



**Shanghai 1920 – XZ**  
**Game Design Document**

# **Preface:**

Monsters, ghosts, buddhas, gods and all these supernatural things we hear too much in myths and religious stories. I once volunteered in a church, helping organize things and receiving Christians who came to pray. Of course, I also listened to the pastor's sermons together. (But I'm not a Christian, and I always believe that I'm an atheist.) Believers believe in the stories told by pastors, even if they have never experienced the miracles recorded in the Bible. So, if all this is true, why is God no longer there, why haven't we experienced these miracles? I tried to set out from Chinese mythology and imagined a whole new world, a world where monsters and Buddhas exist. I adapted the myth from my own perspective and explained why for everything. So, if the monsters in mythology appeared in reality, in the 1920s when technology was not as developed as it is now, what would happen? Can humanity survive this crisis? Why did the monster appear at this time? How will Buddha protect mankind? I hope my story can be interesting to you.

Finally, I would like to state that this story has no religious inclination, no derogatory or positive connotations for all religions, and all stories are purely fictitious.

Hope you enjoy the game!

----- Jiacheng Sun

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# Game Concept

## Introduction

Shanghai1920 - XZ is a 2.5D ARPG, the sequel to the visual novel game Shanghai1920. The monsters that exist in mythology appear one after another in reality, and the world view of people who survive in the comfortable era gradually collapses. As a policeman, players will rely on their own strength to stop this chaos and slowly discover the truth of the world in the exploration.

## Key Features

### **Explore**

The game gives players a high degree of freedom. Players can freely explore in the scene, collect props, get to know the story of the game.

### **Inventory**

Players will collect items in the scene and put them in the inventory during exploration, the collectable items including recoveries that can help in battle, keys that can open locked doors, and plot props that can understand the story.

### **Altar**

Altar is an important element in the game, acting as an intermediary for the player to get in touch with the Buddha and the deceased. Players can find Altars in various places in the scene, and through the Altar, player can assign attribute points, worship for the deceased to obtain blessings, save the game and take rest.

### **Player Attribute Points**

Players will gain experience points and level up after defeating monsters or using certain items. Each level up will bring 1 attribute point to the player. Players can improve their corresponding ability by assigning these attribute points to their different attributes.

### **Skill**

Players can earn skill points by worshipping at the altar, and by learning different skills and combining them, they can make cool combos and play different genres.

### **Block and Dodge**

This is a superb combat technique, players can block and dodge while being attacked, and there will be additional rewards if they react at the moment before being attacked.

### **Element attributes**

The game has four different element attributes, namely physics, ice, fire, and light. Different monsters have corresponding resistances to different attributes. For example, ghost monsters can be immune to physical attacks, but will be doubled by light attribute

attacks. Reasonable use of props or skills to play corresponding attribute attacks can make the battle easier.

### **Abnormal state**

The game has designed four different abnormal states, namely freezing, burning, stun and poisoning. These abnormal states can usually be played through skills or props. Stun will make the character temporarily unable to move; Freeze will reduce the damage received by the characters while imprisoning the character's movement, but it will be lifted immediately when receiving fire damage; Burning and Poisoning will cause damage to the characters for a duration, and the burning will continue. The duration is short, but the damage per second is higher, and the poison lasts longer and deals more total damage.

### **Save and Load**

The game will allow players to save the game progress at the Altar and choose to continue the game on the Menu scene.

## **Genre**

I hope the game can create a scary and fantastic atmosphere. Players will encounter mythical monsters in the game, these monsters are usually hideous, but players also have the means to attack them, which greatly reduces the horror atmosphere of the game. However, players can still feel an ethereal and fantastical charm from the old scenes and fantastic sights.

# **Game Mechanics**

## **Core Game Play**

The core gameplay of the game is exploration, combat, puzzle solving and story reading. Players need to explore the scene by themselves, collect props, fight against monsters they encounter, and solve the puzzles in the scene, so as to promote the process of the story and experience the complete story.

## **Game Flow**

At the beginning of the game, the player will watch a CG, and then a scream will wake the player from the bed in the hospital ward. At this point, the system will prompt the player to move and collect some props in the ward to familiarize the operation of the game.

After that, the system will prompt the player to leave the ward, outside the ward, encounter the first monster, Grudge. Grudge is a ghost monster, so physical attacks are ineffective against it, the system will prompt the player to attack him, and use dodge and block to resist the monster's attack. The process is to familiarize the player with the combat mechanics.

