Jestryx Legends

Game Design Document

Tagline:*Team play, 3V3, FPS*

Intended Game Systems: PC **Target Audience:** All



Connected Games Development (CI7825_ALL_TB2_23)

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Game Outline

Game style

Our game is an apocalyptic future wasteland style 3D, PVP, FPS game.

Development Engine

Game development software



Game material modelling software



Game summary

In our game there will be 6 players per game. Players will be split into two teams, Protectors (Ancard) and Attackers (Infernalia).

The goal of the protecting team (Ancard) is to guard Jestryx by defeating the enemy.

The goal of the attacking team (Infernalia) is to steal Jestryx by placing devices on sites A&B.

Each team consists of three characters: Assault: Connor, Engineer: Chloe and Medic: Ryan, each with their own special skills to help the team achieve their goal.

Game Story

In the year 4056, due to the rapid development of technology and the greed of human beings, Radium T appeared on the Earth, which would lead to the gradual scarcity of the Earth's resources. Trees stopped growing and rivers gradually dried up. Cheap items that were once everywhere have become extremely valuable. People often kill each other for items that are closely related to their survival.

But in this time of chaos, there is a utopian paradise, thousands of years. The people who live in Ancard don't have to suffer from war or starvation. This is all thanks to Jestryx, an element buried under the Ancard soil that protects against Radium T and allows natural resources to survive. Ancard has become a place where people from all over the world want to live, but the people of Ancard don't want to let outsiders into their home. Most of them feared that if they shared the Jestryx with the outside world, Ancard would become one of those deserted countries.

In fact, most of the countries could not compete with Ancard, as the technological level of Ancard's medical facilities and weapons had long been far beyond that of other countries. Except for Infernalia, which is a small nation made up of military personnel from the original government and survivors from other nations. They depend on the few resources on the outskirts of Ancard to survive. They often

wage small wars against Ancard in order to seek more resources to keep the outskirts of Ancard alive.

