Wildreach:

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Version 1.0
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Contents

Changelog:

Version 1: 23/04/18

Wildreach: Overview of Game Design Document
This game design document highlights all the proposed features and mechanics for the project

1 USP

The USP of Wildreach is that 4 friends can play co-operatively to fight through dungeons and progress through the story together using one of four classes. The game also has an isometric camera view like in games such as Torchlight and Diablo, giving a rather unique style. More of a unique aspect that Wildreach has is that there is a narrative that 4 people can complete together while they level up and improve their chosen classes.

Another part of Wildreach's USP would be that the game can be played in local co-op (couch co-op). Also, the game could possibly work with Playstation's play link as each player could use their phone to either control their character or use them to see secrets like a detective mode.

2 Platform

2.1 Console/PC

The platform that my game would be coming to is mainly the PC player base, however, much like Diablo 3 did I would like to bring the game to consoles such as PS4 and XBOX ONE. The main player base for this style of game mainly is on PC so making sure that that version is the best possible before considering any other platforms really would be a must. If we were to move onto consoles in the future, we would have to consider how the controls would work.

2.2 Target audience

The target audience of Wildreach would be people with a PC around the age of 20-35. The reason we would highlight PC users as our target audience is firstly because the devices most frequent games play on is 56% on PC.(https://www.bigfishgames.com/blog/2017-video-game-trends-and-statistics-whos-playing-what-and-why/)

Also, I feel the co-op aspect of the game is a great addition as the statistics show that 54% of most frequent gamers play with others.

3 Narrative/Game world

Describe your world and some of the narrative background here. Try to keep it concise, even if you're considering a triple A super game!

The world is made up of floating islands, people live on these in towns and travel between them using airships. Many years ago the people of this world came together to destroy a great evil, this evil brought with it chaos and destruction by raising the dead and bringing the dungeons of old back to take control of the world. They called him the Skeleton King, and now he is back to try again. Only a

group of the most brave and fearless adventurers must destroy the Skeleton King and save the town of Wildreach.
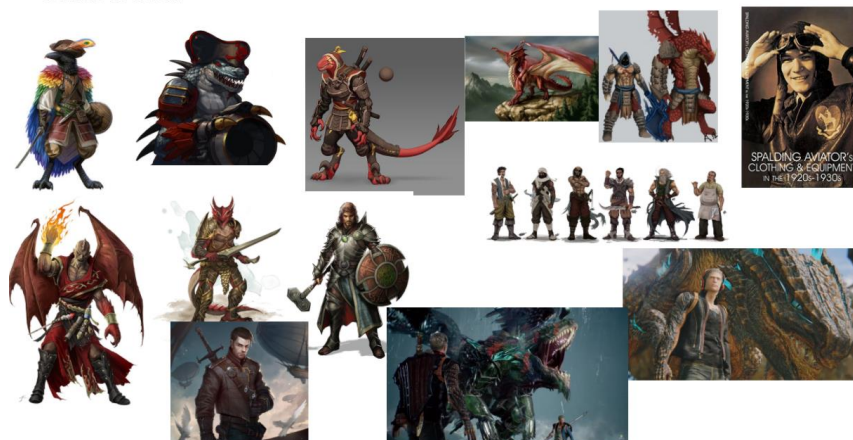
World (sky islands)
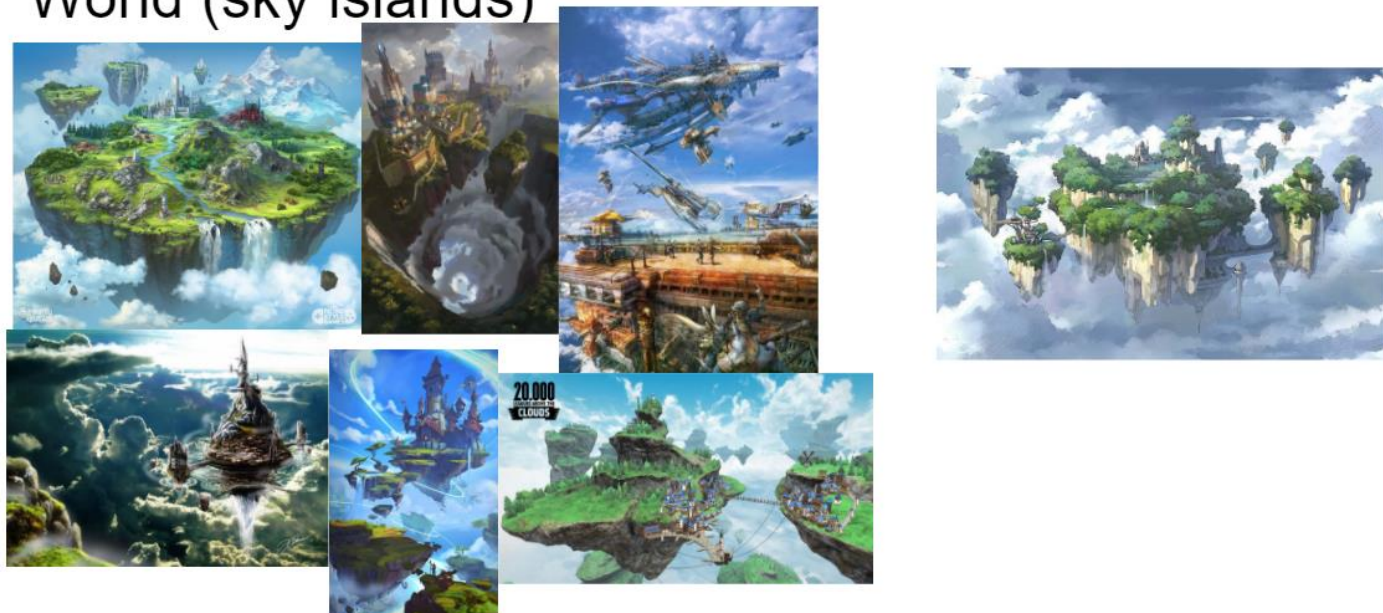
World (Continued)
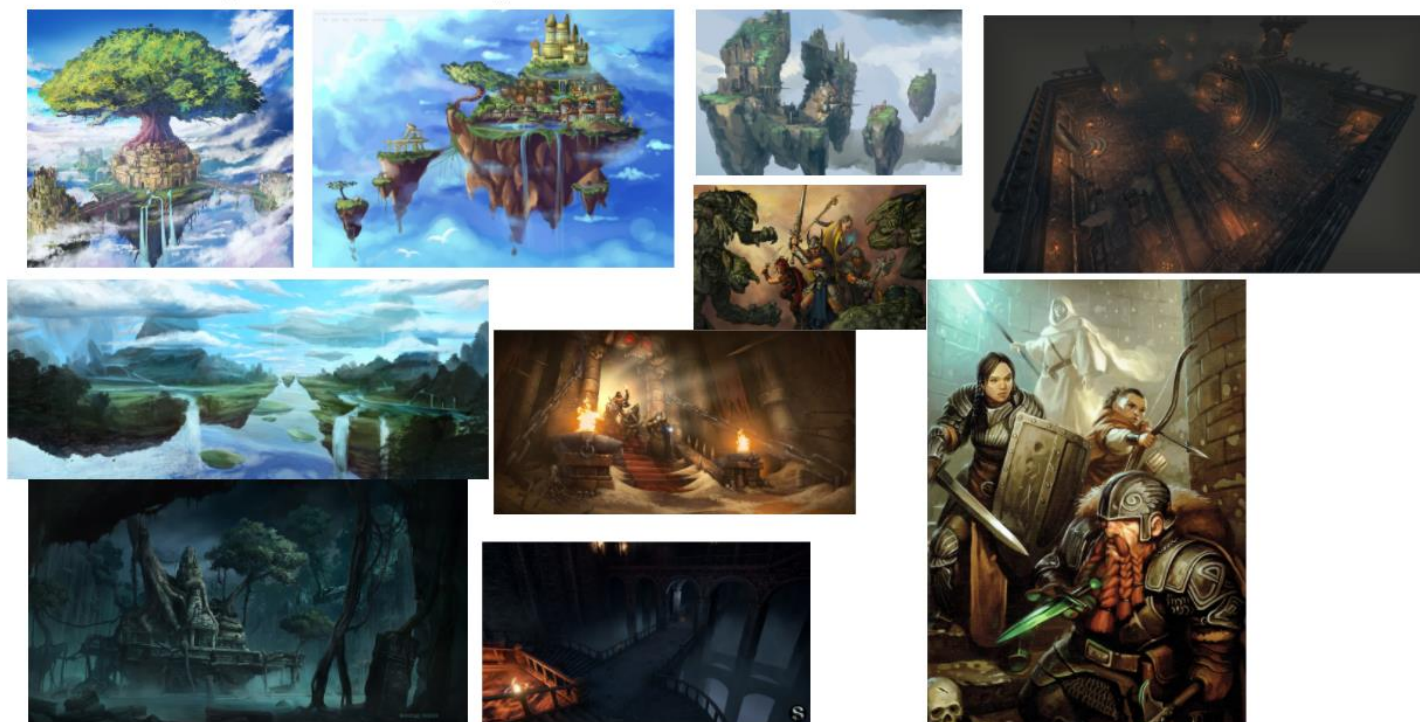
4 Character overview

