

Universal: The Game

Game Design Document

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UniversalLegend.Wordpress.com

Overview:

This document is designed to be the central point for the progression of the development of the game.

Linked documents will become the technical design document, the literature, and the completion milestones as they become available.

At the heart of this game is the engine it relies on. The engine must be fluid enough to let the game live as long as the generation of hardware exists. While it will be revamped and ultimately swapped out at some point. For now, the engine and the game will be an ongoing project. New characters, features, levels, animations will regularly be implemented, but at the start the game focuses on four characters.

The major thing to be considered while we are working on this game needs to be the fact that things change. For the combat this is especially true, we are recreating the idea of hack-n-slash or brawler games. It will be co-op locally, online or single player. The games combat and animations fall in line with what should be over the top team based combat. Within this game, the combat dynamically changes to incorporate items, and objects which find themselves in the proximity of the character. For the scope of this project as it stands now, that means players can interact within combat with other teammates, opponents and the environment (trees and walls).

For the simplicity of readers, and respective roles as they use this document everything else will be separate with page breaks and a navigation system.

Production notes:

The game, as it is henceforth referred is limited to the scope of the project being created is the 4-player co-op brawler game and does not include innovations to come.

This game is intended for fans of gaming, as well as fans of anime. While it won't look like traditional anime, the graphics and level of seamlessness will be on par with that of shows. It is largely aimed for audiences between 16- 38. The hope is that this game would be rated T and not M.

Major selling point:

The major selling point is going to be the combat, but through the long haul it will certainly shine that the characters and the stories are the focal point of this game.

Innovation:

The biggest thing different from our project is the incorporation of great storytelling, great characters, and great fun. A ton of games tout that they feature a crossover of different genres of games, I want this to be a crossover of stylings between anime, gaming, and storytelling. Even outside of that this game is different in that it offers a whole new way of interacting with your character. No longer will it simply be an avatar it will be you controlling a person. You can make them do a heavy attack all you want but the way they fight is still their own. Interacting with the environment in an open way is a new place for gaming, and this team will be ushering that in.

The second piece of innovation is the flexibility of the game. Like most games, it has the opportunity of adding on DLC. This game is a game in its own right, out of the jump. The adventure we are building is

actually going to be the game, which will cost nothing. Allowing players to experience the idea with no investment, however to build onto this game the remaining and new characters and new content are all at a cost. The other pieces of content will have periods where they are free or on trial the key to this is that things are always changing, as the game will be. The game will be readily edited, giving us the opportunity to regularly make pretty huge changes. Incorporating new characters, new campaigns, new mechanics, and even new game modes.

Gameplay:

Players form a 4-player team with 3 other players, for the original playthrough and creation it might focus on just the single player effort. The game is hand-to-hand weapon based. The characters (in this iteration) will use swords. While the game is certainly hack-n-slash it features a moba or an mmorpg interface with how the moves are carried out and displayed. Each attack is coded and built the same way, i.e., light attack, heavy attack, protection maneuver, and crowd control. These attacks in idea remain the same but naturally interact with thing near them. For instance, if a player is using a heavy attack while a friendly is doing a heavy attack their heavy attacks will link, and the animation will change to reflect that. In terms of design this will change how we approach it. It has always been action leads to the animation. Here the players input is separated out to decide which animation to use. This is designed to make the character respond to what the player is asking them to do without limiting animation or player.

Players will have the ability to change weapons, but that will be locked for this game. This game is heavily influenced by the dynasty warrior's series, as well as fighting force(ps2?), and God of war. However outside of gaming it is heavily influenced by Monty Oum's work in Dead Fantasy and RWBY. To compare storylines and character creation Marvel, and Fairy Tale are also minor influences. Other influences considered are Asterisk War, Overwatch, League of Legends, Final fantasy XV

Story:

The story is yet to be developed but pieces will be added as we go.

Characters:

Every character is unique, even with the same weapons and using the same action players will be vastly different.

Each character has their own living character design document. Featuring their concept art, powers, fighting styles, weapons, proficiencies and their official story. This will change to reflect the character's name, short description, affiliation, introduction date, and the link to their bio. The characters are a major focus for the game.

Would probably make one mold that is lightly customizable for the first game, and have the more complete characters roll out to keep scope in check.

Technology:

This page will be limited to the tools we use while in production.

Microsoft Office:

Great if you have it but not necessary. While finalized versions of documents will be published here, only a lead would access or edit these documents.

Google drive:

While in the collaboration stage we will solely rely on google drive, using their software until we finalize documents and transform to office.

Unreal/Unity:

Game engine, we will be building from. We will edit and morph the system to our liking meaning this project at some point would not work with the original download.

Programming:

Art/Animation:

As of now the game would be created with 4 different characters, all using the same weapon. Extra weapons will eventually be incorporated. Each character needs their own set of animations for each move they would be doing, as well as in 3 different kinds of interaction (Team, environment, and standard).