Game Flow

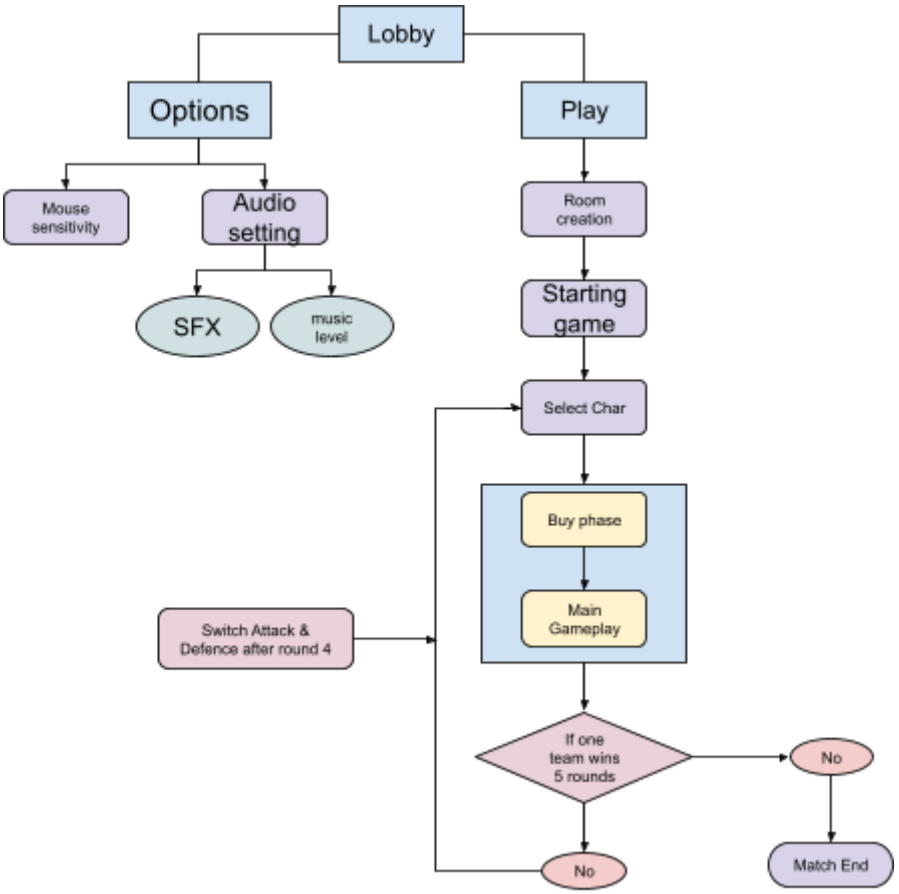

Chart 1: Game Flow

Upon entering the lobby, players are presented with two distinct paths: navigating the options to make personalised audio adjustments, or selecting "Play" to go straight into the game. In the Options, players can tweak the listening experience to their liking, ensuring they are in the moment from the start. Once the game begins, players are randomly matched with teammates to prepare for a co-operative victory. Once matched, players choose their character and begin an adrenaline-pumping journey.

As the game unfolds, each round becomes a battlefield where strategic ability and teamwork reign supreme. Victory is achieved through a series of intense rounds, and after four rounds, the attacking and defending sides will swap identities. The first team to score five wins will emerge victorious. Upon reaching this milestone, the game will easily end and players will return to the lobby to prepare for their next thrilling adventure.

Upon entering the game, the player is faced with a critical decision: to choose their character from three different characters, each with their own unique abilities and strengths.

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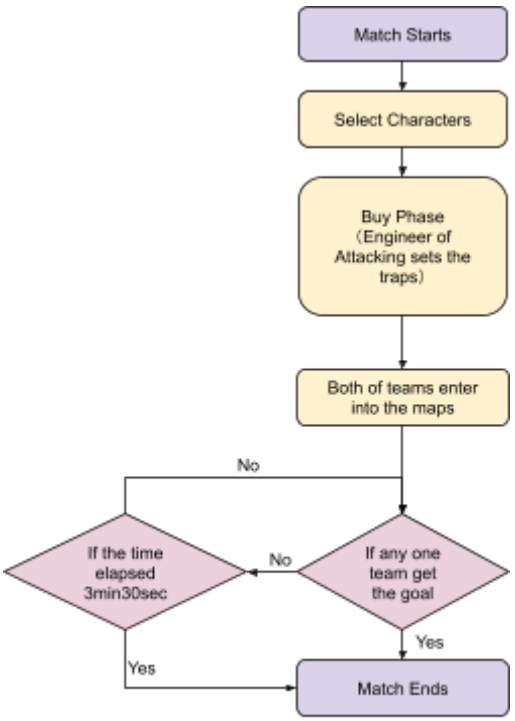


Chart 2: Match Process

After selecting a character, the player will enter a short but crucial purchase phase lasting 40 seconds. During this window, the player has the opportunity to acquire the necessary resources for the ensuing battle. Players can purchase guns for attacking enemy troops and shields for personal defence.

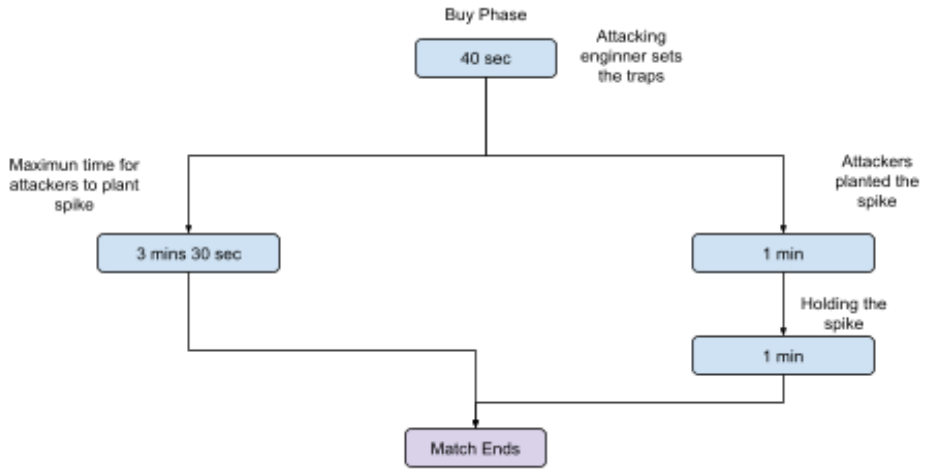
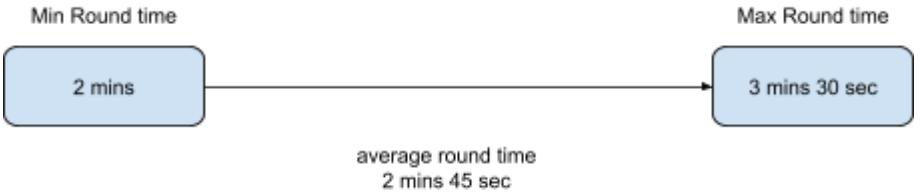