In Wildreach there are multiple characters that are able to be played by players. As the game is a co-op experience, each player can select a different character that have a different class and use their different abilities together in the game. The way experience gain and item gain works for each

character is similar to Overwatch in the fact that anyone can play any character and gain experience that saves to their own version of that character on their account.

- Describe your avatar, with sketches.
- Describe the outfit and tools within the context of the world – this may also describe NPC's – both friendly and enemies

Character

Character

5 Core Loop

5.1 Objective/Challenge/Reward

Objective: Level up/Get loot
Challenge: Defeat dungeon/dungeon challenges
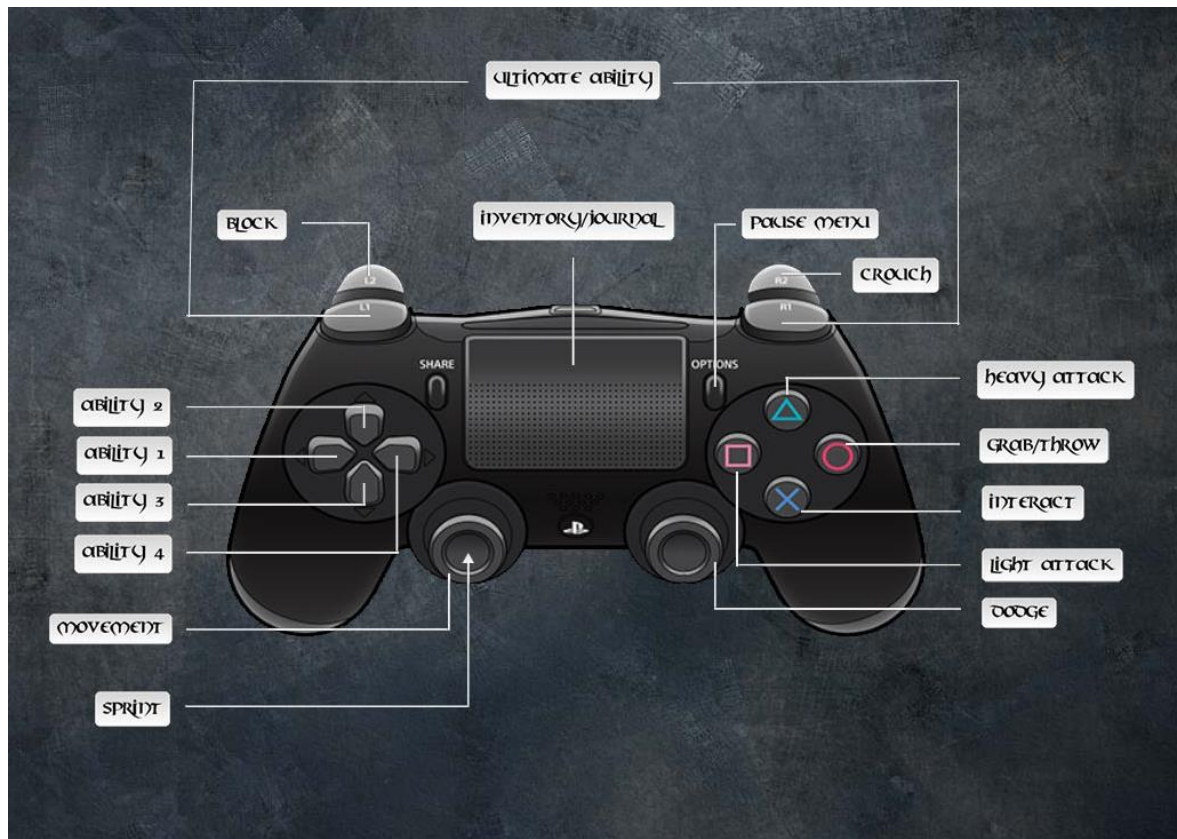Reward: Loot+exp+narrative progression

