Game Design Document

Change Log

1.0		First version of document
1.2		Updated change of engine and platform (Valve Source) +Added shops +Added new characters +Added new gameplay (squads) +New story
1.5	10/16/2008	Updated to reflect new changes: Revamped the story (Merged first story with new characters) Updated the squad gameplay +Added new weapon (crossbow) -Removed the shops + Added "Warrior rage" gameplay

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Synopsis

A game taking place in a primitive culture, you as the hero Azayo must search the secrets of the past to defeat an ancient evil which has returned, in order to save his people from almost certain doom.

Genre

FPS action-adventure game with some puzzle.

Target Audience

The game is intended for a mature audience. Since there will be violence, coarse language and blood. The gameplay will not be for a hardcore audience however. More of a casual to core range.

Target Technology

The game will be based on the Valve's Source engine. The game will be a "mod" as a single player game. And the development will be on PC (Computers)

Gameplay Features

The game will be a mainly a first person shooter in a single player game. There will be puzzles, actions, co-op with NPC. The level gameplay will be linear with 2 alternate endings.

More details on the gameplay section. (Page 15-16)

Settings

The story takes place on an unknown world. There is a conflict between 2 civilizations. One is very advanced but dependant on others and the other primitive but independent.

There are some themes used in the game.
- Africa type savannah with a primitive village
- Jungle
- Ruins into a jungle (Like a Thai temple)
- Underground tunnels, with some waters and concrete
- Underground complex
- Energy complex

Rendering style:

The characters are stylized, similar to a cartoon. Everything is in 3D, and we can use the actual cell shade engine like used in *Team Fortress* to have a look like *Zelda*.

Color styles:

In the hero's world: everything is bright, oranges and brown, dry and nice.
The land of the ancient: everything is dark, wet, dark blue, grey and green and overgrown with vegetation.

Story

Chapter 1: The Village is being attacked (Day / Early morning)

In an unknown time, a primitive village is suddenly attacked by a group of strange creatures that look like the mythological ancient evil of legend passed from generation to generation in the village. (They were velocitors)

From the survivors of the village after the attack, one is chosen by the elders of the village (sages) to seek for the ancient gods that lived in a sacred valley. The fiercest warrior and the hero of the village, is then chosen to be the sacred warrior to seek the ancient, he's been tattooed with sacred symbols of the ancient gods so that they will recognize him. This hero's name is Azayo, he was trained since his first day to protect the village from the beasts roaming the village and has demonstrated his worthiness when the creatures attacked.

At first, Azayo refused to go, insisting to the fact that some other creatures might attack again. But a sage told him. "Azayo, from the legend those creatures were controlled by the gods with their magic. You could protect us now, but with the help of the gods, we would be able to stop them permanently. You must help us this way; we'll do our best to resist them while you seek the gods help. Go now... find them!"

Then the elders pointed the sacred trail leading to the valley of the gods. Very few peoples came back from there, since it's rumored haunted by spirits and that savage creatures are living there. The creatures never entered the village until now.

Chapter 2: Journey thru the jungle (Day)

Azayo then go back to his hut, take his best weapons, recruit a party of warriors including his own wife Alaya, and get food packs before leaving the village. He then enter the trail and into the jungle. On his way he is attacked by some animals. He then find a tomb with engraved symbols like the ones he have and a strange looking temple representation. He's then attacked by a creature riding a lizard "horse" that was patrolling the area.

Chapter 3: The lost temple (Evening)

After journeying through the jungle, he comes upon a path leading up to the temple. Upon entering the temple, he sees an open courtyard with statues in it. As he approaches the statues he is attacked by creatures that appear to be guarding the place. After defeating the enemies a ghost (hologram) of one of the gods appears and congratulates the hero on winning the battle and rewards him with a riddle which will lead him to his next goal.

