss Phase

#### *Spawn Phase:*

In the Spawn Phase, players will start together in a Spawn Room. Various character powers will be available for players to choose from off the walls. There cannot be duplicate powers and only 4 powers can be used in each game. If a team doesn't have 4 players. Some players can double up on powers to accommodate. In a solo game, the player may choose 4 powers.

#### *Loot Phase:*

Once players have chosen their powers and are readied up, they will be transported from the Spawn Room to pseudo random locations on the Map. The Map will be broken up into 4 quadrants with the Boss Room in the center. Each quadrant will have it's own color, each player will spawn in a quadrant and each player's suit will be colored according to their quadrant. Players will then begin navigating through the Map which is a sort of Labyrinth made up of mostly hallways and rooms. Chests will be throughout the Map filled with loot the players can use to their advantage. Monsters will also exist within the Map which player's will need to beat or evade. Some Monsters are not meant to be killed. There will be co-op obstacles which players can progress past together for potentially more loot. There will be trapped rooms, chests, doors and hallways. Players should constantly feel on their feet. As time goes on, parts of the Map will become engulfed in a deterrent and players will be forced into the boss room. When players are ready they can enter the boss room before this.

#### *Boss Phase:*

When players enter the boss room they will fight a boss. Bosses will have mechanics that are cooperative. Players should be constantly challenged by Bosses. As players progress in Campaign, bosses will become harder and get more mechanics. Upon defeating the boss, in Campaign players will progress to the next round. In One Round, remaining player's gear is converted into XP which they can use to upgrade their profile. Players also earn XP for each boss killed.

### **Game Elements:**

- **Dynamic Enemies:** Many diverse enemies will be present within the maze for players to encounter and have to learn to fight against.
- **Cooperative Elements:** Cooperative based challenges, mechanics, and event options will exist throughout the game.
- **Loot:** Loot will be present in chests in the maze.

- **Difficult Bosses:** Hard bosses will close out each maze and occasionally there will be mini-bosses within the maze.

## **Process:**

The process for creating our games begins with our proposed MVP. Our team's MVP will consist of 4 key features of the game. Firstly, the player will be spawned into a generated maze, or a series of hallways to create the feeling of being in a maze. Secondly, our MVP will contain basic shooter mechanics, such as shoot, reload, and aim. Thirdly, our MVP will be playable with a controller, most likely an Xbox 360 Controller. Finally, our MVP will have a basic enemy with behavior and a damage system. These 4 elements will allow players to get a feel for how our game will be played.

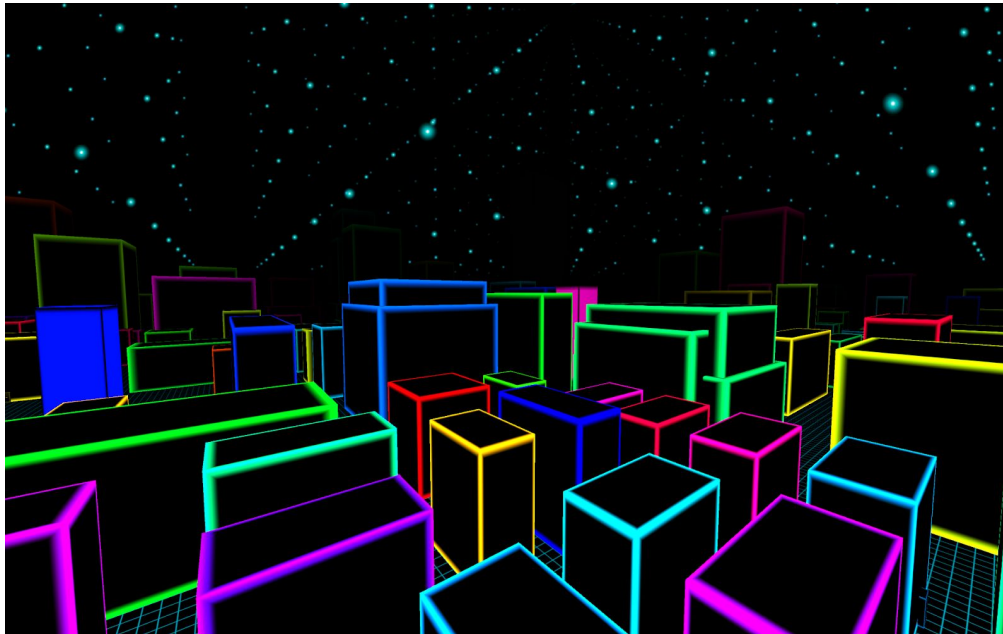
After our MVP is created and all of the pieces are in place, we plan to flesh out the maze generation and add in splitscreen multiplayer. Following this, we will refine the enemy and player behavior, specifically enemy movement and player to player interaction. Lastly, we will implement different game modes as previously discussed, moving from One Round to Campaign. Our strategy is to implement the One Round game mode first, so that we have a working game before we get too wrapped up in making a full campaign. After One Round is fully functional, we will then move to Campaign and work on level based gameplay.

