
Void Breach

GAD320 Senior Project
Game Design Document
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Description:

Essence Statement:

Emotional Style And Tone:

Design Pillars:

Core Mechanics:

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Introduction

Description:

Void Breach is a 2 player cooperative first person shooter in a sci-fi setting. It's set up around objective / goal based gameplay, where the players must complete their task as quickly and as efficiently as possible. A run & gun combat style supports this pillar, with minimal cover and many weak enemies between the start and the end.

Essence Statement:

"Quick and clean: get in, shoot them, get out, and try not to get shot yourself in the process."

Emotional Style And Tone:

Science fiction action movie

Target Audience:

First and foremost, people with friends with conflicting schedules and not much time to play together, or people who do not have much time to sit down and play in general. Game time and combat is relatively short (shortening the amount of time needed to play is part of a player's goal after all) so it's meant to be flexible.

Teens and up would play it because of the violence, alongside those who are fans of science fiction games and the combat dynamic of DOOM 2016 and DOOM Eternal.

Design Pillars:

Running and gunning gameplay style: The players have plentiful health & healing, minimal cover, and “paper thin” enemies. The enemies are not there to kill you, they are there to slow you down. Therefore, eliminating enemies and navigating the level must be done at the same time in a DOOM 2016-esque style.

Executing targets and plans: The players have a phase before the game begins where they can analyse a basic view of the level, and are able to formulate a plan to get from A to Z in the quickest route possible, alongside making planned detours when something goes wrong. A timer is always present throughout the level, keeping track of how long it took for the players to complete it.

Army of two: The players are meant to be able to work together, which implies each has flaws that the other covers, yet they still must be strong enough together to push through resistance easily.

Core Mechanics:

Player Basics:

1. Both players can sprint, with their movement speed being doubled, for an unlimited amount of time. The Pathfinder requires the left movement stick to be clicked to activate it, while the Ranger uses the left Shift button.
2. Player 1, the Ranger, has a rifle that fires three bullet bursts and a 30-round magazine, while Player 2, the Pathfinder, has a 6-shell pump shotgun. Both players have a secondary pistol which they can switch to with either the “Y” button on an Xbox controller (Pathfinder), or with the scroll wheel on the mouse (Ranger).

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3. The Ranger has two different grenades: one which deploys a temporary barrier for cover that has health, and one that blasts away anything nearby on impact, thereby displacing enemies from cover. The Ranger can switch between these two grenades with keys 1 & 2.
 4. Both the Pathfinder and the Ranger have a secondary health bar combined with their regular 100 health bar. These health bars have 150 points each, but they also regenerate back to full when no damage is taken for a while. The regular 100 health does not regenerate, and would need a health pickup to heal.
 5. The Pathfinder has a minimap on the bottom left for them to use to help navigate themselves and the Ranger, and since only the Pathfinder has it this creates the need to communicate with their partner.
 6. Enemies are equipped with a variety of weapons, from shotguns to rifles to assault rifles, and an enemy commander utilizes a pistol. They're set with the default 100 health, movement, etc, and they are not meant to be particularly iconic or memorable. The players are meant to burst through them quickly.

Non-player-based mechanics:

1. Enemies add a certain amount of points to an unseen score, which is displayed at the end of the combat. The most common enemy adds 10 points, with other stronger enemies having a score of 15, 20, etc based on how much rarer they are compared to the most common enemy.
 - a. Enemies also drop health & ammo pickups which can be used by either player.
2. Some doors will be locked until the nearby power source is destroyed, causing it to open. The power source itself will be in the same room, nearby, and one-and-a-half times larger than the base player size. They will also only have about 10 health. All these factors together allows for the player to easily locate, shoot, and continue through the locked door without stopping.
3. When a level is selected, a basic graphic that shows the layout will be shown. It can be drawn over by either characters using a cursor, with the Ranger player using a red color and the Pathfinder character using a blue color. At the bottom of the layout picture, there will be a button to either go back to level selection, or play this level.
4. The level will have a displayed timer which counts how long the players have been in the level, and will start once a 5 second countdown ends. The 5 second countdown is for the players to ready themselves before the level officially begins.