After solving the riddle, he realizes he must rotate the statues so that they are all facing south. When the statues are in the right position, they lights up. Upon properly rotating the statues a stairway leading underground is reveal with a quick cut scene. A boss creature then comes out of it and Azayo must defeat him so he can use the stairs. After a fierce fight Azayo climb down the stairway entering the underground area.

Chapter 4: The underground tunnels (Night)

Azayo then enters some strange "caverns"(tunnel shaft of a facility) covered with the gods symbols and in the ceiling some strange long magical lights(neon lights) that does not make smoke are aligned to guide the way. Azayo encounters very few creatures there and the areas is a labyrinth. He then ventures into an open area with a big door, when he enters the area some spotlights are triggered on him an a howling sound occurs (sirens).

3 Boss creatures arrive then and tell him he will die, and wonder how he could have gotten there. Azayo must then fight with the creatures (elite warriors). One of them has a golden symbol with an eye.

After the combat, Azayo figures out a way of using the symbol retrieved and it opens the big door. He's now entering the next area.

Chapter 5: The temple of the truths.

Azayo enters the area; once he enters the area it is dark. By some magic, lights start to shine, he sees screens and buttons. Then he sees a big picture in the middle of the room starting to appear with the god's images. (Display screen, having community news from the ancients). Some pictures of Avos talking to his people.

He then start kneel down on the ground and asks for their help. The gods seem to completely ignore him, he then gets back up and listens to the moving pictures. He then discovers that "their gods" are in fact people with great knowledge that lived underground and sent those creatures to get them food. Food in their area started to disappear and they decided to attack the village and get the villager.

Azayo horrified by this decide then he must do what he can to stop them.

Other doors open and suddenly he sees them (false gods) coming out with strange weapons that send projectiles at him. Azayo then climbs in this temple and attacks some of them retrieving a strange weapon and starts using it on them. He decides to navigate further in the temple to find a way to defeat them.

He finds another staircase leading further underground.

Chapter 6: The source of power (conclusion) (Morning)

Azayo reaches the end of the staircase and opens a door. There is guard there, Azayo attacks him and disarms him. The guard tells him "No!! Don't use your weapon in here, you could damage the reactor and destroy us all!!"

Azayo have to decide to ask the guard to give him access at their source of power or kill him and destroy their source of power.

The story will break in two parts from there (alternative stories) – (2 choices)

First Choice (The barbarian)

If Azayo kills the guard: - trigger another cutscene (Azayo fire in the wall where the reactor is and a chain reaction occur, alarm are getting louder and louder, we then see a big light, then another scene with the village seeing the nuclear mushroom and the people thinking that Azayo's has been greeted by the gods and their request acknowledged.

Second choice (The sage)

If he asks the guard: trigger a cutscene: The guard will guide him via the control panel where is two crystal keys that Azayo will retrieve thus shutting down the reactor and their source of power. He then will try to leave (guard will flee once Azayo get the keys) but once he get back at the surface, the leader (Avos) of the people ask that he give them back the keys, they need then in order to survive. Azayo will think a little and propose them to cooperate; by teaching the villagers their magic and him and the village in return will help them survive by helping them at getting food, but they must never attack the village again.

Seeing Azayo ready to destroy the keys, the leader has very little choice, he look back at his counselors and they agree. (They look surprised that Azayo was able to use their tools and they were not thinking Azayo's people had a superior intelligence.)

Azayo then will come back in the village in a accompanied by the "gods" and they will by then live in peace and harmony.

Characters

The characters for this game will be:

Azayo
The Hero

A brave and skilled warrior, picked by his tribe to save them in their hour of need.

Armed with the Spear of the Chosen, he ventures out into unexplored jungles to face unknown dangers.

His mission is to learn the truths of the Ancients and put a stop to their evils.

Azayo's people are very primitive they mostly live by hunting and fishing. The tribes Azayo live in are sedentary but they came to this land as nomads.

Their legends talks about great beings that were able to cast magic and control the creatures, but feared to get into the jungle because of the beasts living there.

That character will be played by the player.