Chart 3: Time Flow

During the Purchase Phase, the Engineer of the attacking team can walk onto the battlefield and strategically place traps in designated areas. At the end of the Purchase Phase, the turn-based game begins. The two teams converge on the battlefield and fight fiercely to win for their respective factions.

Each round is strictly timed, lasting no less than 2 minutes and no more than 3 minutes 30 seconds. At the end of each round, the game moves on to the next stage until one team wins a total of 5 rounds. At this point, the game comes to an exciting conclusion and one faction will emerge victorious amidst the chaos of the Wasteland of Doom.



2 mins 45 sec x 9 = 25 mins
2 mins 45 sec x 5 = 14mins

Chart 4: Round duration estimation

Key challenges in Jestryx Legends

Both sides

- Familiar with the map

1. quickly locate the Jestryx steal point where the battle will take place.

-

2. lets engineers know where best to place traps.
3. can find the best escape routes and attack routes.
4. use the surroundings to avoid and plan attack strategies.

- Familiar with character skills

1. use character skills for teamwork.
2. Anticipate your opponent's upcoming skills and defend against them in advance.

- Familiar with the economic system in the game.

1. Use your gold to buy weapons and shields. 2.
2. Work with your teammates to rationally arrange your gold to balance the attack power of the whole team.

- Familiar with weapons

1. Use weapons wisely. Use different weapons at different attack distances and in front of different enemies.
2. Facing enemies using different weapons, anticipate in advance and formulate corresponding defence strategies.

Attackers

- Map Restrictions

1. The attacker can enter too many maps at the beginning, so he needs to find an ambush position in advance.
2. Because the attacker's engineers will enter the map at the beginning of the game to place traps, the attacker needs to know where the best place to place traps is.

- Jestryx's protection strategy

1. Once the attacker has successfully entered the steal point and placed the steal device, watch out for the protector's attack. Hold out until the theft is successful.

Protector

- Map Restrictions

1. The protector cannot enter too many maps at first, so beware of attacks and traps from the attacker in advance.
2. Since there are many choke points placed along the Protector's path, the Protector will need to be more familiar with the map in order to quickly find and defeat the Attacker.

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Characters

- The game has 3 main characters and each character has their own set of abilities.
- The players can choose which character they want from the 3 characters that the game has.
- This also depends on the players play style and which character they are comfortable with as each character will require a different play style
- There are 3 characters which have their own abilities and uses.
- Both teams have to select from these 3 characters.

Characters description

As the game is a FPS shooter so we have gone with more military styles characters with their own unique outfits and colours.

Assault:Connor-



Character from mixamo

➢ Connor will have more attacking abilities and can infiltrate the site easily.
- The players with more aggressive style of play will use this character
- This character can be used to turn the tide of the game as he has 2 unique abilities that can deal a lot of damage to the enemy team.
- The offensive abilities of Connor can deal a large amount of damage in a certain area.

➢ Connor has his own set of abilities which are as follows:
- Primary Ability—
  Small grenade that deals medium damage for once
- Secondary Ability(Special Ability)-
  Rocket launcher with one shot deals damage to a radius

➢ Connor can rush in and ambush the enemies and has a lot of offensive potential.

-

Engineer: Chloe-

- ➢ Chloe will have more trap setting abilities.



