Examen Gameplay

Project plan

Inhoudsopgave

Planning

Dag 1:

Planning maken

Concepten

Begin MDA

Dag 2:

MDA afmaken

Formele elementen

Gameplay elementen visualisaties

DAG 3:

Begin paper prototype

Test paper prototype

Dag 4:

Paper prototype

Test paper prototype

Conclusie

Concept

My concept is a 3D 3de person hack and slash game together with a card system like "Slay the Spire". The Super Hero in this game will be a guy that can manipulate time, because he can manipulate time I choose for proposal 2: Fight like Spider Man. The idee I have for this proposal is a sort of "Vision" like system from Xenoblade Chronicles. When an enemy is about to unleash an attack other than the standard normal attack or if your about to die, a pop up comes up screen in the right corner, this pop up will display the time left for the attack and what kind of attack it is, it's impossible to dodge these normally.

This is where your time manipulate powers come in, when you press "R2" you stop time for "10" seconds. In this state you can choose cards for a set amount of mana cost (This mana will replenish during the fight), you can choose damage cards, use cards to block those special attacks from the enemy or you can combo cards together for more damage or other effects. When you use a card it will disappear from your "deck" and be replaced by another card if you have more over. These cards are essential to victory so the main challenge of this game is managing your cards and mana. You can get new cards by completing levels or defeating bosses.

The time manipulation super power is a great starter super hero power for a new "MCU" but with games. We can interduce different timelines with other super heroes or go to the future/past of this world for new super heroes.

My target audience is teens and young adults/adults, this will not be a came for 12 and under, there will be blood and killing in the game(not the core kind) and this will be a challenging game.

Inspiration games:

Xenoblade Chronicles: I will be using a similar system to there vision system for the "Fight like Spider Man" proposal. I'll be also using the chain attack bar, when this bar fills up you can do something called a chain attack. I'll be using the bar almost the same way, when you fill the Time bar, you stop time like normal but, your cards are now stronger than normal.

Slay the spire: I'll be using the card system from this game/any other card game. You have a set number of cards in your "hand", you can use it to deal massive damage, block special moves from the enemy or other utility that you need. These cards cost a set amount of mana(this can be changed with cards). You can only choose cards in your time stop ability. You can get new cards after defeating a boss or completing levels.

Elden Ring: I'll be using a similar combat system as Elden Ring. What I mean with this is the, roll, heavy attach, light attack, parry and roll mechanics from that game. Every thing you do takes stamina, even your time abilities. The player needs to have "50%" of there stamina left to activate the time stop ability. Heavy attacks take more stamina than light attacks, the player can roll to dodge attacks. The first few frames of the roll animation the player has invincibility, this roll of course takes stamina so if the player only rolls he will get punished because he can't attack or use his time stop ability until his stamina replenishes.

Some card ideas:

Roar of Time: massive AOE damage card;

Time bind: targeted enemy can't attack for "5" seconds card;

Time Dragon: massive damage card;

Speed of Time: increase your speed by "100%" card;

Time weapons: your weapon changes to a time weapon, this weapon lasts for "30" seconds;

- **Time Sword:** The time sword gets "50%" more base weapon damage than the equipped weapon.
- **Time Spear:** The time spear has a "50%" longer reach than normal spear but only has "20%" more base weapon damage than the equipped weapon.
- **Time Bow:** The time bow gets "25%" more base weapon damage than the equipped weapon. The time bow also has a charged attack, hold the light attack button for a additional "200%" DMG bonus for that one shot.

Story for this game:

Once upon a time, a boy was born with a extraordinary ability; Time manipulation. He grew up wanting to be a super hero, thanks to comics he reads. Now this dream is fulfilled and is the super hero of his planet. He had to overcome some very difficult events before he could be the hero of the planet. Now our story begins with his first obstacle. He just became the hero for his own city by repelling his main enemy; Archibald. Archibald is a guy who wants to destroy the world with his Space manipulation powers. This power came from a race of demons, they manipulated Archibald to there evil ways and gave them this power. Now he's back for revenge and send them both too the world of the devils and demons. Archibald, the demon and the devils are all out too kill him and destroy the whole world. Our main protagonist now needs to defeat Archibald in the demon realm or the whole planet is doomed.