6 Screen Mockup

7   Game Mechanics and Controls

7.1 Rules

In Wildreach: Bane of the Skeleton King, players control four different characters on the screen at once as the game is able to be played co-op. Each character has the same base controls (shown above) but they also all have different abilities. There are four base abilities that each class/character comes with as standard, however, as the player gains experience they are able to unlock three sub-classes. These sub-classes have different abilities focusing on different styles of gameplay, they also each have a unique ultimate ability that can be used to inflict massive damage, defence or healing abilities.
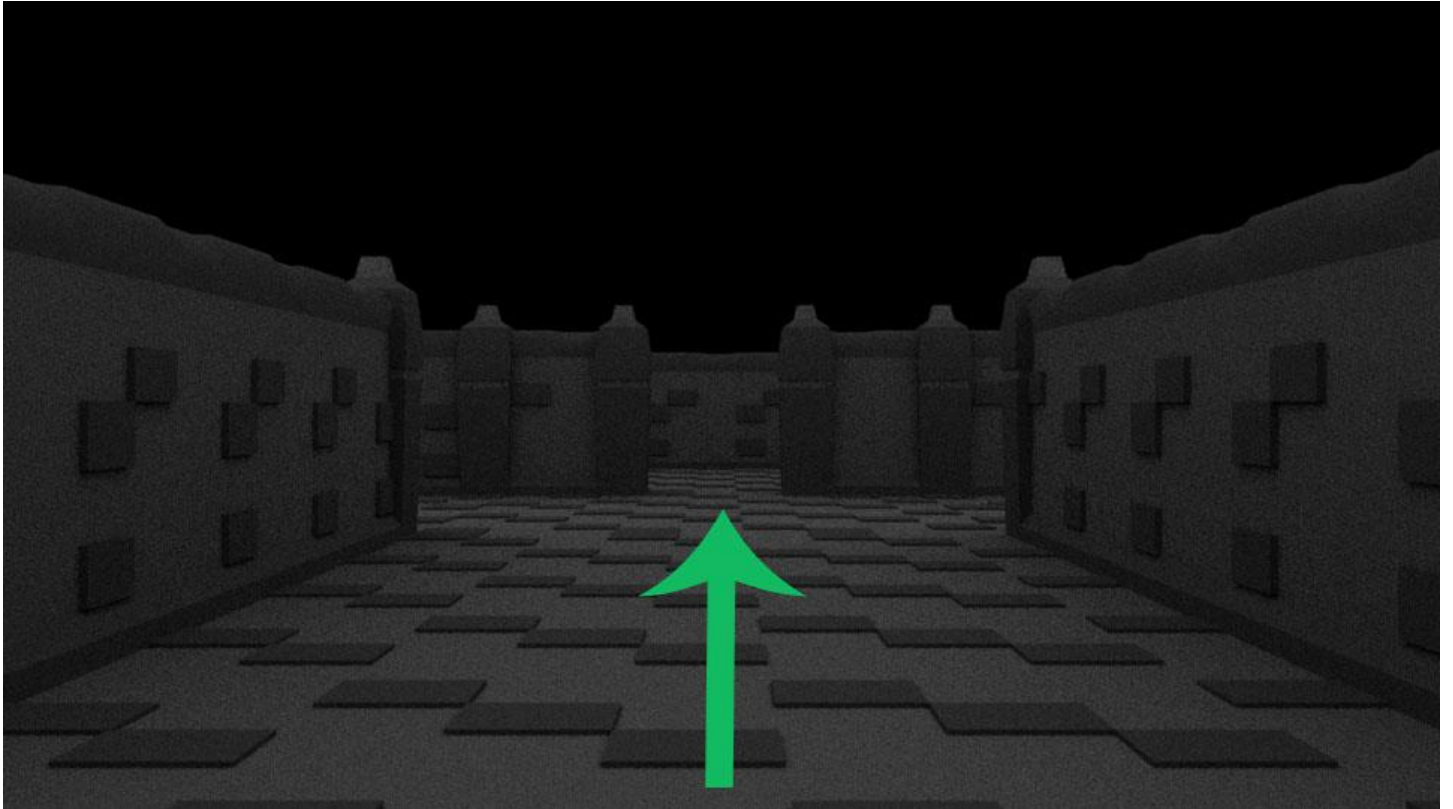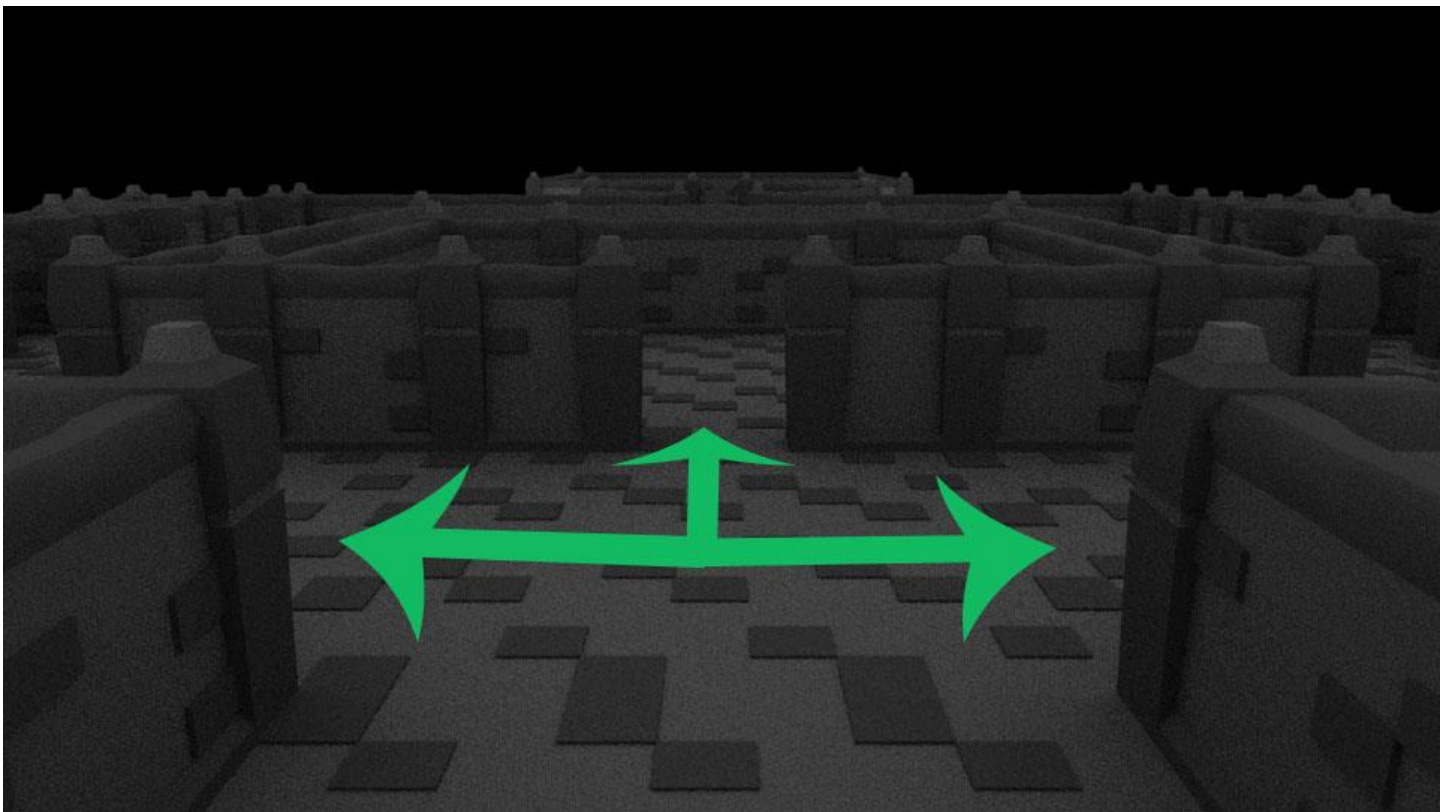

