

/ CIM312 / MAJOR PROJECT DEVELOPMENT

**+** *WILD SMITE*

# GAME DESIGN DOCUMENT

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# MISSION STATEMENT

Our mission is to ship an entertaining and satisfying experience in a co-op role-playing game for player audiences to enjoy with family and friends. We want our game to get the attention of audiences who love fast-paced combat and provide them with a challenging experience as entertainment.

# GENRE

WildSmite's genre falls under a mix of different genre's that include of RPG, Dungeon Crawler and Sci-Fi, These 3 genres came together from games such a *Cult of the Lamb*, *The Binding of Isaac* and *Wall-E*.

WildSmite falls under the broad genre of RPG. RPG elements in the game follow the standard aspects of Levelling and increasing character stats as they progress through the game, gaining experience(XP).

Along with the broad genre, WildSmite also falls under the sub-genre of Dungeon Crawlers & Shmups. WildSmite will be using utilizing Procedural Level Generation for its level design that blends with a Sci-Fi setting, to give our players a great sense of Sensation.

Lastly, WildSmite will showcase characters and level design with Sci-Fi elements such as saturated colours and futuristic visual elements to please our players.

# PLATFORMS

The game will be free to play as a free downloadable game. WildSmite will have public pages to be published on itch.io and will be specifically released for Windows PC only.



# GAME REQUIREMENTS

## / MINIMUM REQUIREMENTS:

CPU: Intel Core i5 or equivalent  
RAM: 8 GB RAM  
GPU: NVIDIA® GeForce® GT 1030 and higher  
DirectX: Version 11  
OS: Windows 10 64-bit  
Storage: 2 GB

## / RECOMMENDED REQUIREMENTS:

CPU: Intel Core i7 equivalent or higher  
RAM: 16 GB RAM  
GPU: NVIDIA GeForce GTX 1060 6 GB and higher  
DirectX: Version 11  
OS: Windows 10 64-bit  
Storage: 5 G

# GAME LORE

WildSmite takes place in an alternate future where humanity the discovery of a super-metal from outer space revolutionized the robotics industry, leading to the development of the most advanced robots that are completely subservient to mankind. These robots cater to every whim of their human masters and are programmed to never turn against them in any way. However, this loyalty does not extend to Earth's flora or fauna, meaning the robots will not take them into consideration when tending to their organic masters. Subsequently, while Humanity prospers in robot-built utopias, the rest of the planet slowly dies as the robots consume its resources at unsustainable rates. The robots are particularly hostile towards animals, frequently abducting them for a myriad of reasons. These experiments include but are not limited to genetic modification, cyber-augmentation, forced evolution, drug testing, etc.

The players take control of two such animals, who were rescued from the robots' captivity, to a camp inhabited by other animals who were experimented on by the robots. The camp is located deep in the forest, which the robots have yet to move into, thus making it relatively safe for the animals to hide in and head out on expeditions to fend off against the machines.

# TARGET AUDIENCE

The target age range the project is aiming for are ages 15 – 21. Its target market is for players who are interested in combat oriented, co-op, dungeon crawl, and Sci-Fi action adventure games that players as audiences can enjoy for entertainment value.

# NOTABLE FEATURES & UNIQUENESS

## PROCEDURAL LEVEL GENERATION

The game's levels are designed as a system instantiating procedural generation. The levels are loaded in random room prefabs so that all assets are placed in fixed positions. The level design consists of four layouts for the room prefabs. The procedurally generated rooms will follow four street layouts as roads surrounded with buildings following the science-fiction setting.

There are three to five room prefabs max for each layout. Room prefabs can be classified as room templates. The room prefabs come in a variety of colouring to bring more life towards the level design's aesthetic visuals.

## GAMEPLAY VARIETY IN A SCIENCE-FICTION SETTING

What makes this game unique in comparison to other modern era games is that it presents a looped gameplay experience through a procedural level generation within a randomly generated ranged number of enemies within the levels. While combining melee and ranged combat, play styles with a cooperative multiplayer experience from a top-down perspective. The game is able to representatively demonstrate differentiating play style experiences through a linear game flow for players.

Following the game's narrative background, the game is set in a world that contrasts between a utopian perspective for humans but is a dystopian environment for animals in reality. In this setting, robots have taken over the world and control all of humanity's purpose towards contributing to the natural order of earth, which puts the natural habitat of animals in danger.

## VISUAL AESTHETIC

The game's visual aesthetic is a combination of stylized and cel-shaded elements. While demonstrating a toon like representation throughout the gameplay experience, the aesthetic aims to portray a sensational colourful world with vibrant elements of a utopian environment.