Game design

MDA:

The game will contain (mechanics):

- **Controls.**
  - Move/. The player can use the left joystick to move.
  - Camera turning/. The player can use the right joystick to turn the camera.
  - Light attack/. The player can press "Circle" to do a light attack.
  - Heavy attack/. The player can press "Triangle" to do a heavy attack.
  - Roll/. The player can press "Square" to roll.
  - Jump/. The player can press "X" to jump.
  - Time bar control/. The player can press "L2" to active the Time ult.
- **Time stop.**
  - Activate/. Player needs to press "R2" to activate the time stop.
  - Stamina/. Time stop can only be activated if the player has "50%" stamina over. Stamina will not be consumed.
  - Time/. When you activated the Time stop, the player stops time for "10" seconds. The player can still move in this time and attack.
  - Cooldown/. After the time stop ends, the player can't use it for "1 minute".
- **Card choosing.**
  - Time stop/. When the player activates the time stop, the player can start choosing cards.
  - Navigating/. The player can use the D-pad to navigate through the cards.
  - Choosing/. When the player wishes to use a card, the player can press "R1"
- **Combat.**
  - Light attacks/. Light attacks are faster than Heavy attacks but deal less damage. Light attacks are quick.
  - Light attack Ability%/. Ability% is "10%"
  - Heavy attacks/. Heavy attacks deals "2x" more base weapon damage than a light attack, but is very slow.
  - Heavy attack Ability%/. Ability% is "250%"
  - Roll/. Roll is used to dodge enemy normal attacks.
  - Roll special move/. Enemy special moves can't be dodged with a roll.
  - Invincibility roll/. The player has invincibility for the first few frames of the roll, unless the player is getting targeted by a special move.
  - Stamina/. Every button input cost stamina. Heavy attacks uses "50%" more stamina than light attacks. You have "100" stamina points.
  - Stamina replenishment/. Every second in battle or out of battle replenishes "1" stamina point, until max has been reached.
  - Mana replenishment/. Every "5" seconds in battle or out of battle replenishes "1" mana point, until max has been reached.
  - Time bar/. When you use a card in the Time stop state it fills the Time bar. Every card fills the time bar by 30 points. When you have filled up the bar, the player can enter the Time ult state.
  - Time ult/. In the Time ult state time will be stopped for 200% more time than the normal Time stop ability and all cards will become 200% more affective. Dealing more damage or extending the time duration.
  - Special move enemy/. The enemy can do a special move to deal a lot of damage to you.