8 Rip-o-matic!

https://youtu.be/VN0GY51xI1g **- E3 Trailer**

https://youtu.be/OpoNHDAPNMk **- Teaser Trailer**

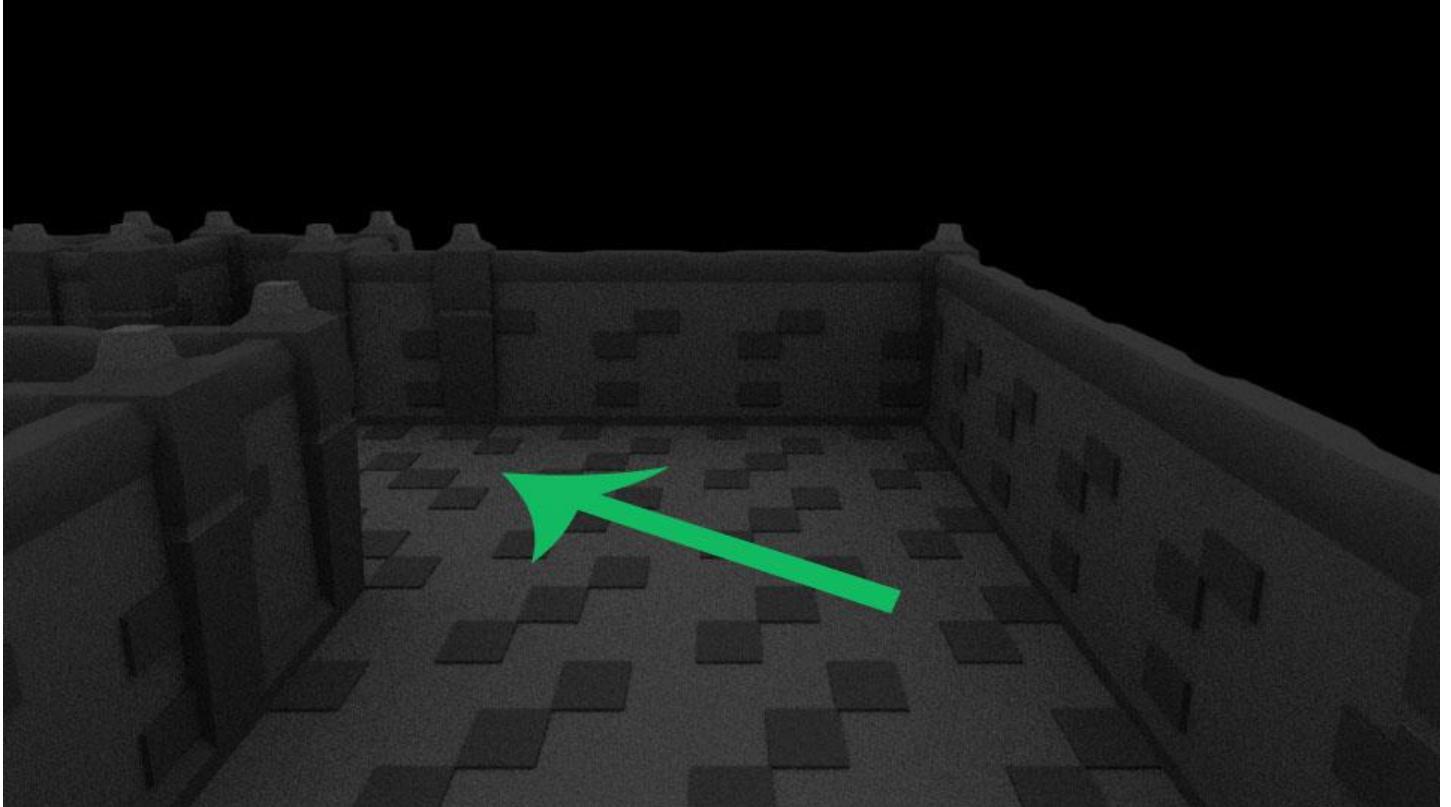# 9 Storyboards for set piece/vignette

To start the first dungeon, the players find themselves able to progress down the corridor in