# GAMEPLAY

## OVERVIEW

The game's core loop gameplay is played through procedurally generated levels labelled as expeditions, where the player(s) have to defeat enemies and reach the end of the level. Return to their home base after deployment, where they can select a new level to head out to. The player's primary objective throughout the game is to upgrade their character's stats through experience gathered from the enemies they have defeated during deployment.

## ONE MINUTE OF GAMEPLAY

- At the home base area, we (Player 1 & Player 2) can select expeditions.
- We are provided with multiple points on a map, each of which expand when we select them.
- Each icon has some information next to it about the difficulty of the area. And the Recommended LVL of the player. We decide to select the one that appears to indicate medium difficulty.
- Upon selection, we are put into a level. Moving around, we can see that the area branches out.
- Going to the left, our mini-map updates to show the new area we just entered as enemies discover us and attack.
- I attack 2 enemies to the south, while player 2 goes for the enemies to the east.
- Holding in the ability button I charge up my AoE attack and on release defeat all the enemies in proximity to my character.



- Repeating this process a few times with other areas, we finally find the Extraction point to complete the level. Walking to the zone, we are met with a level complete scene
- On the screen we can see how much XP we gained for completing the level as well as the XP earned from defeating enemies.
- My XP bar fills up and indicates that I have now levelled up, with my stats updating with new values. Player 2 did not earn enough XP to level up and is only a ¼ of the way on their bar
- Moving to the next screen as I levelled up, I am now made to choose how to allocate stat points. Next to each stat is a plus and a minus button that lets me select how many points to put into that stat.
- After allocating my points, we continue and find our characters back at the home base area.

## SETUP

Upon starting the game, players will be presented with the Main Menu that provides them with the following options:

- New Game
- Load Game
- Settings
- Exit Game

“New Game” option creates a new save and brings players to a new menu, where they get to choose between playing Solo or Co-Op. If playing alone, players will select Solo. In order to play Co-Op, there must be two players that are both connected to the same system in order to select that option.

They are then taken to the Save Slots to select what slot to use for the Save.

This choice is then locked into their save and cannot be changed in the future. A second player cannot simply join their friend if they are playing on a Solo Save. A Co-Op save, will always need two players connected to the system in order to play on that save.

“Load Game” option allows players to continue their game from where they left off. Players will be able to select which save game they want to play on. This will enable them to have a Solo Save and a Co-Op Save for when they wish to play with a friend.

## OBJECTIVES AND REWARDS

PLAYER ACT	OBJECTIVE	REWARD
Playing a Level.	Reach the end of the level.	Gain Experience
Terminating enemies in deployment levels.	Kill the enemy engaged during combat.	Gain Experience
Gaining Experience during gameplay	Reach Experience Milestones	Level Up & Gain access to higher difficulty levels
Allocate Stat Points	Improve Character	Progress to more difficult levels
Playing the endgame level.	Defeat the boss.	Game Completion

# MECHANICS

## CO-OP

The game can either be played solo or Co-Op with a friend. This choice is offered starting a game and cannot be changed later. This means that a second player cannot join a solo player save and vice versa. Additionally, in order to play Co-Op, two input devices must be connected to the PC before this option can become available. Currently, the game will support a combination of Keyboard-Controller or Controller-Controller.

Both players start off with the same base stats, but each player will level up independently of one another and spend their stat points differently. This allows players to create individual play styles that may or may not differ from each other.

## PLAYER

### / CAMERA

The Camera will follow a top-down perspective on the player to give them a good view of their surroundings, with the camera constantly shifting to keep the player character within the centre of focus.

### / ACTIONS

Along with the basic movement capabilities of the player will also be capable of the following:

- Dashing – Cover a large distance in a brief instant
- Sprinting – Holding in a dash cause the player to transition to a sprint
- Melee Attack – Attack enemies in proximity to the player
- Ranged Attack – Attack enemies from a distance with projectiles
- Ability Attack – Attack enemies within a spherical radius of the player

### / CO-OP

With Co-op, two players will be active in the game. With this in mind, some functionality is adjusted to accommodate the second player. The camera will now keep both characters within focus, using zoom to keep both in view and boundaries to keep them from going too far apart from one another

## COMBAT

### / OVERVIEW

Combat in WildSmite is action based. Players can attack either up close or from a distance with their attacks while Enemies can do the same, however certain enemy types can only attack in certain ways.

## / PLAYER STATS & LEVELLING

During Levels, players can obtain experience through defeating enemies as well as completing the level. The amount that players obtain is dependent on the difficulty of the level that they selected, as well as the type of enemy that they defeated.

Once their experience reaches certain milestones, it will cause them to level up, which increases their stats by a base amount as well as provides the players with points to further increase their stats in a more focused direction of their choice.