Character from Mixamo

- Players with a tactical thinking and a little insight on how the enemy team might progress use this character really well.
- The 2 unique abilities that Chloe has can be used as an advantage while defending as well as attacking.
- These abilities will help in slowing down the other team and blind siding them but will require great skill and knowledge of the map to use as no team behaves in the same way.

- ➢ Chloe has her own set of abilities which are as follows
  - Primary Ability
    Flash bang
  - Secondary Ability(Special Ability)
    Wire trap the stuns and deals damage
- ➢ Chloe can set traps across the map that gives a defensive advantage and slows enemies down.

Medic: Ryan-



- **Character from mixamo**

- ➢ Ryan will have more defensive and supportive abilities
  - This character is the support of the team and will continuously help the team throughout the game.
  - So a player who can assess the situation and act accordingly while keeping the needs of the team in mind can use this character really well
  - The 2 unique abilities of ryan help the team to continue playing even after damage is dealt.
  - 2nd ability makes sure that the team is safe from the barrage of bullets and ready to counter attack.
- ➢ Ryan has his own set of abilities which are as follows—
  - Primary Ability
    Defensive shield
  - Secondary Ability(Special Ability)
    Heal a teammate or self
- ➢ Ryan is like the shield and spear of the team as he can be defensive and attacking at the same time. Healing your teammates and yourself gives you an advantage.

Character selection

- There are only three characters and players have to choose between those 3 itself
- Each player can only select one character and it will be locked for the rest of the team.
- Same goes for the enemy team.
- Each team will get a few seconds before the round starts for the character selection and once selected the player can't change them till the game ends.

Enemies

- As it's a 3v3 multiplayer shooter, the opposite team is going to be the enemy.
- So if you are defending then the attackers are going to be your enemies and vice versa.

Combat

- Combat is a simple tactical shooter where players will have to work together as a team and win.
- Each team has the equal advantage when it comes to characters but will have to rely on their teams when it comes to actual gameplay.
- As the map is quite big the players will have a chance to think and approach the site with plan and precision.
- Each character can use their abilities at a certain time in the game but will have a cool down period after that.
- The main abilities can be only used once or twice in a particular round by the character.
- The map has many corners and places for a head on encounter with the enemies for both attackers and defenders.

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Weaponry

- Each player has the option of





  choosing between 2 weapons which deal different amounts of damage.
- 1 pistol, 1 AR.
- As the rounds progress the players can buy these weapons from the in game gun store.
- Each weapon deals a certain amount of damage.

A few weapons are limited to the characters.

Weapons related to the unique abilities of the players

- A flash bang- ability of chloe
- A rocket launcher- ability of connor
- A Shield- ability of ryan

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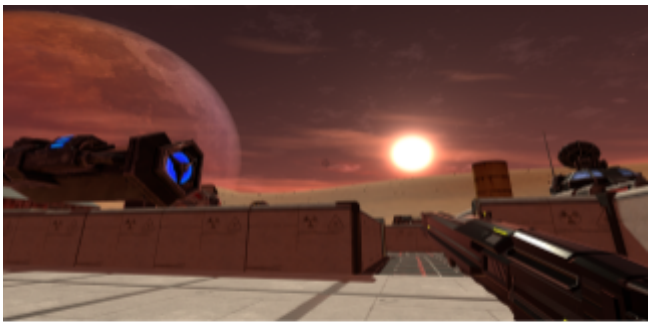
Game World and Problem Statement

Problem in the World

The world lacks Jestryx (a necessity in this world), and Ancard is the only country that has Jestryx, but they don't want to share it. Infernalia, being a country near Ancard, would go and steal the Jestryx, in order to keep the people of countries other than Ancard alive. So these two countries are constantly waging war around the Jestryx.

Mood Invoked



Picture 1

The mood invoked is one of eerie isolation and foreboding. Despite the brightness of the sun, the atmosphere is tinged with gloom, reflecting the aftermath of the disaster that befell the level. The imposing presence of the moon adds a sense of dread, casting ominous shadows over the barren desert below.

Aesthetical Principles

Colour Palette:



Picture 2

Predominantly brown tones for the desert landscape, contrasted with metallic greys and futuristic blues for the space station interior. The sun bathes the environment in a bright light, while the shadows cast by the damaged structures create pockets of darkness.