one direction towards a door and two other corridors.
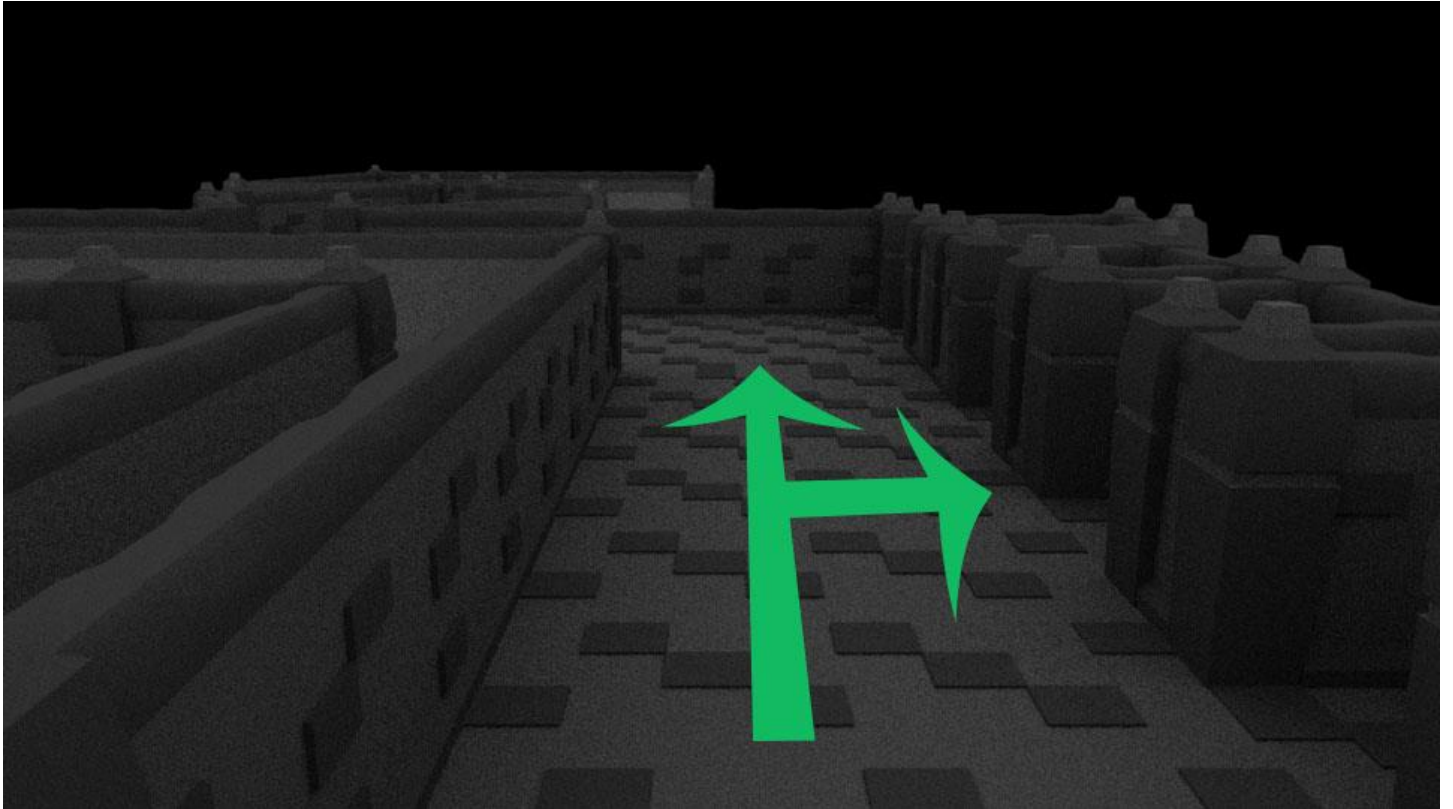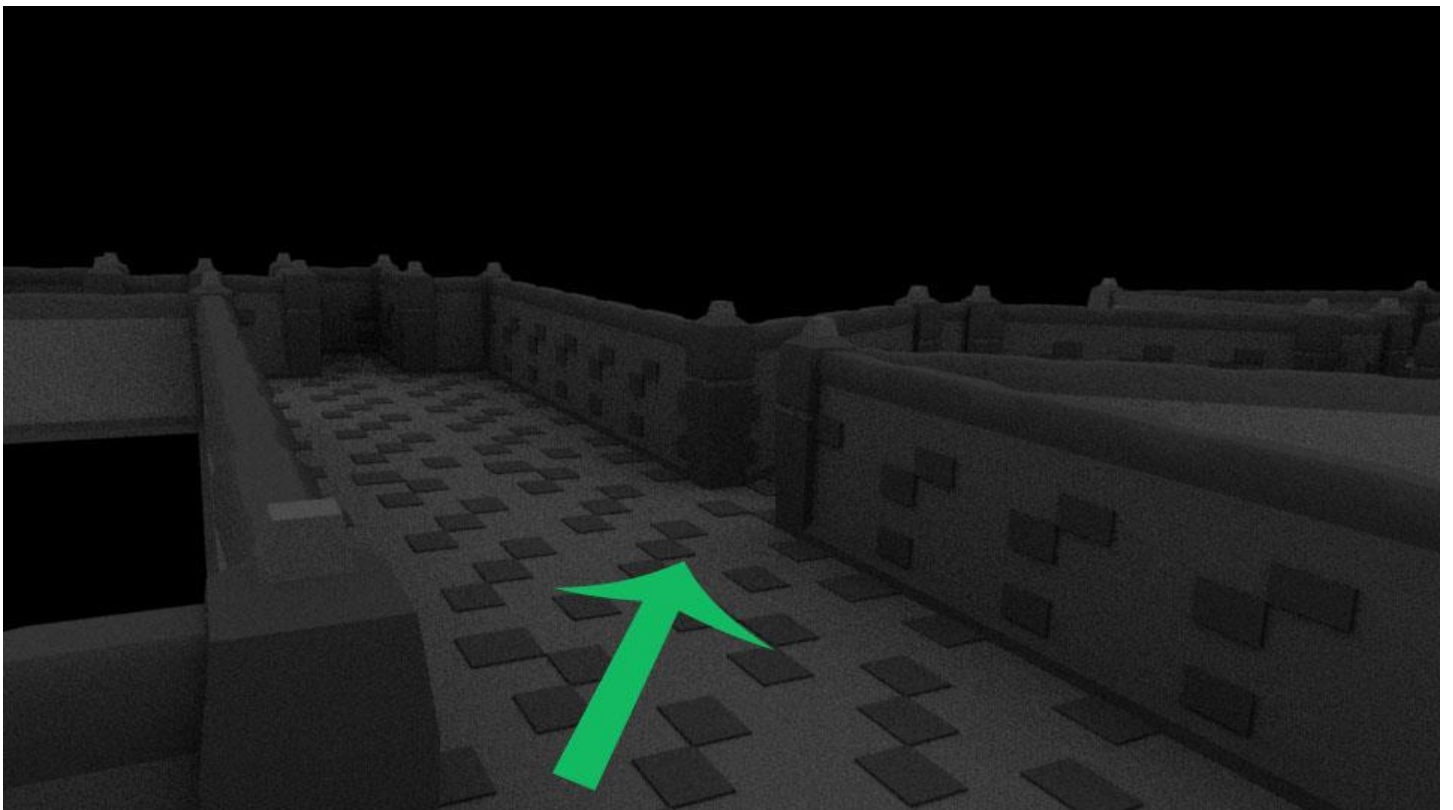
Players see the option to go 3 ways, forward, left or right. They will encounter loot and enemies in all, however in the room ahead there is bonus loot.