STAT	DESCRIPTION
Level (LVL)	Quantified stage of progress of a player
Health (HP)	The amount of damage a player can take, regenerates out of combat
Stamina (STAM)	Consumed to perform certain actions, regenerates out of combat
Melee Attack (MATK)	The amount of damage a player deals in melee combat
Ranged Attack (RATK)	The amount of damage a player deals in ranged combat

\* It should be noted that MATK also determines the player's damage for their Ability attack, while RATK determines the radius of the Ability attack.

Players will level up when their experience reaches the following values:

XP MILESTONE	LEVEL
100	2
140	3

200	4
280	5
390	6
550	7
770	8

1080	9
1510	10

Upon Levelling up, the values for a player's stats are increased:

STAT	INCREASE ON LEVEL UP
HP	+ 10
STAM	+ 10
MATK	+ 4
RATK	+ 4

Along with the base increases, players will also be provided with Stat points to selectively increase their stats in a manner of their choosing:

<b>STAT POINTS PER LEVEL UP</b>	+ 6
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STAT POINT CONVERSION RATE	
HP	+ 10
STAM	+ 10
MATK	+ 2
RATK	+ 2

## / ENEMIES

During combat, Players will face any of the following Enemies:

ENEMY	DESCRIPTION	
Melee	A standard Enemy that only attacks the player up close	
Ranged	A standard Enemy that only attacks the player from a distance with projectiles	

Tank	A Miniboss Enemy that blocks the way to the next area. It doesn't move, but has both melee and ranged attacks. It also summons 2 standard enemies that have higher than normal stats	
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### // Melee

A standard Enemy that only attacks the player up close. Melee Enemies will get close to the player in order to attack, after which they will promptly retreat and attempt to maintain their distance until their next attack. Melee enemies are capable of the following attacks:

Swing	They will throw their arm towards the player in a sideways arc	
Spin	They will spin their arms around their body, hitting any close by players	
Jab	They will punch out their arm in the direction of the player	

### // Ranged

A standard Enemy that only attacks the player from a distance. Ranged Enemies will try to keep distance from the player in order to attack. While doing this, they will occasionally shoot at the player and move to the sides. Ranged enemies are capable of the following attacks:

Single Shot	They will shoot a simple	
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	projectile towards the player	
Tri Shot	They will shoot 3 simple projectiles in the general direction of the player	
Homing Shot	They will shoot a projectile towards the player that will track and home in on the player	

## // Tank

A Mini-Boss Enemy that acts as a rare encounter for players. Tank Enemies remain stationary but switch their attacks depending on the distance of the player. Tank enemies are capable of the following attacks:

Smash	They Raise an arm overhead and then bring it down, creating a small AOE attack where the arm lands	
Shoot	They will shoot 3 simple projectiles in intervals towards the player for a fixed duration (e.g. 10 sec.)	
Summon	They Summon Regular Enemies as reinforcements against the player	
Swipe	They throw their arm out in a sideways arc in front of them.	

## // Boss

An Enemy that acts as the final challenge for players. Just like the Tank Enemy, the Boss does not move. It follows the same behaviour as the Tank, however its attacks have increased in scale and intensity. The Boss Enemy is capable of the following attacks:

Shockwave	They send a radial blast around them that requires the player to dash in order to not take damage	
Summon	They Summon Regular Enemies as reinforcements against the player	
Smash	They Raise all arms overhead and then bring them down, creating a small AOE attack where the arm lands	
Swipe	They throw their arms out in a sideways arc in front of them.	
Flurry	They rapidly shoot projectiles in all directions for a set duration.	
Projectile Bombing	They will shoot explosive projectiles out in front of them sequentially.	
Gatling	They rapidly shoot projectiles at the player for a set duration.	



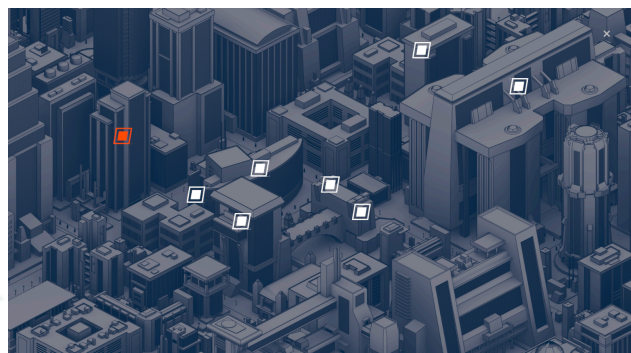
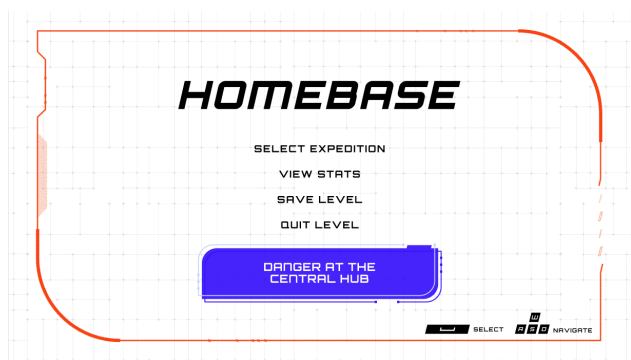
## LEVEL GENERATION

Levels are generated procedurally using a library of prefabs with various road layouts. This means each level will be unique in the way that players will traverse them, as well as the encounters that players will have within said level. The average amount of rooms will scale as the player progresses, requiring more exploration in order to clear enemies and find the exit.