- o Special move enemy condition/. The boss can only use his special move after he has lost 50% HP. When this threshold has been reached he immediately does a special move.
- o Special move enemy use/. After the first special move has been used, the boss can't use a special move for "1 minute" and after that time he has a "25%" chance every "10" seconds to do another special move.
- o HP/. HP doesn't replenish in the level. You can only restore HP by beating the level and choosing the next. You start all levels with full HP.
- **Weapons.**
  - o Swords/. Swords have the highest base weapon damage of all weapons.
  - o Bows/. Bows have the lowest base weapon damage of all weapons but, the player can shoot the enemy from afar.
  - o Spears/. Spears have lower base weapon damage than swords but have more reach than a sword.
- **Stats.**
  - o Base weapon damage/. This is the main stat of a weapon.
  - o ATK character/. This is the attack stat of the character.
  - o ATK%/. ATK% is given by skills that you have or artifacts.
  - o DMG bonus%/. Some cards/skills and other thing give you a DMG bonus modifier.
- **Formulas**
  - o ATK base/. ATK base = ATK character + Base weapon damage.
  - o ATK/. ATK = ATK base X (1 + ATK%).
  - o Outgoing DMG/. Outgoing DMG = (ATK x Ability%) X (1+ DMG bonus%)
  - o **DEF:**
    - ▪ DEF enemy/. DEF = 5 X $LEVEL_{Enemy}$ + 500.
    - ▪ DEF player/. DEF = $DEF_{Characters}$ X (1 + DEF Bonus%) + DEF Flat Bonus.
    - ▪ DEF DMG Reduction/. DEF: DEF + 5 X $Level_{attacker}$ + 500.
    - ▪ DEF multiplier/. $(Level_{Character} + 100) : (Level_{Character} + Level_{enemy} + 200)$..
  - o RES multiplier/. RES multiplier = 1 − RES%.
  - o Incoming DMG/. Incoming DMG = Outgoing DMG x DEF multiplier x RES multiplier x (1 − DMG Reduction%) - DEF DMG Reduction
- **Cards.**
  - o Mana/. Mana is used to activated cards for a certain cost. The max mana you can have in the beginning is 10.
  - o New cards/. You can get new cards by defeating bosses. After you defeat a boss you have a choose between 3 cards. The player can only choose 1 or non.
- **Visions.**
  - o Visions/. The player can get a vision if the boss uses a special move, if the player is going to die with the next attack or the enemy buffs it self.
  - o Vision time/. Vision will occur 15 seconds before the attack lands. The player can roll out of the way or use a card to stop the attack.
  - o Vision info/. When you get a vision the player can see the amount of damage the attack will do and the time left till the attack.
  - o Vision info buff/. A vision will appear if the enemy buffs it self, this will appear for 5 seconds and then disappear. This vision shows what kind of buff with a skill you can unlock.
  - o Vision time slow/. When a vision pops up, time moves at half speed for the first 2 seconds of the vision. This is a indicator that a vision pop up happened
  - o Vision attack indicator/. If a vision occurs from a normal attack, the player can see where the enemy will strike.

- **Time bar.**
  - Time bar/. The Time bar is full when the player has 300 points.
  - Time bar segments/. The time bar is split up in 3 sections.
  - Time bar usage/. The time bar can be used to activate the time ult or to play more powerful cards in the normal time stop.
- **Level select.**
  - Level map/. Map where the player can choose levels.
  - Level path/. Player needs to beat the level to be able to choose the next.
  - Level Story/. All levels begin with some story scenes.

The player will (dynamics):

- The player needs to fight bosses and other enemies to progress in the game.
- The player will collect new weapons, armor and artifacts to become more powerful.
- The player will face challenge after challenge from new bosses.
- The player will try and be carful how they use the time stop and time ult skills.
- The player will try to manage their cards well, their normal and heavy attack will now be enough to kill bosses.
- The player will try to avoid taking much damage from the normal enemies to have as much HP for the boss.
- The player will try to optimize Stamina consumption and Stamina replenishment.
- The player will try to get the best out of there visions to avoid taking damage from the special moves and avoid dying.
- The player will try to get as much out of there character as possible.
- The player will try to get the best cards there are in the game.

The goal of the game will be (aesthetics):

- **Fantasy**
- **Challenge**

Formal elements:

Player: Player vs game

Objectives: Defeat bosses and go further in the story.

Producers:

- *Starting:* Player selects level and the selected level will be loaded;
- *Progression:* Player uses controls to move around and attack his enemies;
- *Special*: The player can activate the time stop ability, this will stop time and allows the player to select cards from his hand. The player can get visions before a special attack from a boss or when the player is going to die, the player will be able to react to these.
- *Resolving:* Upon deafening the boss, the player will have completed the level and get go to the next level.

Rules:

- The player must defeat the boss of a level to progress further in the story.