Both left and right end up in the same location, but there are secrets in both with extra loot and rewards.
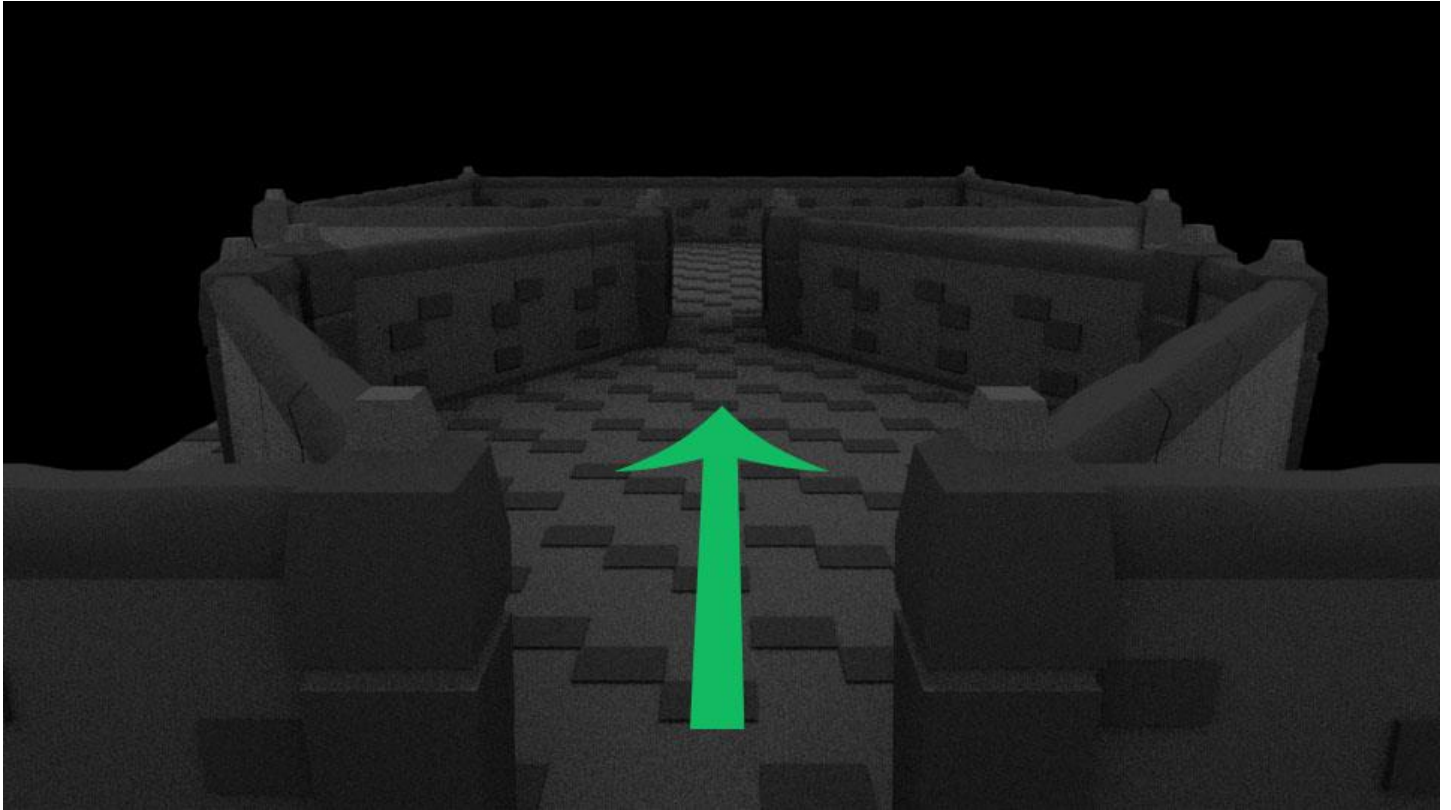
Old jail cells in the wars are cut off, however, one is broken and can provide bonus loot and rewards.
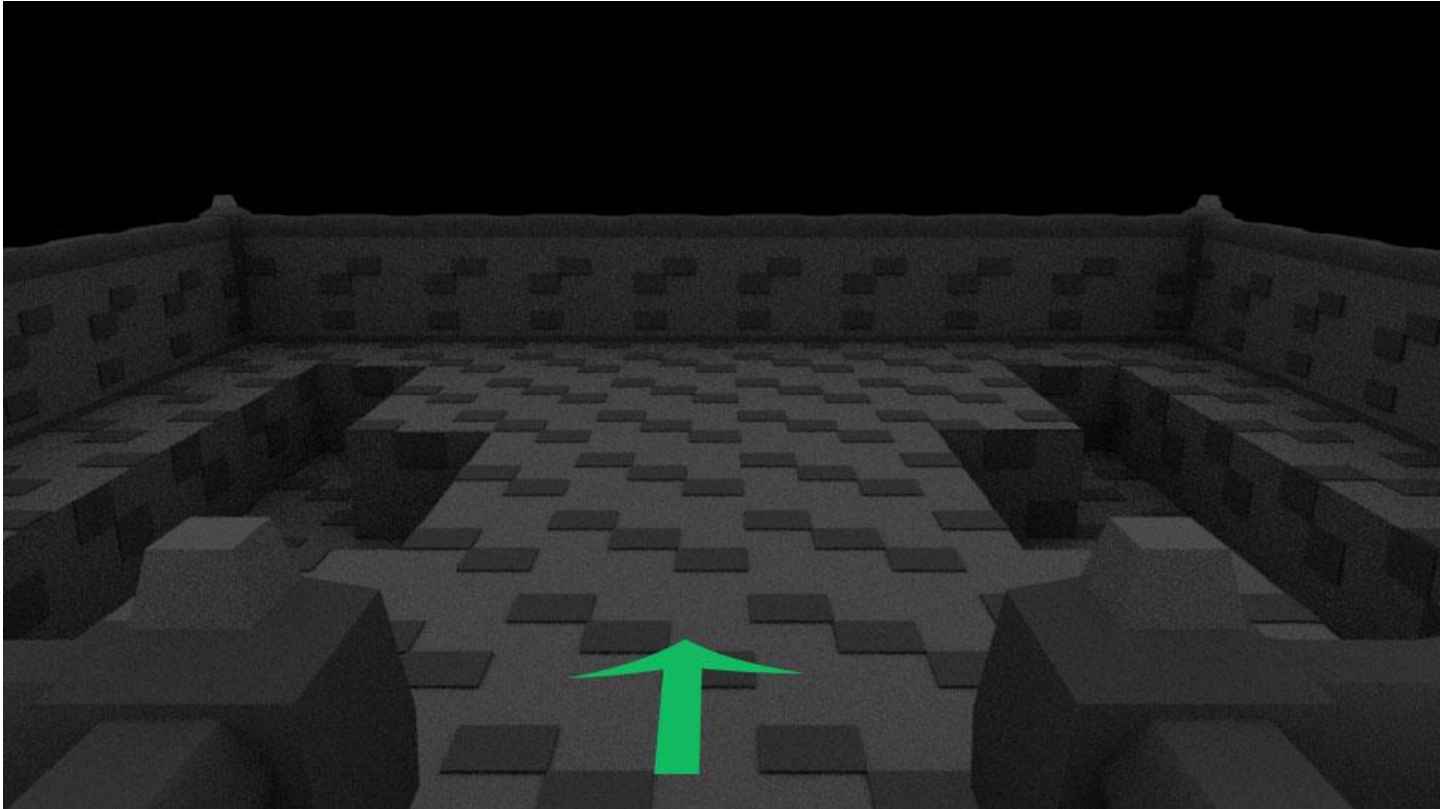
Turning the corner, players are met with more enemies and a single doorway. Players can use a key that can be found earlier in the level to open this door, if they don't have it, they would backtrack until they found it.