Alaya

Azayo wife and princess warrior

A brave and skilled warrior. Wife of Azayo. She proved worthy of the warrior title multiple times as she helped Azayo defend the village.

Azayo trained her and she's one the most feared warrior among the village as she's very skilled with the weapons.

Her parents were killed in the last attack and she absolutely want to follow Azayo and help him. Since Azayo is her last family.

Stegogre

The burly brawler

This mindless giant is powerful but slow.

They make up for it though with the sheer force of their powerful fist slam.

The Ancients often let them out of their cages to play with Azayo and he often finds them blocking his goals.
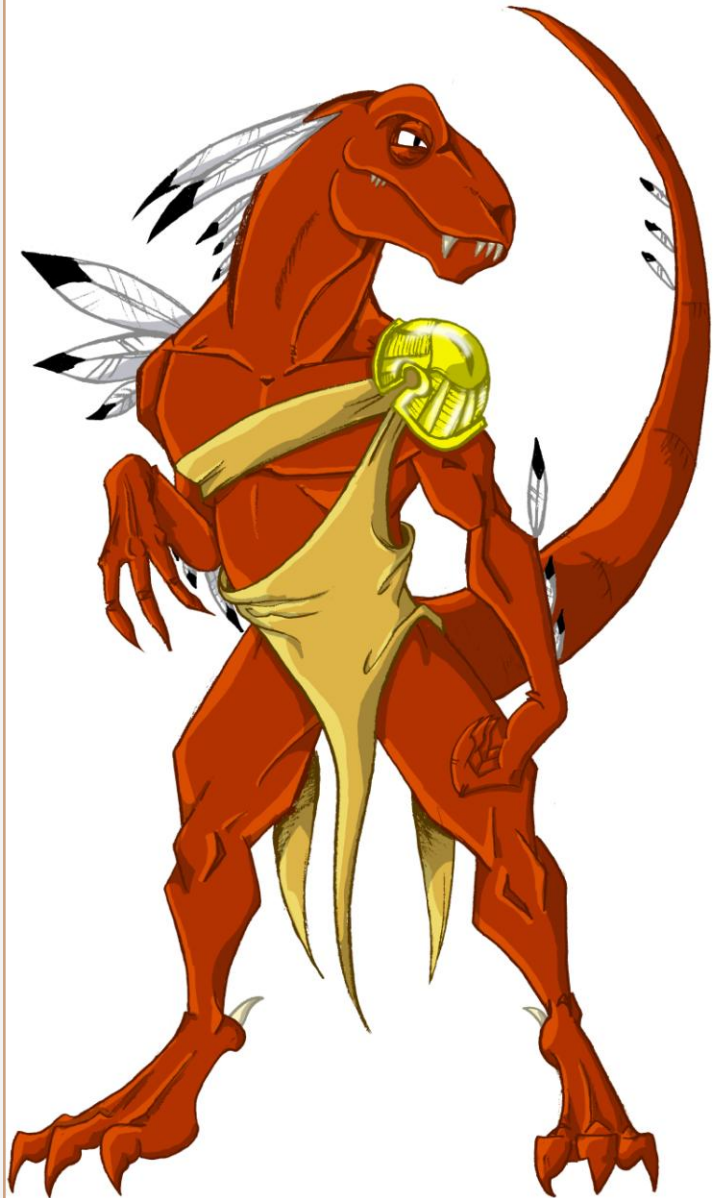
Velocitor

The skilled assassin

Fast moving and often well hidden, they are as hard to beat as they are to spot.

With numerous quick attacks which do fair amounts of damage, this enemy can slowly but surely cut down his enemy?

Controlled telepathically by The Ancients, they are Azayo's constant enemies.

Ancient Hero

Beings of legend

Telepathic beings of great power, intelligence and technology.

These peoples decided to isolate themselves and now live underground. They use other species to retrieve them food, they are mostly unaware of the presence of Azayo's tribe.

They are Azayo's fears and yet his mentors, as they lead him from one puzzle to the other on his quest to learn about them.