Resources: Enemies, bosses, player character, armor, bows, spears, swords, artifacts, skill points, time bar, health, stamina,
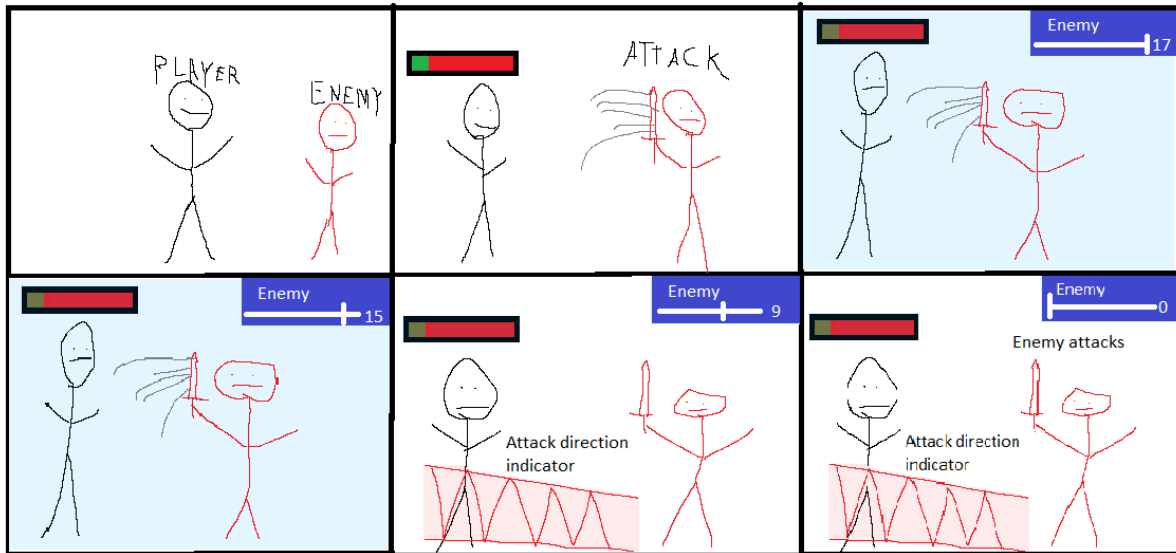
Conflict: Card management, bosses and other enemies, time ult management,

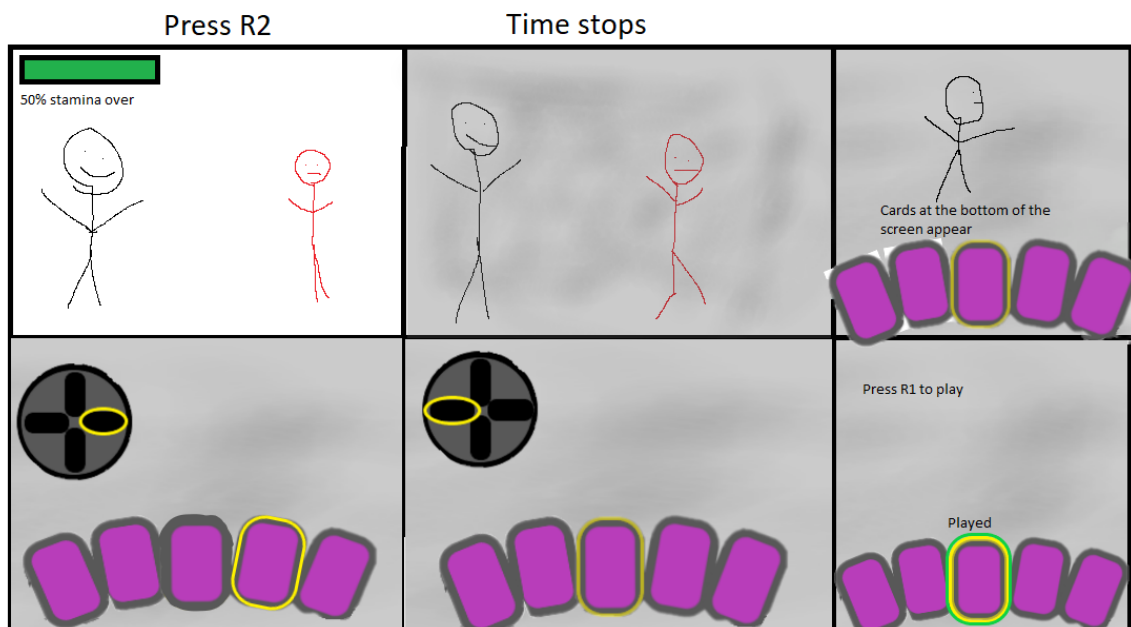**Boundaries:** Invisible border to keep player in level.