The next room has a small puzzle where players have to stand on platforms in the right order to open the door ahead to the boss.

The final room of this dungeon is a boss room where players must dodge attacks from a fire troll and damage it enough to kill it and claim the reward from the dungeon. Also, they must take the crystal at the end back to the hub town of Wildreach.

10 UI functionality

Above is a picture of what the UI would look like in game. I wanted to give the UI in Wildreach more of a minimalist look like the overall art style, because of this I made sure to keep away from making the UI too clumsy or too cumbersome. Instead, I used this design of having the health/energy in one bubble hanging from a chain on the left, and then to have the minimap hang on a chain to the right.

11 Game challenges, Difficulty curve & progress

In Wildreach there are many challenges for players to overcome. In many situations, players would have to work together and communicate to progress through an area. For example, the first dungeon has a part where players must work together to get past an area where each of them must stand on the correct areas in order for each lock on the door to unlock. This would require the players to communicate to each other to identify which part of the floor they must stand on at what time.

There are different puzzles throughout the game that vary in difficulty, there are also other types of challenges that players must overcome. Another type of challenge would be summoning circles, these allow players to summon a high level monster or multiple monsters at a chance for greater rewards and loot.

There are different enemy types throughout the game that would provide aa challenge to the players as some may require different damage types to defeat. Some of the types are listed below:

Shambler: Shamblers are the standard skeleton type enemy, they are very easy to defeat when in small numbers but can overwhelm players if uncontrolled. They don't have any special abilities and drop miniscule loot if any.

Captain: Captains are stronger than Shamblers and are able to command them. Captains are equipped with a sword and are able to block some attacks, they also have a horn which can cause shamblers to charge on one target player.

Brute: The Brutes are very large and strong however they are slow in movement. While being less dangerous with other skeletons unlike the Captain, the Brute uses its shear strength to pummel through its enemies. The Brute also has the benefit of having higher health.

These are only three of the enemy types in the game, while there are others there are also multiple versions. For example, if players went into an ice dungeon the enemies may be more resistant to ice and thus the players would have to adapt based on what enemies they will be facing.

A description of the challenges that prevent the player from reaching their goal immediately – this may be enemies, puzzles, hazards, or any other impediment you can think of!
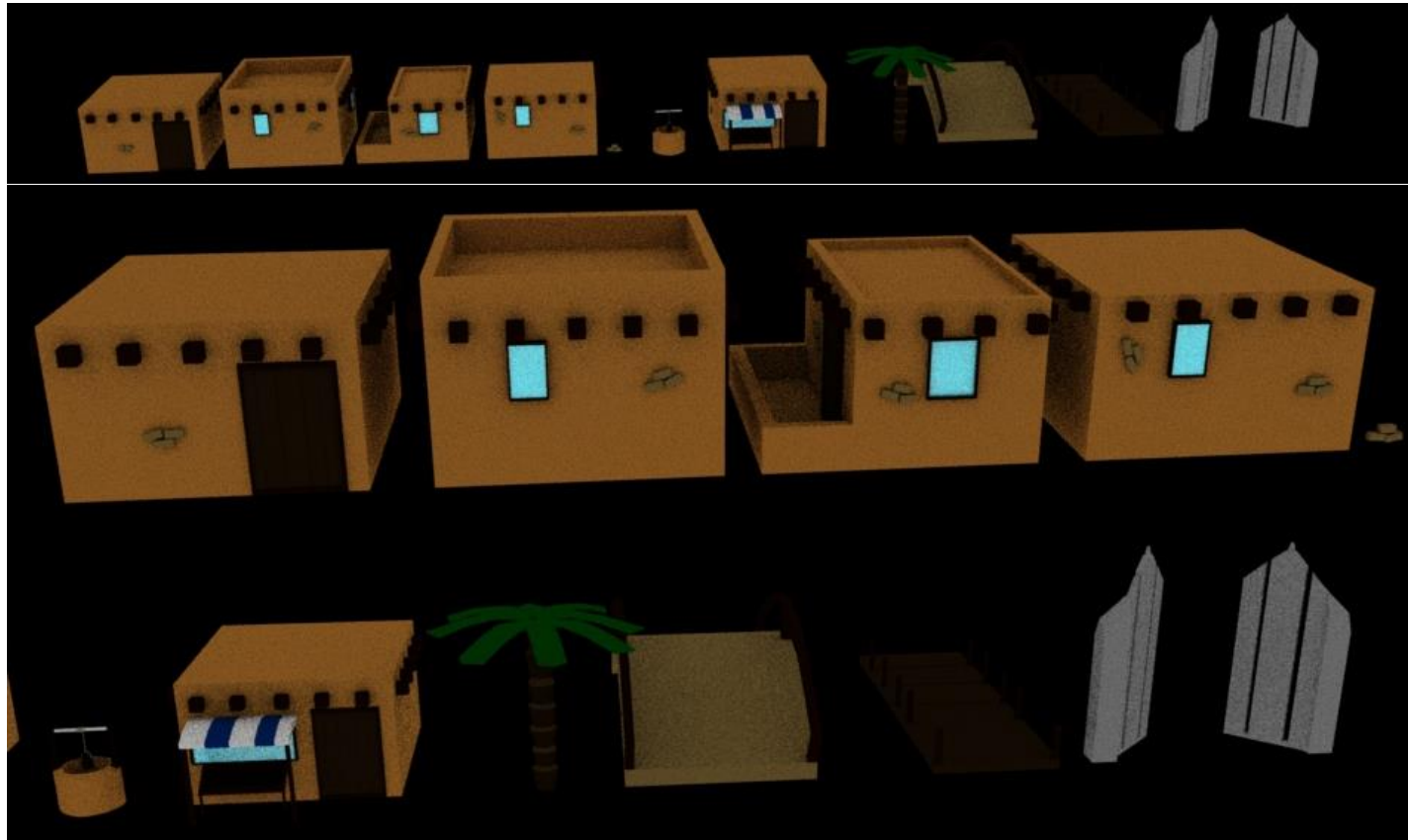
Some note should also be made of how difficulty increases (or decreases, like Minecraft!) and feedback and progress so the player is aware they are moving forward.

12 Promotional materials

13 Assets & promotional materials

WILDREACH:
BANE OF THE SKELETON KING