After the player completes all the system requirements, the player will be prompted to hide in the storage room on the right because the player has no other means of attacking, so he cannot defeat Grudge.









There is an altar in the storage room, and the system will prompt players to rest, save, and worship at the altar to learn skills. After all is over, the player acquires the first skill "Silver Bullet", which gives the player a means of defeating Grudge, and the player is already familiar with all the operations of the game, which will then allow the player to freely explore the scene.

Players will explore in the hospital, collect clues, organize the plot, and finally defeat the Boss Malice on the first floor of the hospital and leave the hospital. At this point, the content of the first chapter is all over.

## Artificial Intelligence

There are different monsters designed in the game, they have different attack methods, but they follow the same behavior logic: When the player appears in the monster's field of vision, the monster will roar first, and the surrounding monsters will gather at the player after hearing the roar and start to attack in their own way. When the player leaves the monster's field of vision, hides in the room, or leaves current floor, the monster will enter the patrol state again.

## Item List

	<p><b>Glucose solution – Packed</b></p> <p>Recover 30 MP</p> <p>CD:10s</p>		<p><b>Bandage</b></p> <p>Recover 30 HP</p> <p>CD: 10s</p>
	<p><b>Glucose solution – Bottled</b></p> <p>Recover 80 MP</p> <p>CD:20s</p>		<p><b>Medical Kit</b></p> <p>Recover 80 HP</p> <p>CD: 20s</p>
	<p><b>Incense</b></p> <p>There is a certain probability that thoughts can be conveyed and obtained additional blessings.</p>		<p><b>Premium Incense</b></p> <p>It must be able to convey thoughts and receive additional blessings.</p>
	<p><b>Herb</b></p> <p>Cure poisoned state.</p> <p>CD: 5s</p>		<p><b>Key</b></p> <p>Can be used to open the corresponding door.</p>

## Worship

Players have four people that can be worshiped, and different people will be rewarded with different benefits. In addition, there is a certain probability that thoughts will be conveyed during worship, and additional gains will be obtained. If player use premium incense, then their thoughts will 100% be conveyed.

### **Buddha:**

All attribute points +2 within half an hour

Thoughts conveyed: All attribute points +5 within half an hour

### **Sister:**

Gain the experience needed to level up.

Thoughts conveyed: Gain the experience needed to level up 3 times.

### **General:**

Gain 1 sword skill point

Thoughts conveyed: Gain 3 sword skill points.

### **Police Colleague:**

Gain 1 gun skill point

Thoughts conveyed: Gain 3 gun skill points.

## Monster Rage System

In addition to the HP, each monster also has an rage value. When they receive damage, the rage value will increase. When the rage value is full, the monster will enter a state of anger for a period of time. The movement of the monster in the angry state will not be interrupted by the attack.

## Player Attribute

Players have five attributes and seven stat. By assigning attribute points to the attribute, the player's stat will be affected.

**Attributes:** Vitality, Mind, Spirituality, Strength, Dexterity

**Stat:**

$$\text{MAXHP} = 100 + 10 * \text{Vitality}^{1/2}$$

$$\text{MAXMP} = 100 + 10 * \text{Mind}^{1/2}$$

$$\text{Special Attack Damage} = 10 + 3 * \text{Spirituality}^{1/2}$$

$$\text{Physical Attack Damage} = 10 + 3 * \text{Strength}^{1/2}$$

$$\text{Move Speed/Attack Speed} = \text{Dexterity} < 20 ? \text{Base Speed} * (1 + \text{Dexterity} * 0.02) : \text{Base Speed} * (1.4 + (\text{Dexterity} - 20) * 0.01)$$

$$\text{Crit Rate} = 0 + 3 * \text{Dexterity}$$

## Player Controls

Players will be allowed to modify their input keys in the settings interface.