They hold an important truth, which Azayo must learn and it will change him forever.

Avos

Lord of the ancients / Lord of Terror

Telepathic beings of great power, intelligence and technology.

Avos is different from the other Ancients as he was breaded to be able to lead his people and also be the strongest one.

He's been informed about Azayo coming to them but don't believe that "this creature" can be intelligent. Once he knows more about the Azayo progress, he decides to test him.

Gameplay

This will be an action adventure, so the player will have to solve puzzles and combat enemies, while exploring the linear levels. There will be 2 possible ending. The character will have to choose what to do at a certain point in the story that will define the ending.

Puzzles:

Most of the puzzles are presented to the player in a way to access another area. They will be used to give some rest after the battle with the NPC.
Here are some examples of puzzle in this game:
>   Ruins puzzle – aligning statues in the proper angle
>   Console hacking – Similar to Simon (panels with lights)

Recruits:

There will be squad possibility during the game. There will be scout warrior along the way that Azayo can recruit to help him on his quest. We think on a possibility that other races would join the Azayo later (mostly the velocitors)

Some warriors will be along the way so Azayo may recruit them. If some of them are being killed, he can refresh his squad.

Alaya:

She will be helping Azayo, sometimes giving hints on the surroundings and directions. She also would be able to use the crossbow and some spears. If she's being killed during the fights, the game will end, so Azayo will have to take care of her.

Weapons:

Azayo and his tribe will use the spears (HL crowbar) as melee weapons and the crossbow as their main ranged weapons. In the last level when they fight with the Ancients, a new ranged weapon will be introduced, that can shoot projectiles as discs. We could tweak the HL system so each spear weapon does different damage. If the crowbar cannot be changed for multiples spears, we'll simply use one type.

Items:

There will be some way Azayo will be able to heal himself. Some health pack and vial will be available after a fight (dropping from a dead NPC).

There is also some armor to be recovered. Using the HL system we'll use armor value for theses recovered armors: Leather (60 armor units), Iron (80 units), Ancient carbon armor (100 units). We can also change the speed of the character if the armor is light or heavy.

Death and Respawn:

The character will respawn at a defined point on the map, but any sections he has completed will remain completed, so the player doesn`t have to redo the whole level each time.

Warrior rage:

Pressing a key will make Azayo "enraged" for a limited time (around 15 sec). This will increase momentarily Azayo field of vision, reflexes (speed) and his strength (damage done on enemies).

This will be done by key bindings and some console commands. Also when this is triggered, a sound with a "warrior cry" will be played, and a red overlay will be put on the UI for the duration of the "rage".
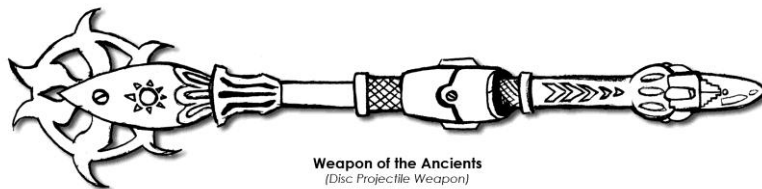
How and when it is available?:

> The *Warrior rage* will be available after the player avatar eliminated 5 or more opponents. Then the user interface (UI) will display the rage icon. When it's used, the icon will disappear.

> It will be also triggered automatically and only one time when the player avatar health reaches 10% or lower. So the player will have a "last resort" chance.