Controls:

Pathfinder:

Revive / Interact: Q

Interact With Tech: E

Fire Weapon: Left Click

Sprint: Left Shift

Jump: Space

Tag Enemy: Right Click

Reload: R

Main Weapon: 1

Sidearm: 2

Ranger:

Revive / Interact: Face Button B

Fire Weapon: Right Trigger

Sprint: Left Thumbstick Button

Jump: Face Button A

Reload: Face Button X

Switch Weapons: Face Button Y

Throw Grenade: Right Bumper

Grenade Switch: Left Bumper

Charge Ability: D-Pad Up

Engine Selection:

Unreal Engine. I have more experience with it than with Unity and it allows me to not start completely from scratch. I'm familiar with it's asset store and how to implement it's assets, and it's friendlier overall to creating an FPS when it already has a template for it.

UX Experience:

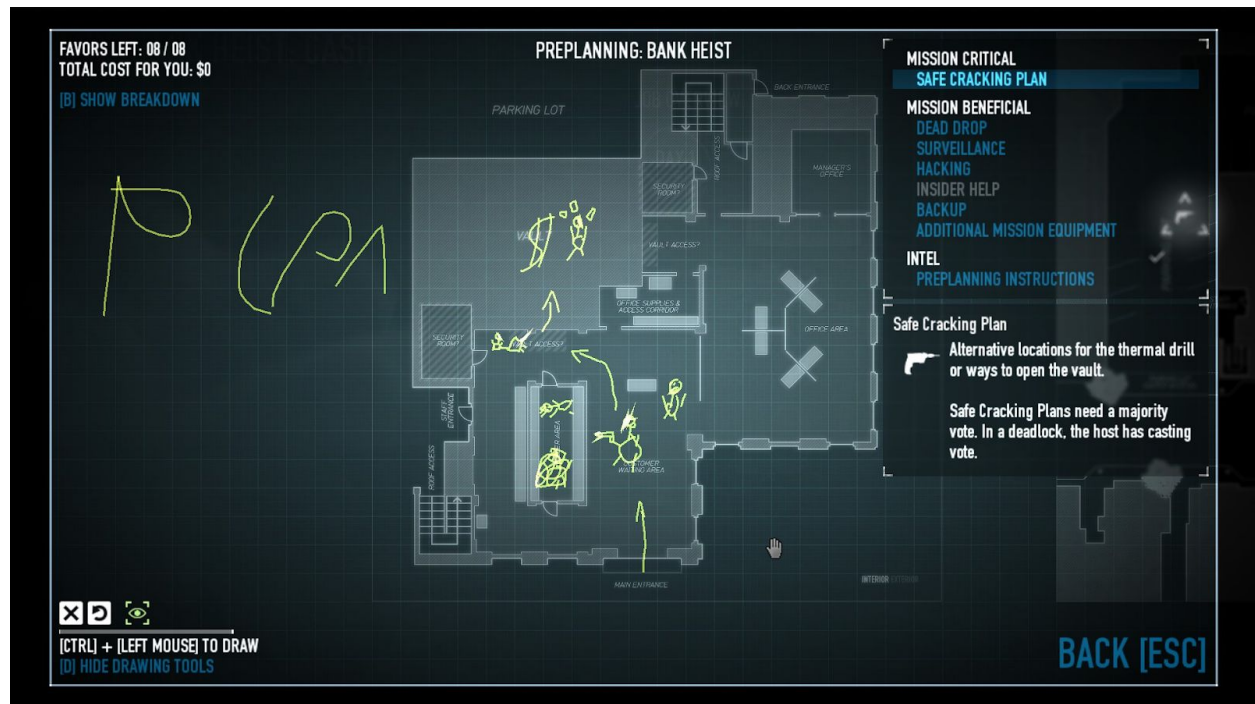
1. Main menu
2. Level Select
3. Planning Phase
4. Combat / Level Playthrough
5. Final score screen
6. Return to main menu

Art / Inspiration:

(6:42 for principle inspiration)

<https://www.youtube.com/watch?v=cPkVOqa0DXM>

Payday 2 Planning Phase



Endless Space: Vaulters Faction ([Art Featured In Official Trailer](#))



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