Shapes:

Sleek and angular shapes for the futuristic architecture of the space station-ish, juxtaposed with the rugged and organic forms of the desert landscape.



Picture 3

Lighting:

Bright sunlight shining through cracks in the station's hull, casting dramatic shadows and highlighting the devastation wrought by the disaster.

Spatial and Temporal Dimensions and Boundaries:

The spatial dimensions of the level are defined by the interconnected corridors and chambers of the space station, juxtaposed with the vast expanse of the surrounding desert. Temporarily, the game takes place in the aftermath of the disaster, with the environment showing signs of recent destruction and abandonment.

Environments

The city:



Picture 5

Futuristic corridors, control rooms, and living quarters now abandoned and overrun by vegetation. Players may find cover behind consoles and debris, utilising the remnants of advanced technology to gain a strategic advantage.

Desolate Desert:

Barren dunes and rocky outcrops stretching as far as the eye can see. Players must contend with the harsh environment, using the terrain to their advantage while remaining vigilant for ambushes from rival teams.

Visibility and Blocking:

Players may use the structures and vegetation within the space station to block line of sight and conceal their movements. In the desert, sandstorms and dust clouds may temporarily obscure visibility, creating opportunities for surprise attacks and stealthy manoeuvres.



Picture 6,7

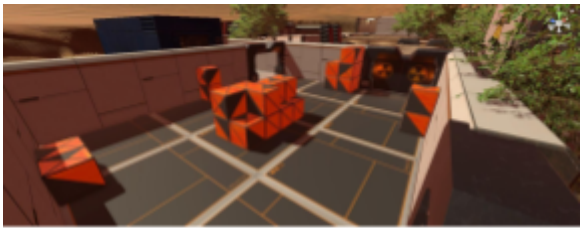


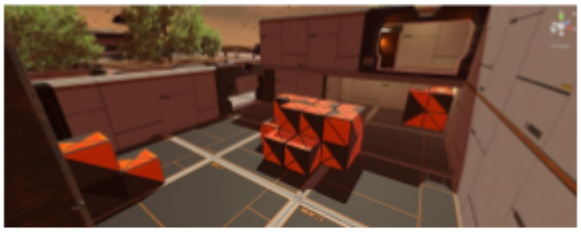
Picture 8

Connectivity:

The city environments are interconnected through a network of corridors, airlocks, and access tunnels. Players must navigate through these interconnected spaces while remaining alert for potential

threats from rival teams and environmental hazards.





Picture 9,10

Extraction Point:

The extraction points are located at opposite ends of the space station, with players needing to reach and defend one of these points to secure victory. The hostile environment of the desert adds an additional layer of challenge as players must contend with the elements while defending against enemy attacks. (A and B sites below on the map)

Game Mechanics

Mechanics

Interactive Cover:

The level is littered with crates, debris, and structures that players can use as cover to evade enemy fire and strategically plan their attacks.

Obstacles and Traps:

Players must navigate through various hazards such as collapsed structures, tripwires, and explosive barrels that can damage or kill them if triggered.

Dynamic Elements:

Certain elements of the environment may be interactive, such as doors that can be opened or closed to control the flow of movement, or destructible walls that can be breached to create new paths or ambush points.

Hazards:

Radiation Zones:

Certain areas of the map are contaminated with radiation, causing players to gradually lose health if they remain within these zones for too long.

Traps:

Engineers can deploy traps such as proximity mines, tripwires, and automated turrets to catch enemies off guard and gain the upper hand.

Unique Mechanics:

Assault Character:

Grenade:

The Assault character can deploy a small grenade that deals medium damage to enemies within its blast radius. This ability is useful for clearing out groups of enemies or flushing opponents out of cover.

Rocket Launcher:

With the Rocket Launcher ability, the Assault character can unleash a powerful rocket that deals radius damage upon impact. This ability is particularly effective against clustered enemies or fortified positions, allowing the Assault character to create openings for their team to advance.

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Engineer:

Flash Bangs:

The Engineer can deploy flash bang grenades to disorient and blind enemies within a certain radius, temporarily impairing their vision and making them vulnerable to attacks.