Weapons Assets

1) Spear of the Chosen (close combat, quick and charged attack).
2) Spear of the Steg (close combat, quick and charged attack).
3) Spear of Fear (close combat, quick and charged attack).
4) Spear of truth (close combat, quick and charged attack).
5) Weapon of the ancients (projectile disc weapon, ranged attack)
6) Crossbow, used by Azayo peoples

SPEAR OF THE CHOSEN

SPEAR OF THE STEG

SPEAR OF FEAR

SPEAR OF TRUTH
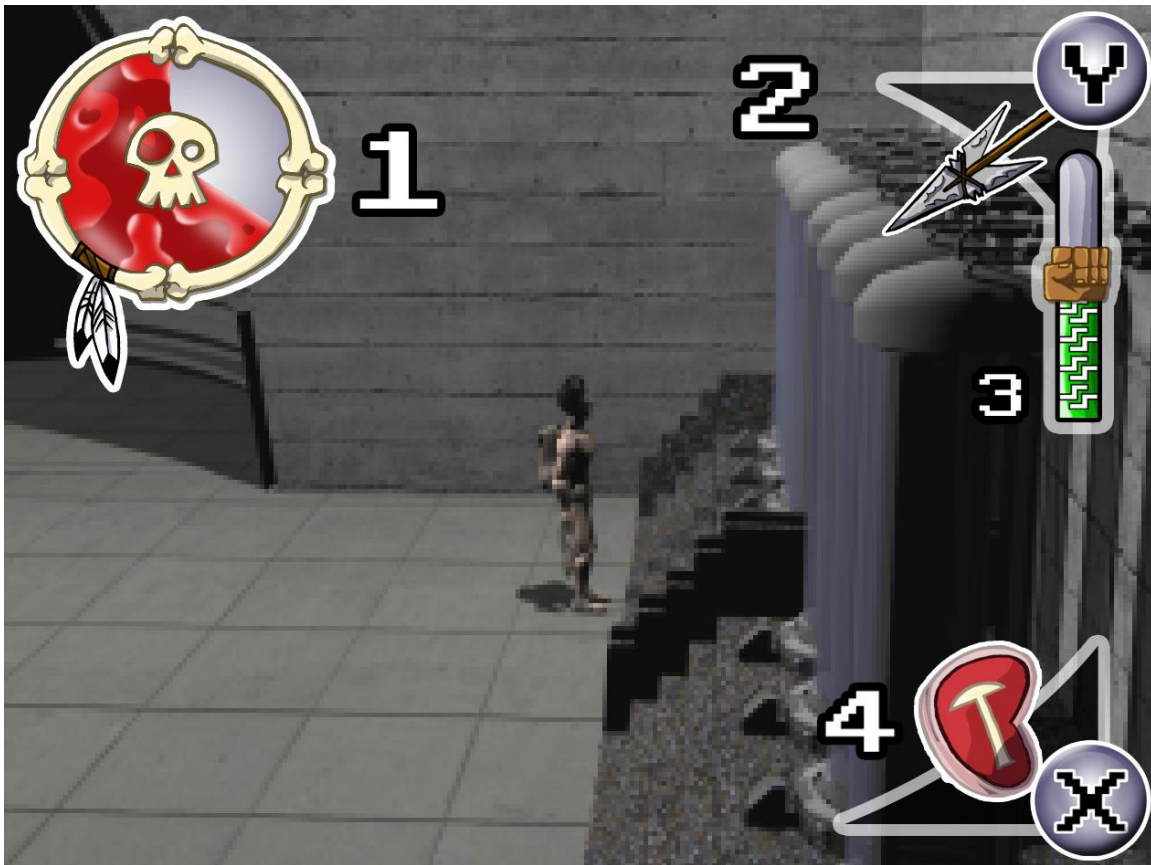
Weapon of the Ancients
(Disc Projectile Weapon)

Proposed User Interface

1) New game
2) Load Game
3) Options

HUD

Health Meter (the player has ten health points)
1) Current selected weapon
2) Stamina Meter (For charged attacks)
3) Currently selected Item