Move: W, A, S, D

Run: Double click Move key

Attack: J

Block: K

Dodge: L

Skill 1: U

Skill 2: I

Skill 3: O

Consumables 1: 1

Consumables 2: 2

Consumables 3: 3

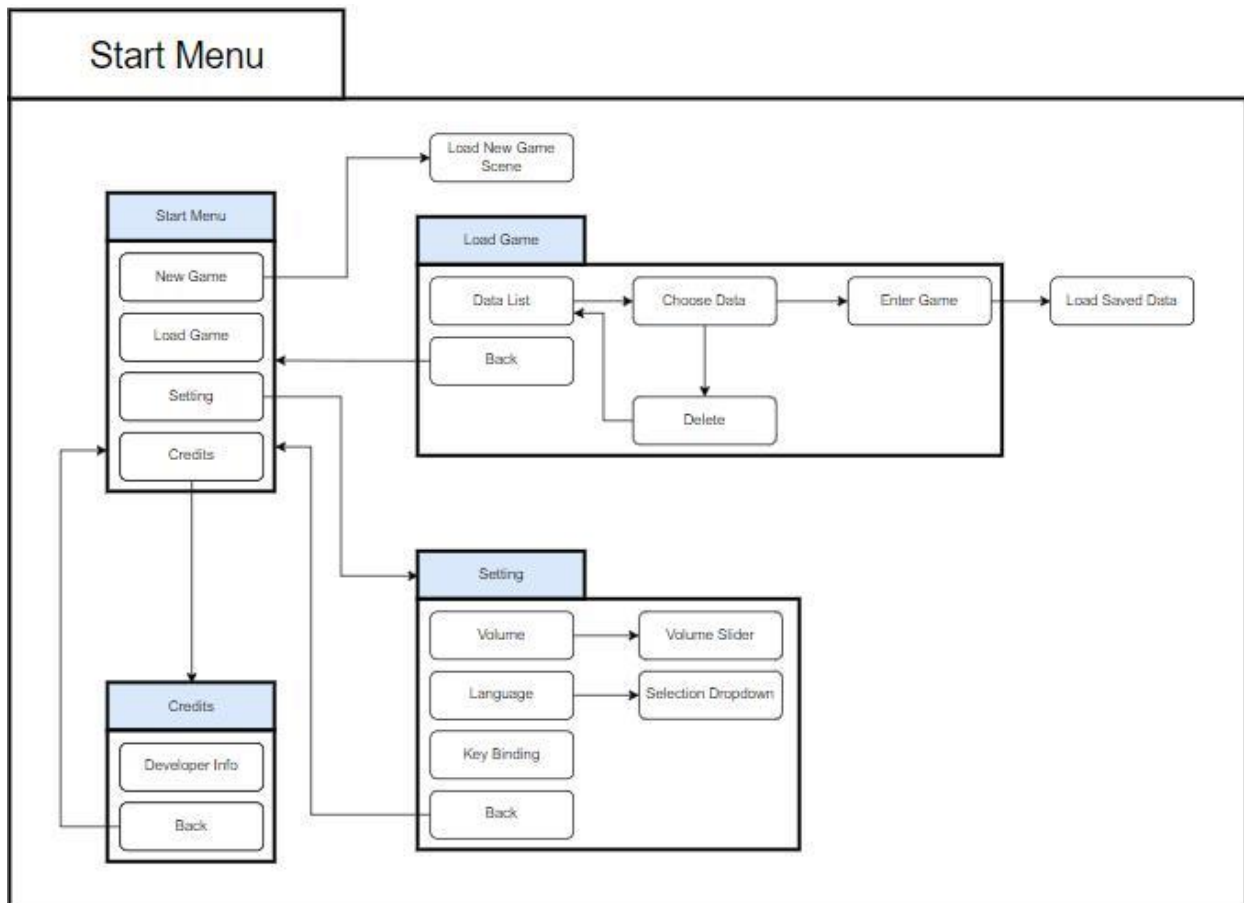
Menu: Esc

## Monsterize System

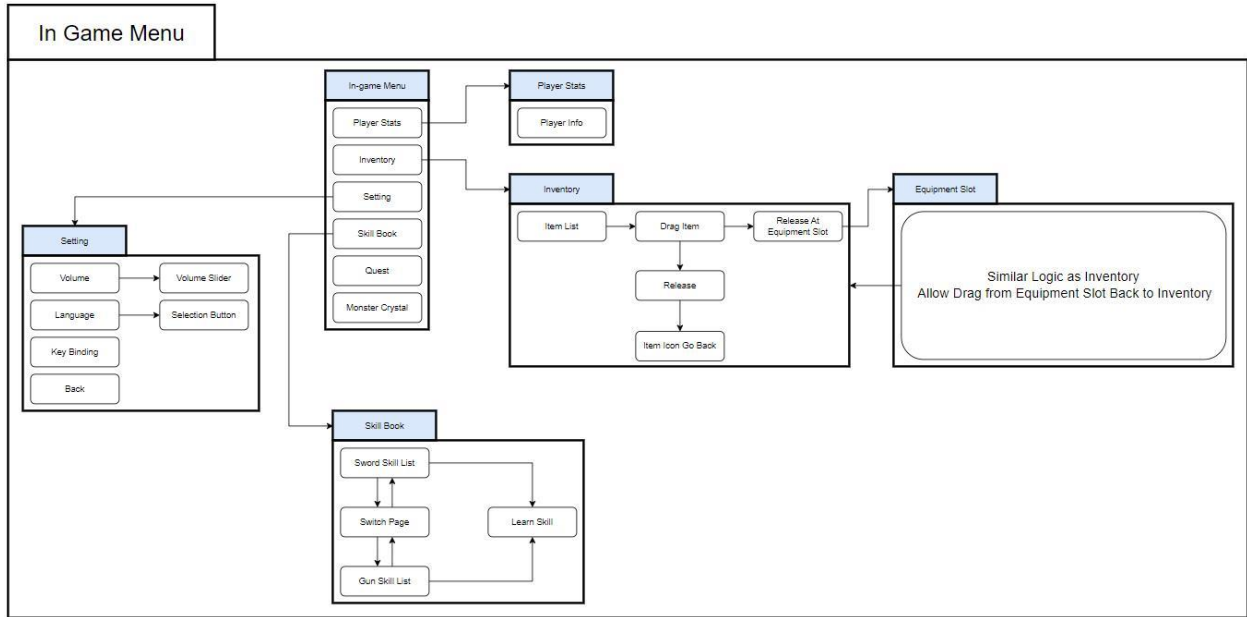
Players can choose whether to revive directly after death or continue from the previous save point. If player choose to revive directly, the monsterize value will be increased. Some plot elements can change the monsterize value. The monsterize value will affect the plot. This is a very important design. Even if players are not used to the operation of the game and think that the game is too difficult, they can still choose to resurrect to continue to experience the plot of the game. Compare to the hardcore games like Dark Souls, player will not be stuck in a certain place and cannot continue in our game.