Outcome: The player wins when defeating the boss of that level. Or, the player (rage) quits.
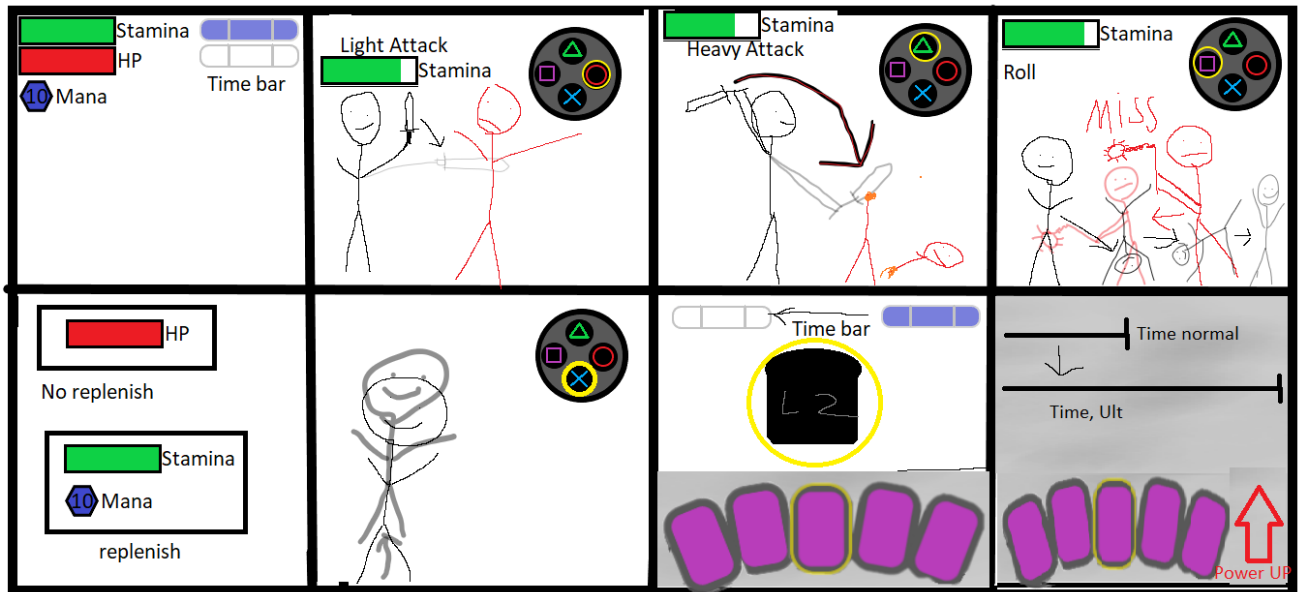
Gameplay elementen visualisatie:

Vision system:

Time stop system:

Combat:

Stamina

HP

10 Mana

Time bar

Light Attack

Stamina

Heavy Attack

Stamina

Stamina

Roll

MISS

HP

No replenish

Stamina

10 Mana

replenish

Time bar

L2

Time normal

Time, Ult

Power UP

Conclusion

Question:

Is it possible to defeat a boss with the mechanics of the game?

Answer:

Yes, it is possible to defeat the boss. It is very hard to do and you really need to manage your equipment/weapon/skills/cards/stamina/mana/health. Without these its almost impossible, but still possible.

Extra information:

"4" = This means it's a number than can be changed letter if needed.

Vision/. = You can find this every where in the mechanics section. This is a easy way to search for a mechanic. Example: Press ctrl + F, search "visions/" and there you go, here is the visions mechanic.