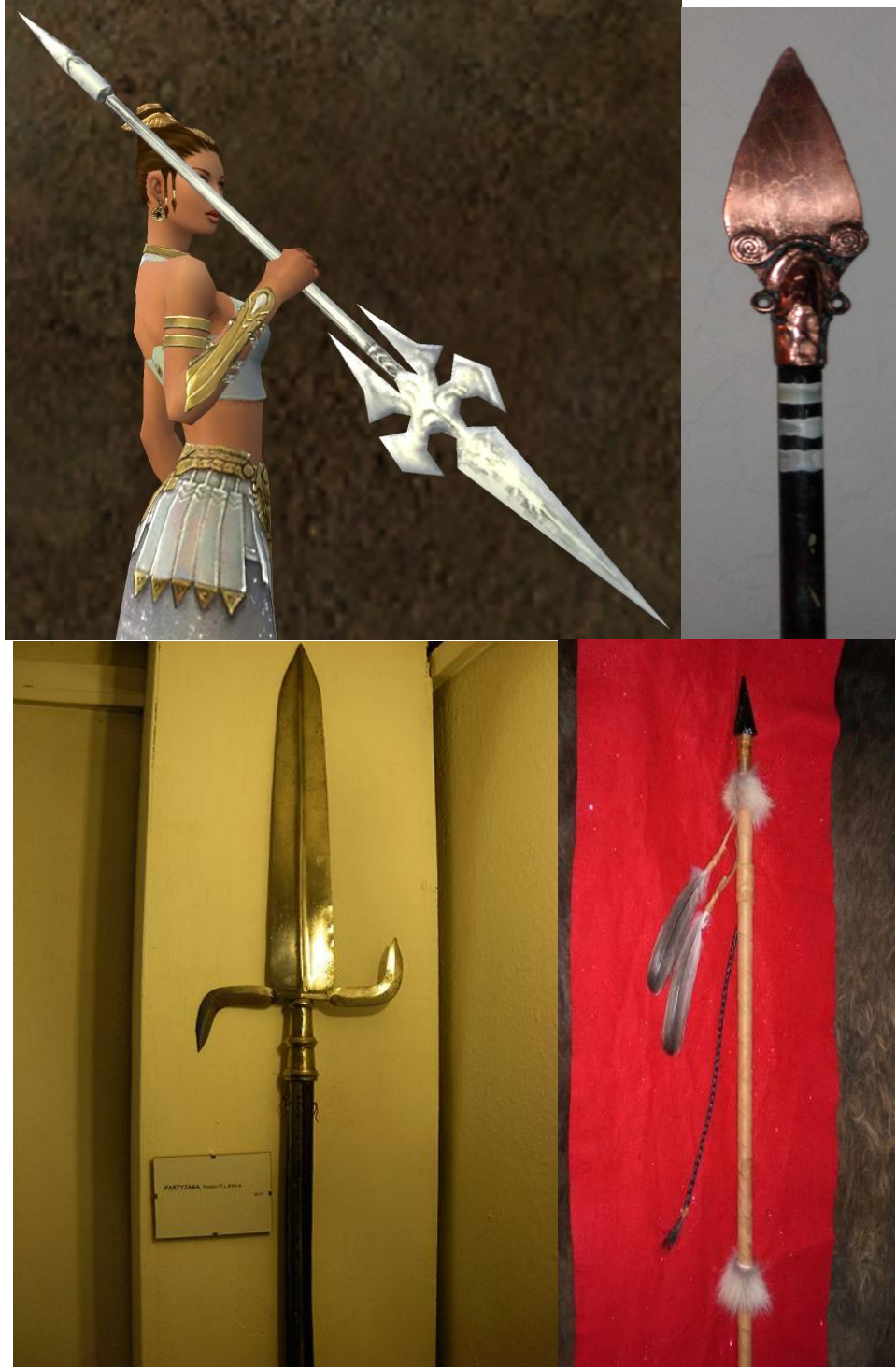# Major areas/Visual themes

Weapons references

Characters references

Architectural references

Vegetation references

Levels

Since the game is story based. The levels will be build upon the "chapters". There could be multiples levels for a single chapter depending on the need of the project.