# Interface

## Flowcharts





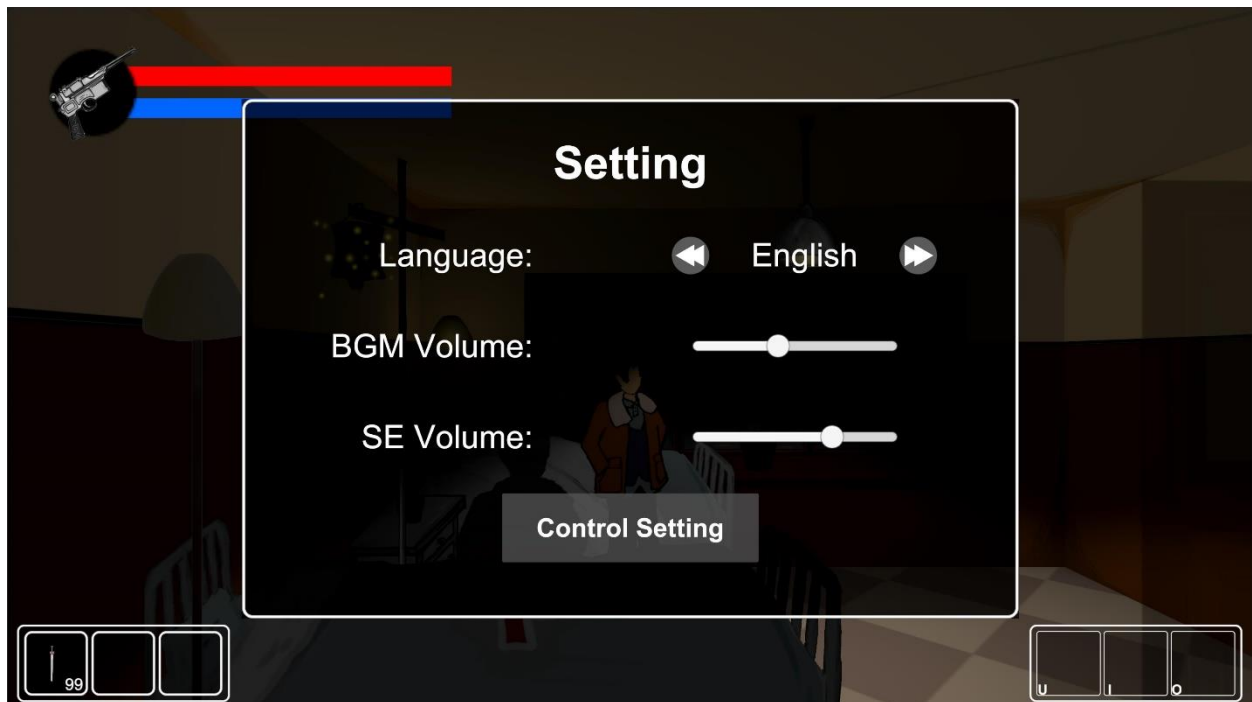


## Mockup Screens

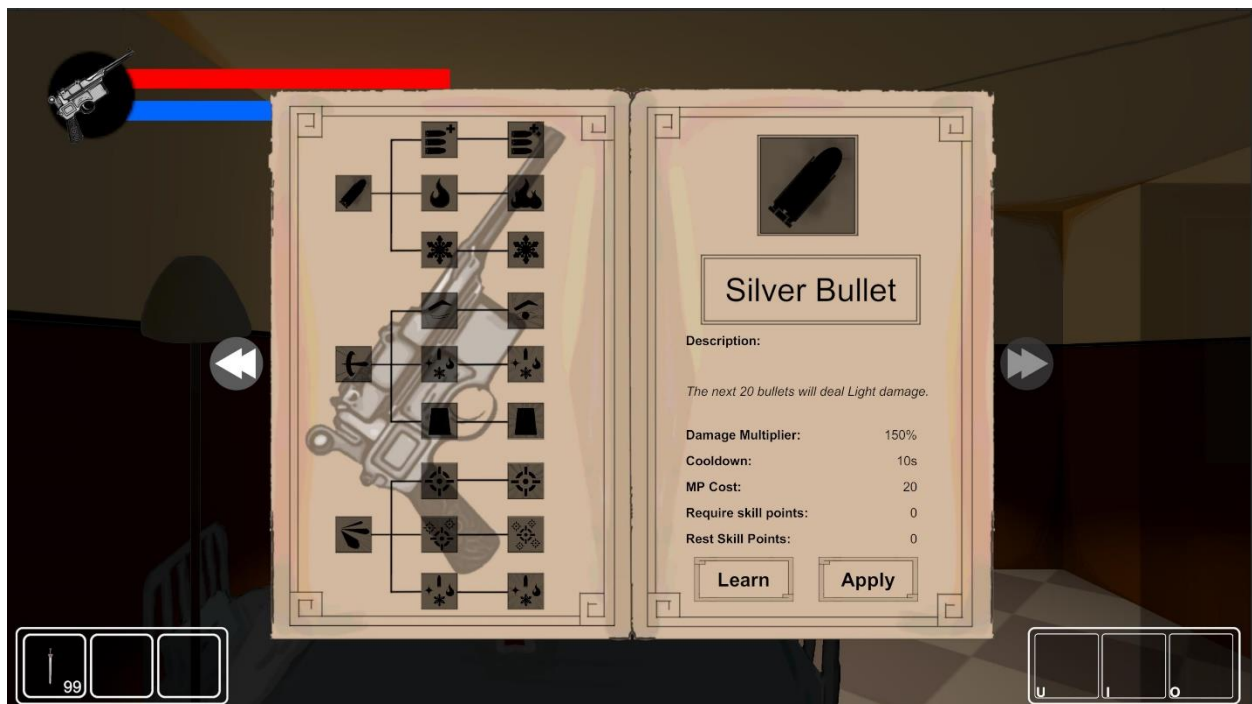
### Menu



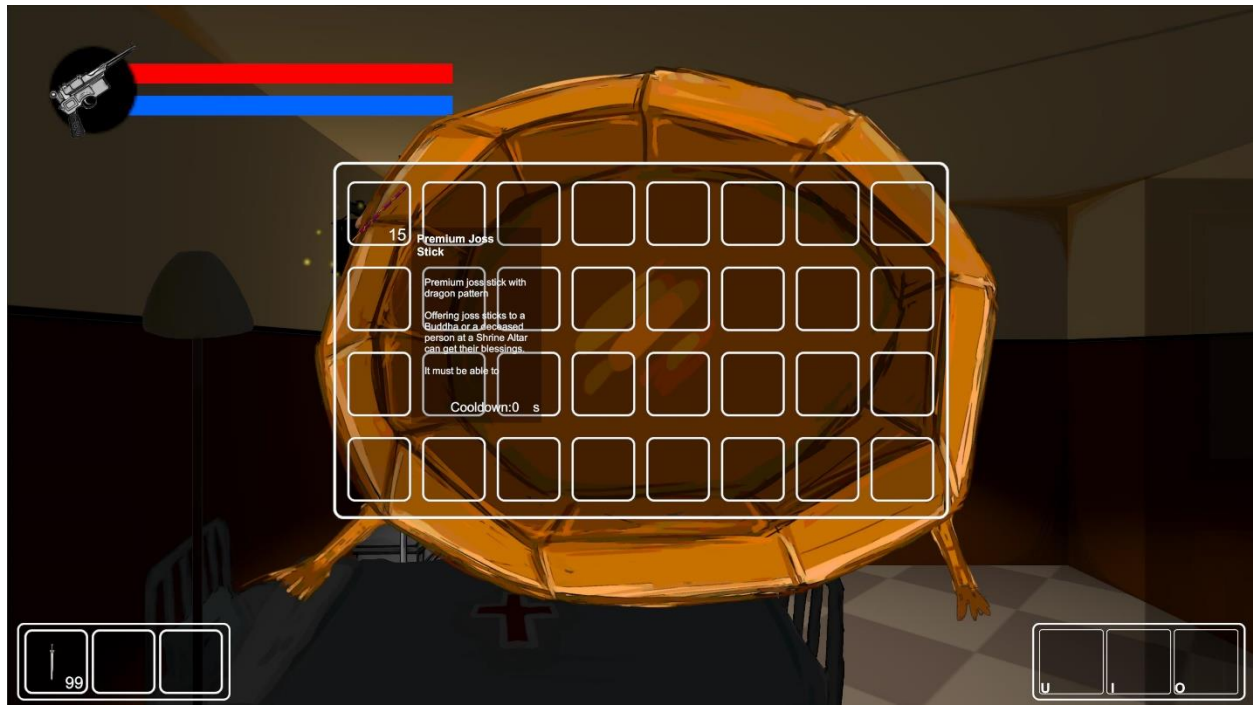
### Setting



### Skill



## Bag



# Art And Video

## Overall Goals

The background of the game is set in Shanghai in 1920. How to make players feel the atmosphere of Shanghai at that time is an important factor that we need to consider. We searched for a lot of references, such as people's clothing and architectural styles in that era, to let players appreciate the charm of that era. In addition, we also personally designed the player's clothing and architectural decoration, and designed many decorations with ancient styles, such as hospital beds, bedside tables, toilets and so on. Regarding monsters, we also looked at many legendary depictions as well as monster images created by others and used them as prototypes to design their outlook and animations. Finally, we need to create an eerie atmosphere, so flickering lights are essential, and rendering 2D light effects in a 3D scene will be a highlight of our game.

## 2D Art

All characters, including the monsters, are created by 2D art.

We use both skeleton and frame animation to animate the characters and monsters.

Most of the Scene Item will be created in 2D, such as the wall, fan, ground, beds, bedsides, lights, Door, etc.

## 3D Art

Unavoidably, we will need 3D model as well, since we actually put things in 3D Scene, so when camera move, the perspective will changed as well, some large scene objects or props with special perspectives need to use 3D models, such as the office table, the shields, etc, otherwise the perspective will look very strange after transformation.

## Cinematics

According to the needs of the plot, we may make some CG animations to let players better understand the plot.