# Game Design

User Interface

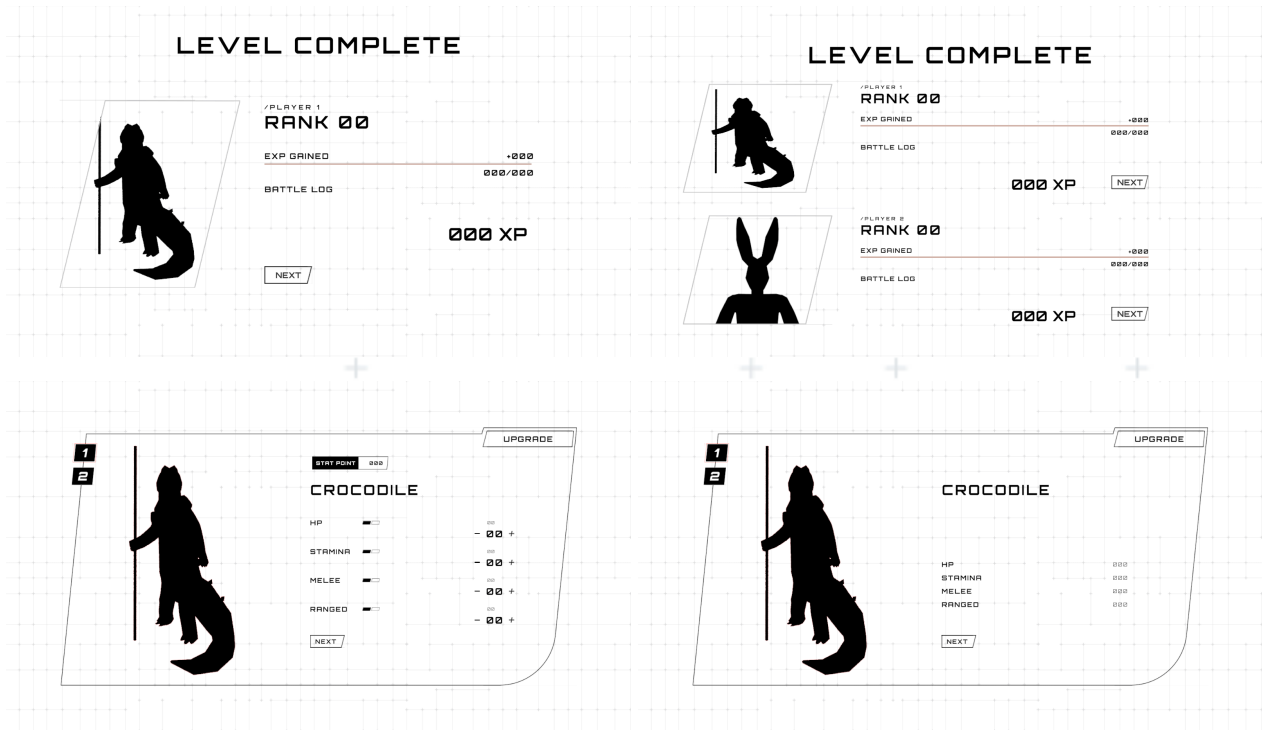
/ Menu



# / In Game



# / Levelling

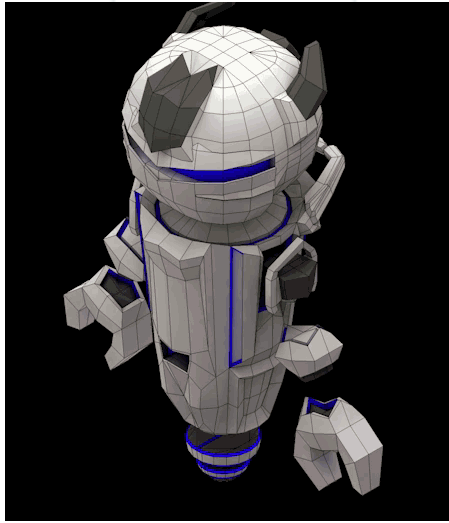


Character Design

**/ Player**



# / Enemies



# Project Management

✚ Wild Smite Production - Task Breakdown

✚ Trimester Schedule

✚ Production Daily Updates

☰ Meeting Minutes / Wild Smite Production

✚ Scrum Meetings