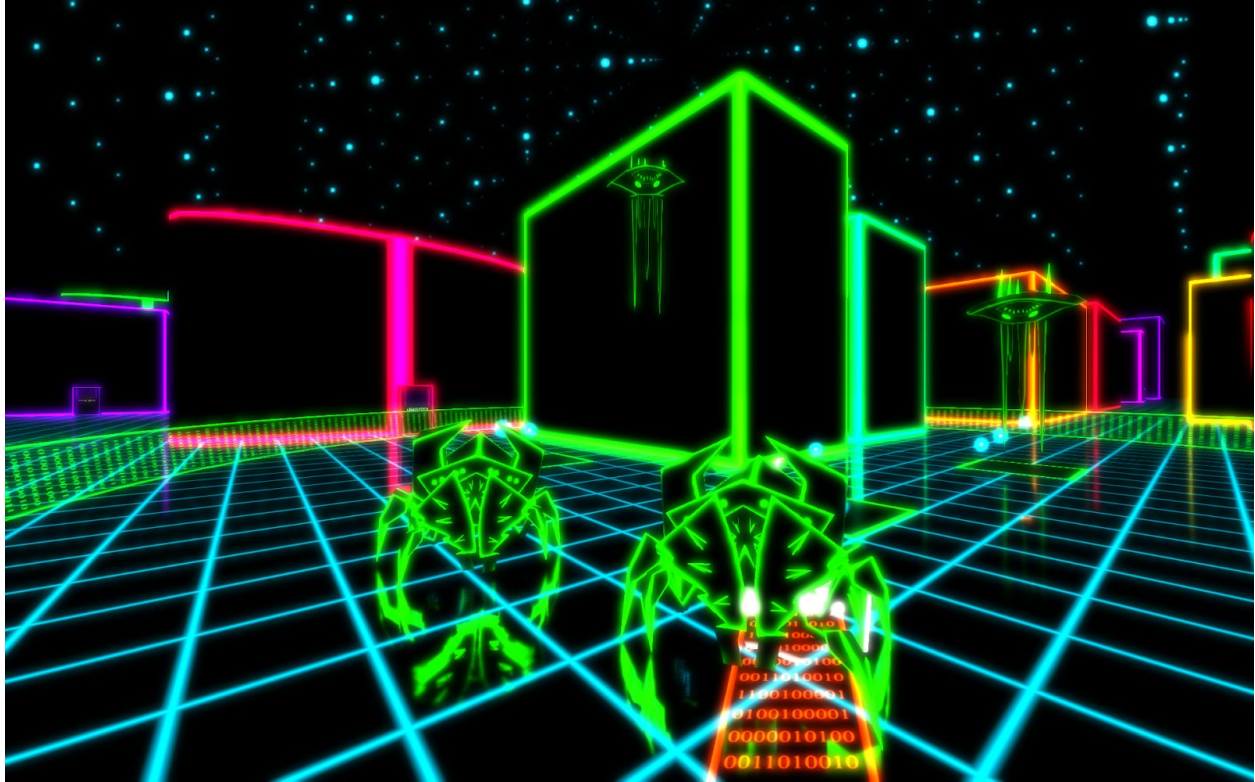
Some technical challenges we may face include map generation, controller difficulty, and, depending on how detailed our assets are, frame rate issues on 4 player modes. In terms of map generation, our team has a little bit of experience with map generation using seeds, but random or pseudo-random generation can always have hiccups that slow progress, so we will need to be on the lookout for issues like those. Along the lines of controllers, our group has experience working with controller input, but like map generation, kinks are inevitable and will therefore need to be ironed out as soon as they occur. This will ensure a stable play experience, free from technical glitches. Lastly, frame rate may or may not be an issue later on in the development cycle depending on how detailed our game becomes. Granted, we are sticking to a more simplistic futuristic style, so there won't be much detail in the environment, which would be the leading contributor to frame rate issues, if any occurred at all.