# Story

## Summary to the prequel

In 1920, three mummified corpses appeared one after another in an alley in the south of Shanghai. After searching, the police still could not locate the murderer. However, one night, a policeman witnessed the murderer, an inhuman creature that seems to have come through time! This monster also took the player's sister, Liu Xingyue. After that, the player found a way to the cave in the forest by collecting clues, where he found his sister and learned the origin of this monster: Thousands of years ago, monsters still existed in the world. There was a brave general who specialized in killing monsters and protecting people. The general fell in love with the princess of the country. However, the emperor of the country did not approve of this marriage, so he sent his men to assassinate the general. However, before the assassination began, the general and his soldiers encountered a group of monsters with extraordinary strength. In the end, the general and the others were defeated. At this time, the Buddha appeared. Since the general was loved by the people, the Buddha was willing to give the general a chance. The Buddha gave the general strength and sent him to the cave to kill one of the most powerful monsters, the bat monster. However, just as the general was on his way to kill the bat demon, news of the general's annihilation spread in the city. The emperor was very happy after hearing this, thinking that his plan was successful, so he told the princess that he was going to marry her to a prince from another country. The princess feels heartbroken and chose to commit suicide. After the general's triumph, he learned of the princess' death and was deeply saddened and begged the Buddha to give the princess another chance. However, the Buddha said that people who commit suicide cannot enter reincarnation, let alone resurrect. The general felt the betrayal, so he swallowed the monster crystal of the bat monster and became the new bat monster. After the general became the bat monster, he couldn't suppress the anger in his heart. After the massacre, he returned to the cave and fell into a deep sleep. And in 1920s, he woke up. Because Liu Xingyue and the princess looked alike, the general did not kill her, but kept her by his side. After the hard battle, the player took his sister to escape from the cave but found that her sister had been assimilated by the bat monster and became a monster as well, and at this moment, the general woke up and knocked the

player unconscious at the entrance of the cave. In order to protect the player, the elder sister chose to die with the general and disappeared into the sun together.

## Background settings

The game will continue the story of the previous generation and focus more on a important character, Xu Yang. Xu Yang is Xingzhe's best friend who also appeared in Shanghai 1920. In an arrest operation a few years ago, Xu Yang was shot in the knee in order to save Xingzhe, leaving behind sequelae and unable to walk normally. After that, Xu Yang could only stay at the police station to do some paperwork and was pointed by the new police officers. Although Xingzhe had come out and scolded these police officers, he still could not calm down their gossip. However, the appearance of the bat monster seems to have given Xu Yang some kind of opportunity. As long as he obtains the power of the bat monster, his body will continue to heal itself, and even a broken limb can grow back. In the story of Xingyue, Xu Yang was the first to arrive at the cave. He sought power from the bat monster and expressed his willingness to allegiance to the Bat Monster. At the end of last story, Shanghai1920, Xu Yang obtained the monster crystal dropped by general after general death, and story will keep continue at this point.

## Story Overview

Chap1.

In the darkness, Xingzhe seemed to hear a scream. Xingzhe opened his eyes and looked at the calendar opposite the wall. The time on it was 7/15, and he had slept for three days. Strangely, Xingzhe didn't feel any fatigue, he felt his body was in the best condition. He sorted his clothes, picked up the pistol, and opened the door of the ward. Xingzhe was attracted by the sound of chewing, and he couldn't help but look sideways. What is that? He couldn't believe his eyes, an ethereal figure was eating a person. Xingzhe saw that the figure slowly turned around, and a hideous face appeared in front of Xingzhe, only one thing was certain, it must not be a person. Xingzhe took out his pistol and shot the monster hard, but did not cause any damage. Just when the monster rushed towards Xingzhe, Xingzhe rolled and hid in the storage room next to him. What happened in this world? In a trance, Xingzhe seemed to have heard the Buddha's guidance. Just like a general a thousand years ago, the Buddha wanted to give Xingzhe power to destroy the bat monster in the cave. Xingzhe accepted, he seemed to have no choice. After Xingzhe gained power, he explored the hospital. In the hospital, he met Dr. Liu, who was trapped in the third-floor office, and Aunt Liu, who had died at the hands of Poison. In the end, he defeated Malice on the first floor, left the hospital, and went to the cave.

## Enemies

**Grudge:** The villagers who were killed by the general a thousand years ago have been hiding in the secret door of the cave because of the general's power. After the death of the general, the grievances accumulated for thousands of years erupted, turning into resentful ghosts and haunting the city.

