Game Design Document
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Project 3 Team 3 Sprint 6

Concept:

The concept behind Kill Steal is to create a four-player party game for the Nintendo Switch. The premise would be to have the four characters fighting the boss and each other for the last hit on the boss. The game would be based around boss-based combat, where the boss is fighting off its attackers, and the players would use skills and weapons found in the arenas to complete this task. Kill Steal would be primarily developed for the Nintendo Switch, as that is the primary location for party games, in addition to the ease of access switch users have to a game market with the Nintendo E-Shop. The art style we chose would use a simpler, using fewer and bolder colors, meaning it would be easier to animate. Games such as Castle Crashers follow this style heavily and would be used as inspiration for our bosses and characters.

Intent:

The intent behind Kill Steal would be to create a fun, fast paced party game for the Nintendo Switch. This game would appeal to the people who like easy to pick up party games. This works well with the switch's portability and tabletop mode for players, but also works well for the docked mode as well. People who enjoy games like Castle Crashers or Monsters and Monocles would have fun playing Kill Steal because it is a similar style.

Target Audience:

Our primary audience would be the people who enjoy these easy to pick up party games. Castle Crashers follows this very well as there is a cap of four players on one screen and they play cooperatively to complete objectives. In addition, the game is tailored to a more competitive audience, so we would be able to have that as a secondary audience. Players who love to compete against their friends in games such as Super Smash Bros. would find this game similar, but not to the same extent. Kill Steal would try to get close to that level of competitiveness, but not so much so that the game is primarily focused on that aspect.

We aim to target our audience primarily to anyone between the ages of 18-24, as they would find the most enjoyment from beating their friends, competing to get that last kill against them, and scoring the most kills against the boss. While it is shown as a party game, it would get the most enjoyment from those who are more interested in the more competitive side of the game.

Monetization:

The primary sources of monetization would come from people buying the game and our Kickstarter fundraiser. We would sell it for $20 on the Nintendo E-Store and, after Nintendo takes their cut, would give us about $14 per copy sold. Using the money from our Kickstarter campaign would help soften the costs of development, giving us ample funds to further develop Kill Steal past release. We would use this to develop further any more expansions for the game

before official release and use any remaining funds to help develop DLC's or any big updates that would come for the game past our determined release date.

Marketing Approach:

The primary approach for marketing would be through ads online and on popular social media sites such as Facebook, Twitter, and YouTube. We would also use Kickstarter and a website for the game as a central location for anyone who backs the game or who is interested in buying. Using the sites, they could look into any social media accounts that the game is associated with, in addition to Kickstarter where they can back our project in pre-production. We also plan to send out review copies to online reviewers and content creators, in addition to going to game conventions to further put our name out there for people to see. Conventions such as the Montreal International Game Summit or PAX East would help bring more people to our game and hopefully allow more interest to grow as the game nears release.

Content:

The game takes place in the mythical land of Icloria, where humanity split into a world primarily focused on magic and magical science. The magic is primarily controlled by the upper class, who have access to pristine magic academies throughout the world. The primary goal is to ascend to a certain point where they can transform their physical forms into dragons, where they can reach a point of magical mastery.

The Eeval Corporation is a company focused on bio-engineering to help society, however, they have a darker side. Secretly, with the help of "hired" dragons, they are trying to artificially augment the bodies of people without using magic, to the point of dragon status. CEO Damion Bones is spearheading this project and won't stop until he is able to become a dragon at will, without the need of magic. However, the dragon they "hired" learned that he is being used for such purposes and is furious. So much so, that he rebels against his captors and goes rogue. He begins to create amalgamations of creatures to attack his "boss" and try to destroy his research.

The player is one of four mercenaries hired by Eeval Corp. to stop the dragon from destroying the companies research of magic augmentation. Together with your allies, you must defeat the dragon's monsters to reach him and stop him once and for all.

Player Motivation:

The main motivation for players in Kill Steal is to get the final hit on the boss. This is accomplished by out-thinking and out playing the opponents by using a variety of power ups, melee attacks, and ranged attacks to disrupt your friends and harm the boss. Some obstacles that come from this are mostly created by the boss. The boss will attack the players to stop them from getting the final blow. This is done through a series of bullet style attacks or stage hazards such as lava or poison zones.

Game States:

The game states for Kill Steal are based around three factors: Levels, Bosses, and Attack patterns. In total, we have three levels for the player to play in, being the Dungeon, Sludgelands, and Crystal Caverns. Each of those levels has a boss that spawns in attacking the players once the game begins. Finally, there is the attack patterns for each boss, as once they reach 50% health, the boss becomes "enraged" and uses a new set of attacks in a desperate attempt to stop the players from attacking. In total, we have about 12 game states for the players to experience (not including win/lose states).

Mechanics and Systems:

- Player:
    - Movement: move with the joystick
    - Inventory:
    - Power ups: use the D-pad to use different power ups picked up
        - Ranged attack: Root in place and deal ranged damage for a short amount of time
        - Javelin Throw: Root in place and throw a javelin that condemns other players and pins the to a wall
        - Slow bomb: Place a mine that, after a few seconds, puts an area that slows other players inside
        - Speed Boost: Increase player speed for a short time
        - Attack Speed Boost: Decrease the delay on attack for a player for short time
        - Attack Damage Boost: Increase the damage a player deals with a melee attack for a short time
        - Berserk Mode: Increase attack speed, damage, and player speed for a short time
    - Attack: Shake the joycon to attack the enemy boss
    - Health: Each player has a set amount of health that, should they lose it, kills them; players are able to respawn over time
- Boss:
    - Attack: The boss has different attack patterns that it uses to defend itself
    - Health:The boss has a set amount of health that, if it is all lost, the boss dies
        - Once the boss reaches. ~50% health, they are given a new set of attacks
    - Stationary: The boss has no movement capabilities, but is compensated with a lot of health, and area of effect attacks
- World:
    - Walls: Walls will occasionally be in the world, blocking players from passing through
    - Power Ups: power ups will occasionally spawn in the world for players to pick up
    - Hazards: Some levels may have hazards that will inhibit or harm the players if they are touched

Game Engine:

The engine we are developing in is Unity, specifically using the 2D tools. Unity 2D is very easy to pick up and has good ways for everyone to collaborate on for the entire team. Additionally, Unity is very good at porting to other platforms, so even though we are currently developing on PC, we are able to send it to our target market, in addition to any other platforms we wish to send our game to.

Art Direction:

The art style we chose would be a simpler style, using fewer and bolder colors, meaning it would be easier to animate because it requires less animation frames. It uses a simpler shape language, meaning it would have a fun style but with sharper edges than it would traditionally. It still has a fun mood, but with more sharp angles it may feel more competitive. Games such as Castle Crashers follow this style heavily and would be used as inspiration for our bosses and characters.
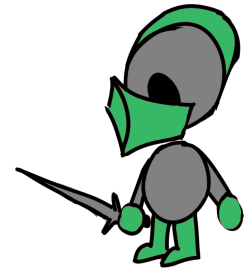
Sound Design:

For music, we aim to have exciting, fast paced music to keep the players on edge, yet having a fun time battling each other and the bosses. Staying away from the wackier side, the music will be a bit more serious, but also still contain the idea that this is supposed to be a fun competition between friends. The main menu music will be a bit more mellow, but have a fun, up-beat sound.

Players will also have feedback noises attached with using items and attacking, which would be more electronically "powering up" sounds for power ups such as the speed power up, and metal clanging sounds for melee attacks. The javelin would have a satisfying "thunk" sound to it when it hits the wall, but with a bit more of a retro feel to it.