Traps:

Before the game begins, the Engineer has the ability to set up traps on the limited area. These traps can include proximity mines, tripwires, or automated turrets, which can catch enemies off guard and provide strategic advantages to the Engineer's team.

Medic:

Defensive Shield:

The Medic can deploy a defensive shield that provides temporary protection to themselves or their teammates, absorbing incoming damage and allowing them to withstand enemy attacks.

Healing Ability:

The Medic possesses the ability to heal themselves or their teammates, restoring health and allowing them to sustain themselves during intense firefights. This ability is crucial for keeping the team alive and maintaining their combat effectiveness throughout the match.

Multiplayer Balancing:

Character Abilities:

Each character class offers unique abilities that cater to different playstyles and strategies, ensuring a balanced and diverse gameplay experience.

Matchmaking System:

The game employs a sophisticated matchmaking system that pairs players of similar skill levels and experience, ensuring fair and competitive matches.

Weapon Balance:

The game's economy system rewards players with coins for kills, allowing them to purchase better weapons and equipment as they progress. This ensures that players are rewarded for skillful play while preventing any single player from dominating the match solely based on their loadout.

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Progression and Rewards Framework:

League System:

Players earn experience points and climb through various leagues based on their performance in matches. Advancing to higher leagues grants access to exclusive rewards and unlocks, such as new character skins, weapon skins, and emotes.

Weapon Upgrades:

As players accumulate kills and earn coins, they can purchase more powerful weapons and equipment from the in-game shop. This progression system incentivizes players to actively engage in combat and contribute to their team's success.

Winning and Losing:

The winning and losing conditions are as follows:

Victory:

To win, a team must either eliminate all members of the opposing team or successfully reach and defend one of the extraction points until the extraction process is complete from the defenders and the defenders must stop the attackers from extracting.

Defeat:

A team loses if all of its members are eliminated, if the defenders fail to prevent extraction they lose.

If the attackers fail to extract the Jestryx, they lose.

Linking Rewards to Game Context:

Problem Solving: By rewarding players with coins for kills and victories, the game's economy system reinforces the theme of scarcity and survival in a post-apocalyptic world. Players must actively engage in combat and outmanoeuvre their opponents to secure valuable resources and gain a competitive edge.

Our game is all about winning, there are no obvious penalty mechanisms excluding losing.

Monetisation:

Monetisation in the game is closely tied to the rewards framework and progression system. Players earn currency through gameplay, primarily by defeating enemies, completing objectives, and winning matches. This currency can then be used to purchase various items and upgrades from the in-game shop.

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In-Game Shop:

The in-game shop offers a variety of items and upgrades to enhance the player's experience. Players can purchase new weapons, equipment, character skins, and other cosmetic items. Additionally, players can also use the shop to unlock special abilities or access exclusive content.

Linking Monetisation to Game Experience:

The in-game shop is seamlessly integrated into the game experience, allowing players to access it from the main menu or during gameplay. Players can purchase items using the currency they have earned through gameplay, or they can choose to use real-world currency to acquire premium items or accelerate their progression.

Bonus Materials and Unlockables:

To encourage replayability, the game features a range of bonus materials, unlockables, and achievements for players to discover and unlock. These may include special weapon skins, character emotes, exclusive in-game titles, and unique cosmetic items. For example, players may unlock a rare weapon skin after achieving a certain number of kills with a specific weapon, or they may earn a special achievement for completing a particularly challenging objective.s

LiveOps Plan:

The LiveOps plan for the game involves regularly updating the game with new content, features, and events to keep players engaged and excited. This may include introducing new maps, characters, game modes, and limited-time events with special rewards and challenges. Additionally, the development team will actively monitor player feedback and data to address any issues, balance concerns, or gameplay improvements needed to enhance the overall player experience.

Player Incentive to Replay and Acquire Paid Content:

Players are incentivised to replay the game and acquire paid content through a combination of engaging gameplay, compelling rewards, and exclusive unlockables. Achievements are awarded for completing various milestones and objectives within the game, providing additional motivation for players to continue playing and striving for mastery. Additionally, premium content such as special weapon skins, character skins, and cosmetic items offer players the opportunity to customise their experience and stand out on the battlefield, further enhancing their sense of progression and accomplishment.