Below are examples of a typical level created for the game

Example Level Progression Chart
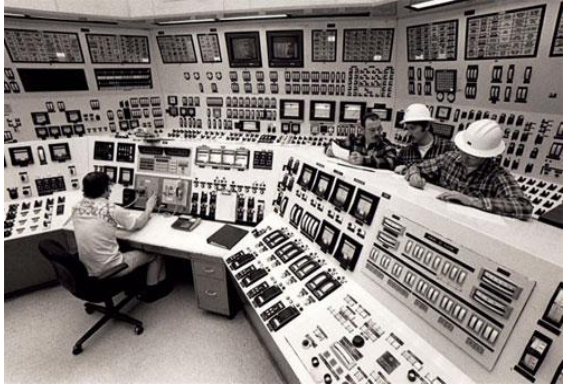
Azayo and the ancient secret

Level progression chart											
	Minutes played	Minutes played	Minutes played	Minutes played	Minutes played	Minutes played	Minutes played	Minutes played	Minutes played	Minutes played	Minutes played
Time Min	0	1	2	3	4	5	6	7	8	9	10
Terrain / Objective	Unlocking and opening the other room door using the console				Fighting the Ancients and retrieving the key to access the other level						
Opponents					The ancients, armed with projectile weapons						
Challenge	Console puzzle				Fighting the ancients						
Wow moments	Entering the level, revealing the console and the monitoring chamber				entering the storage area, retrieving the weapon						
New skills / weapons					Projectile weapon						

Challenge Highlights

Puzzle: the control panel challenge (The Simon Sez style puzzle) which utilizes light and sound to unlock the doors.

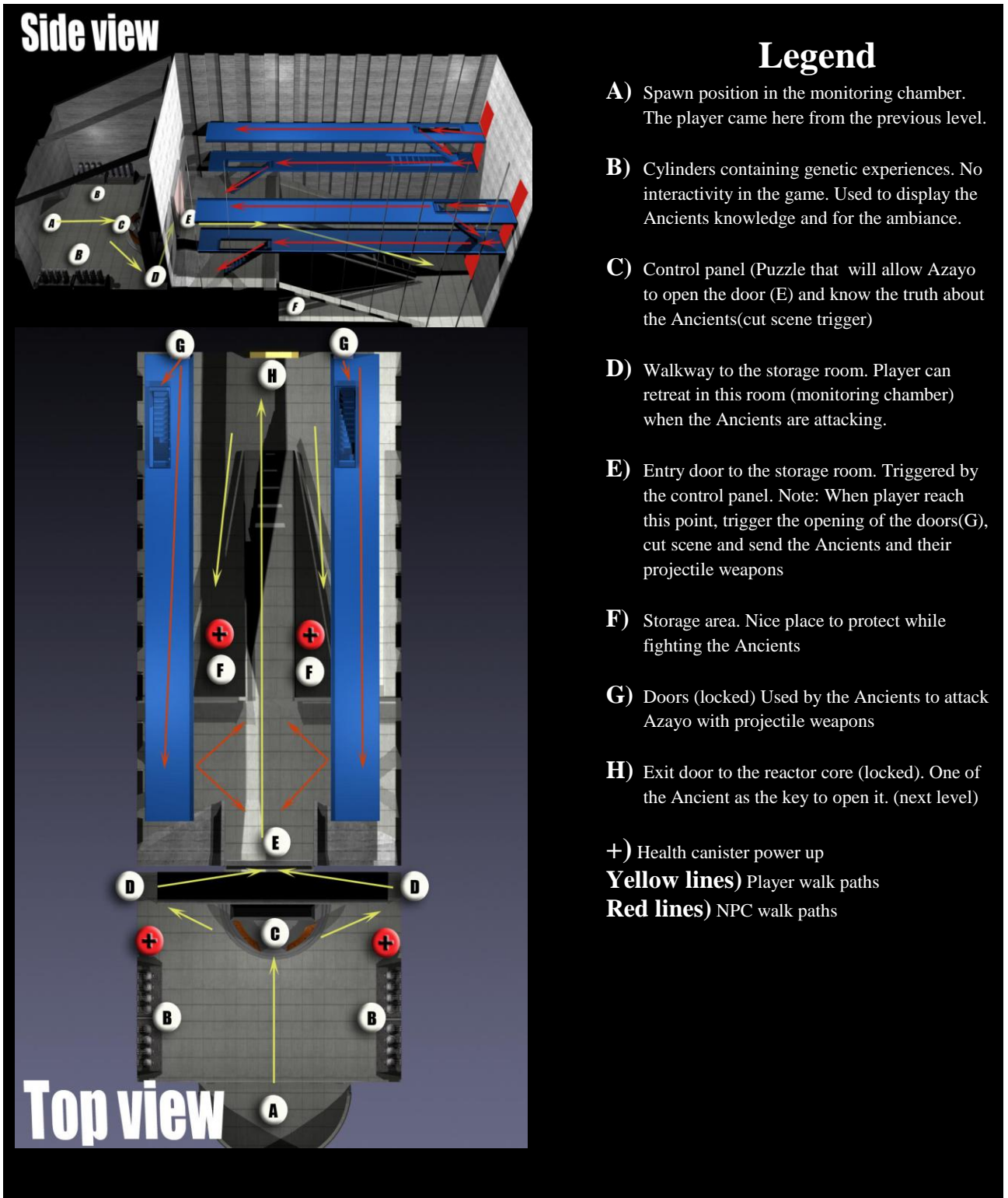Action Adventure: In the form of combating the 2 waves of 4 ancients.