## Artistic Style of the Game

For the artistic style of the game, our team has chosen to follow a 3D design route. In addition to the game being first-person, the playable characters, enemies, obstacles, chests, weapons, and maze itself (including the walls, floor, and other miscellaneous objects) will be fully 3D modeled and rendered.

Since the game will be in 3D, our team discussed the feasibility of how the art should look and feel. Due to this being the first time our artists are working in a 3D workspace, the team has elected to give the game a sleek, “electric-techno” design. The artstyle is similar to that of Tron or Black Ice where the floors, walls, enemies, and players all have a futuristic, neon design about them. An example can be found below:

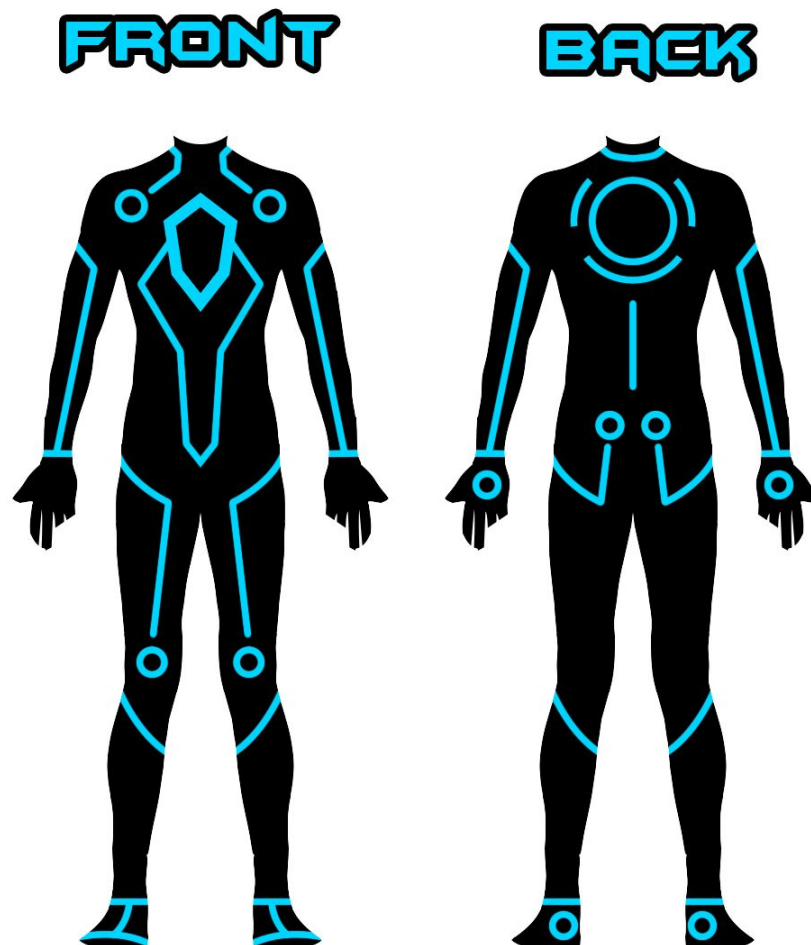




As one can notice, the art style the team is going for is meant to replicate the sleek black floors and walls with neon color highlights meant to catch the eyes of players and audience that may be watching. The maze will be designed as geometric and cubic to establish that this is a virtual world. As a result, the art style certainly is meant to invoke a sense in the player that they are in a futuristic, digital, and technologically advanced world. Additionally, taking some influence from the variety of colors found in Black Ice, the Maze, itself, will be broken up into different sections designated by different colors.