Gameplay

Game Sequence

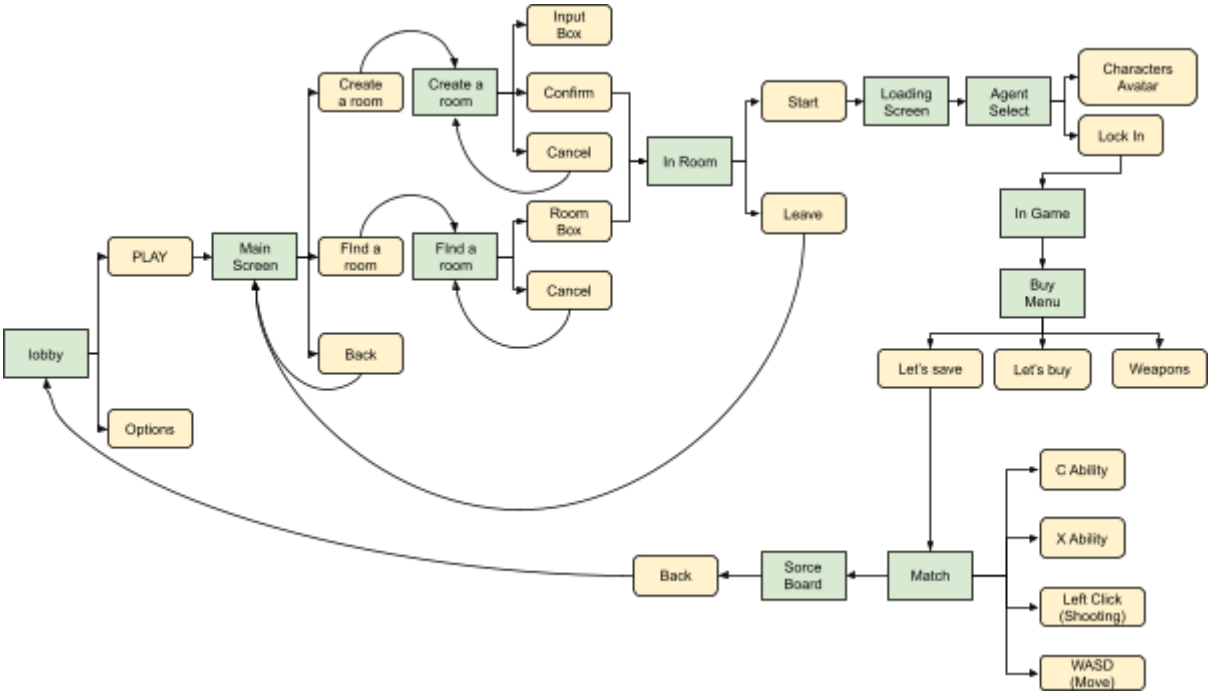


Chart 5: Game Sequence and buttons flow

Upon entering the lobby, the player will be presented with two options: 'Play' and 'Options'. Clicking on 'Play' will take the player to the 'Main Screen'.

In the main screen, the player can choose to ‘create a room’ or ‘find a room’. The player also has the option to return to the lobby.

When the player chooses to create a room, they can enter the room name in the input box and then click the ‘Confirm’ button to complete the room creation. The created room can also be cancelled by clicking the ‘Cancel’ button.

When a player chooses to ‘find a room’, they can see the created rooms directly in the interface and select the room they want to enter.

Inside the room, players can see the names of the players in the game. Players can click the ‘Start’ button to prepare for the game. They can also leave the room by clicking the ‘Leave’ button. However, when all 6 players click on the ‘Start’ button, the players begin to enter the game.

Before entering the game, there will be a loading screen.

Once in the game, the player will be taken to the character selection screen, where they click on their character avatar to select the character they wish to play. Once the selection is complete, the player clicks ‘LOCK IN’ to lock and prepare to enter the game.

After entering the game, the player will first see the buy menu, where the player can purchase weapons and shields to increase attack and defence values.

After purchasing a round, the player enters the game and starts the battle.