Obstacles

Puzzle: the control panel challenge (The Simon style puzzle) which utilizes light and sound to unlock the doors.

Example level Walkthrough

Legend

A) Spawn position in the monitoring chamber. The player came here from the previous level.

B) Cylinders containing genetic experiences. No interactivity in the game. Used to display the Ancients knowledge and for the ambiance.

C) Control panel (Puzzle that will allow Azayo to open the door (E) and know the truth about the Ancients(cut scene trigger)

D) Walkway to the storage room. Player can retreat in this room (monitoring chamber) when the Ancients are attacking.

E) Entry door to the storage room. Triggered by the control panel. Note: When player reach this point, trigger the opening of the doors(G), cut scene and send the Ancients and their projectile weapons

F) Storage area. Nice place to protect while fighting the Ancients

G) Doors (locked) Used by the Ancients to attack Azayo with projectile weapons

H) Exit door to the reactor core (locked). One of the Ancient as the key to open it. (next level)

+) Health canister power up
Yellow lines) Player walk paths
Red lines) NPC walk paths

Example Level Overview

The level will be in an enclosed area (underground complex), that is linear and story based. There will be some cut scenes and triggers. There will also be a puzzle to resolve when the character will attempt to open the door and reach the other area of the level.

There are some triggers that will start cut scenes. When Azayo will reach the console, he will learn the truth about the ancients and their plot.

Another trigger will happen when Azayo will reach the door, he just have unlocked and opened with the puzzle. This puzzle will be based on light and sound sequences (like the "Simon" game) Azayo must be able to replicate the correct sequence to open the door.

Once he enters the trigger zone, a quick cut scene will show armed ancients opening the doors in the top of the storage area and will run at him. The cut scene will complete and the player will have to use the level's environment to protect himself, evade the NPC, fight back, and retrieve their projectile weapon to be able to win the battle. The level provide for adequate protection the be able to resist the NPC`s and there is some "health canisters" to help the player survive.

Once Azayo win the fight, he will find a special pass key on the ancient remains that will allow him to open the door leaving to the reactor core.

Objective Summary

Here are the objectives in this level
- Access the console and open the door leaving to the storage room
- Fight with the ancients and retrieve the key required to access the other level
- Able to use the level effectively to resist the ancients
- Retrieve a projectile weapon from the ancient
- Use the health canister on the level to service their(ancient) attacks

Pickups:

The Pickups in this level are health canister power ups Located in four spots on the map (See Level Map walkthrough for exact locations).