**Poison:**

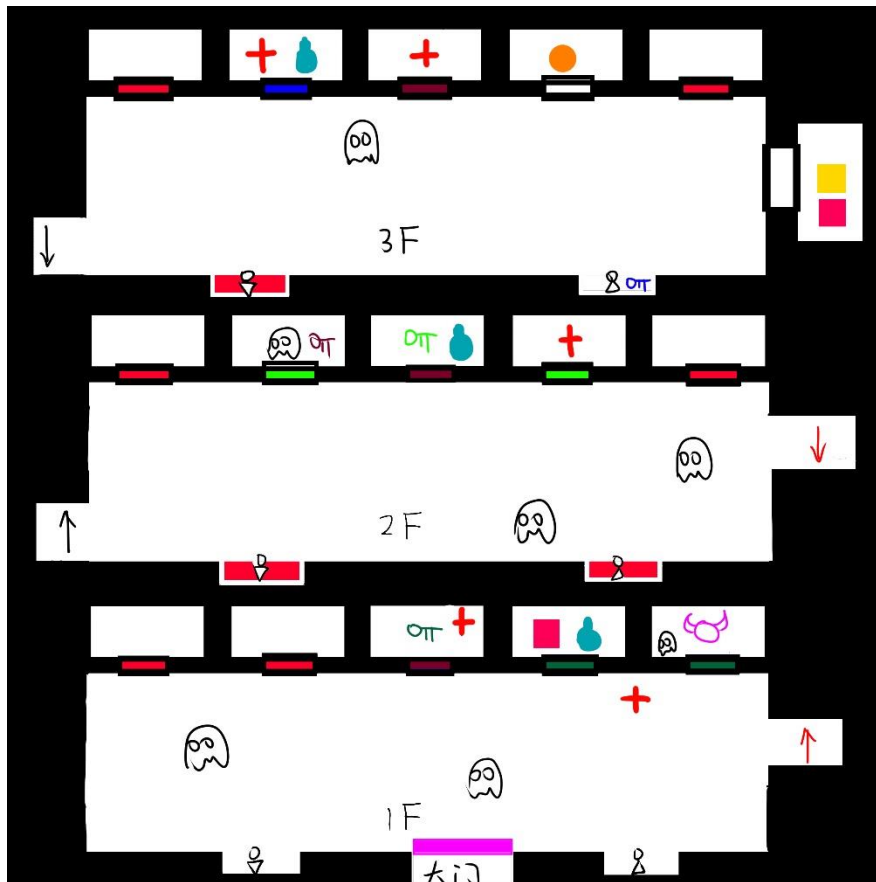
A monster that is attracted by the strong air of death and can spray venom from its mouth.

Malice:

Attracted by the monstrous aura in the city, he enjoys killing and is extremely fast.

# Level Overview

## Chapter 1 - Wake up



- Broken Door
- Need Kill boss
- Need 3F key OTT
- Need 2F key OTT
- Need 1F key OTT
- Need Office key OTT
- + HP Recover Prop
- MP Recover Prop
- ☠ Monster (Gudge/Poison)
- ☠ Boss : Malice
- Loss stick
- Altar (save point)
- Spawn Point (start)
- ♂ Men Restroom
- ♀ Woman Restroom
- ↑ Stair
- ↓ Stair

\*will be adjusted during testing

# Market Analysis

## Target Market

Shanghai 1920-XZ will be a PC platform game, because the game involves many interface and action designs that require keyboard and mouse operation, so we will not consider porting to other platforms for the time being. The game will be released on Steam. Our target audiences are hard-core players who like action games and plot games. At the same time, we also set an option that player can be resurrected, so even players who are not used to action games, as long as they are interested in Chinese mythology, they can also experience this game.

## Top Performers

I think the performance advantage of our game is in the fusion of the storyline with the combat. We have designed a rich skill system for the game, and strengthened the sense of strike of the game. Players can freely combine skills and equipment to experience different game fun. Not only that, we have designed an interesting plot in the game and integrated it into the Monsterize system, so that players will not be stuck at some place and can fully experience the plot.

## Deadline

The first chapter and all features will be completed in December 2022, and the overall game is expected to be completed by June 2023.

# Technical Aspects

## Platform

PC(Steam)

## Game Engine

Unity 2021.3.4f1

## Hardware requirements

### **MINIMUM**

OS	Win 7 or newer, 64-bit
Processor	Intel Core i3-6100/AMD FX-8350
Memory	4 GB
Hard Disk Space	2 GB free
Video Memory	2 GB
Video Card	GTX 580
Internet	Not Required
Sound	DirectX 9.0c Compatible

### **RECOMMENDED**

OS	Win 7 or newer, 64-bit
Processor	Intel Core i5-4670K
Memory	4GB
Hard Disk Space	2GB free
Video Memory	4 GB
Video Card	GTX 680
Internet	Not Required
Sound	DirectX 9.0c Compatible