Weapons will be specifically designed to give off a sense of “digitized energy”. Thus, laser guns and energy swords will be the kind of weapons that will be modeled and textured. For enemies and bosses, the art team has decided to give each enemy and boss a more “digitized”, geometric look rather than smooth, organic models. This is to further drive home the feeling that players are in a digitized world. However, the

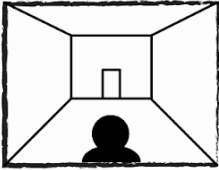
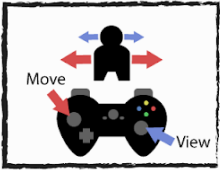
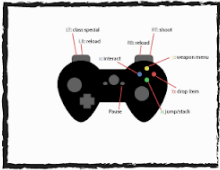


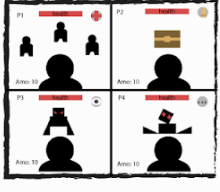

player models themselves will be designed to follow a more agile look: black suits with colored highlights (colors also will correspond to where the players spawn in the maze; i.e. a red suited player will spawn in the red portion of the Maze) running up the arms, legs, sides of the torso, and sides of the head. The players will also be modeled with a slim, triangular body to really which will serve to make exploring and combating enemies and the boss quick, fast, and exciting. This choice was made to contrast the geometric and cubic design of everything else in the game to not only better associate the players with one another but to also avoid confusion and stand out from all the similarly aesthetically-designed enemies that will be found throughout the game. A source of influence can be seen below:



While the game is in the vein of a dungeon crawler, many dungeon crawlers opt for a more ancient or medieval look. Often, as a result, gameplay can feel sluggish or slow; especially since our game is being built with the idea of using mazes in mind. In this case, our art style is breaking free from that mold and further distinguishing our game from the rest. The team feels that this art style is certainly one that is more simple but achievable. Additionally, this also allows the artists to focus their time on actually creating the 3D models since texturing will not have to be as detailed as an open-world RPG, for example. As a result, the art style will certainly prove to be unique to the dungeon-crawling, maze type of kind the team aims to create but also is an art style that will further enhance gameplay and exploration.

## Appendix:

- **Visual Design Doc:**

<h3>Camera</h3>  <p>The game will be played with an Xbox 360 controller so left stick will move the players view while right stick change the players view.</p>	<h3>Controls</h3>  <p>The game will be played with an Xbox 360 controller so left stick will move the players view while right stick change the players view.</p>  <p>This will be the layout for other interactions within the game (Shooting, stacking, reloading etc...)</p>	<h3>Game Layout</h3> <p>The game will start with players picking their class (Healer, etc...) After they are placed on the four corners of a procedurally generated map. The screen will be split into 4 different sections one for each player. In these screens the players' health, ammo and class will all be shown. This allows players to see their teammates status and progression.</p>  
<h3>Basic Gameplay</h3> <ul style="list-style-type: none"> <li>• Players will explore the maze/dungeon to locate each other and upgrades for their guns.</li> <li>• The players must fight or run from monsters randomly located throughout the dungeon.</li> <li>• By utilizing each players class and trading loot each player will work to become strong enough to defeat the final boss.</li> <li>• If a player falls in battle it is up to the other players to revive them before time is up.</li> <li>• If a player dies then they will go ghost mode and serve as a viewer for the other players until the level is completed</li> <li>• If all players fall the game is will end and players will be brought back to main menu</li> <li>• If the final boss is defeated all players advance to the next level and dead players are brought back</li> <li>• In this game we encourage players to screen peek making it a truly cooperative experience</li> </ul>	<h3>Good Gameplay</h3>  <p>All four players stay alive and collect the upgrades in each of their sections. Continue to beat the boss and advance to the next level</p>	<h3>Bad Gameplay</h3>  <p>Players do not work together and begin to die leaving only a few to take on boss. Most of the loot is not collected. Every player dies and game resets.</p>

**Contributions:**

Julian - Overview

Andrew - Gameplay / Game Elements

Mike - Process / Appendix

Matt - Visual Design Document

Derek - Artistic Style