After the match is over, the player will enter the settlement page where the final result of the match can be seen.

Finally, the player will return to the lobby.

Platform Specific Features

Platform specific features, which means on which platform the game is running, i.e. Windows PC.

We did not choose Android because it is slow and cannot handle assets. We could not optimise assets for Android in the given time. PC hardware can handle large levels and has good network capabilities. It fits the given time frame.

In our FPS games, players use a variety of controls for seamless gameplay.

Use the WASD keys to control movement, the left mouse button to control shooting and button interactions, and move the mouse to change the view. Use the C and X keys to control character abilities. Use the Space to control character jumping. Use the shift key to control character crouching. Use the 1 and 2 keys to simplify weapon selection.

These controls are optimised for PC gaming to ensure a smooth and intuitive experience for players.

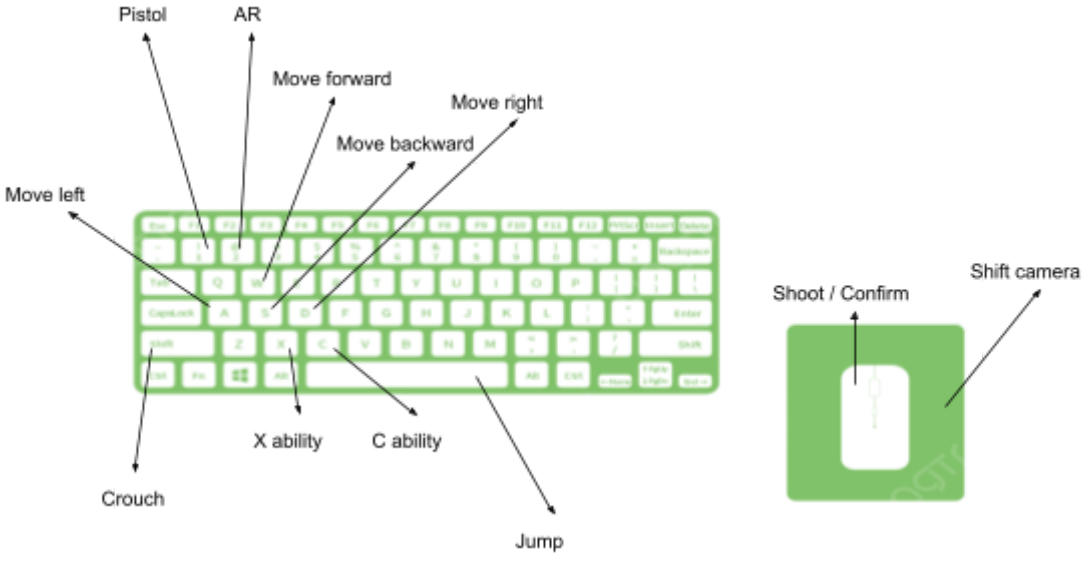


Chart 6: Control Setting

Visual Experience

User Interface (UI) and User Experience (UX):

HUD



Picture 10: HUD

During the game, players can see that the HUD is always on the screen. The top of the interface is the game time, where players can find out how much time is left in the game. Below the time are the avatars of both characters. When a player dies, the avatar will turn grey, so players can confirm the number of players still alive in the game.The blue box is the guardian, and the red box is the attacker. Below the interface are the skills and weapons owned by the player. On the left are the skills owned by the player. After using a skill, it will enter a cooldown time, and the skill icon will turn grey until it returns to its original colour and the player can use the skill again. Below the skill is a prompt for the player to press the 'C' key or the 'X' key to release the skill. On the right are the guns owned by the player, and below is a prompt for the player to press '1' or '2' to change weapons.

Lobby

In the lobby, players can click "Start Game" to enter the main interface of the game, or click "Options" to set game parameters, or click "Exit" to exit the game.



Picture 11: Main Screen

Main Interface

In the Main Interface, players can click "Find Room" or "Create Room" to enter the room, or click "Return" to return to the lobby.

Find a room

In the "Find a room" interface, players can find a room that has been created, and click "Cancel" to return to the main interface.

Create a room

In the "Create a room" interface, players can enter a room name to

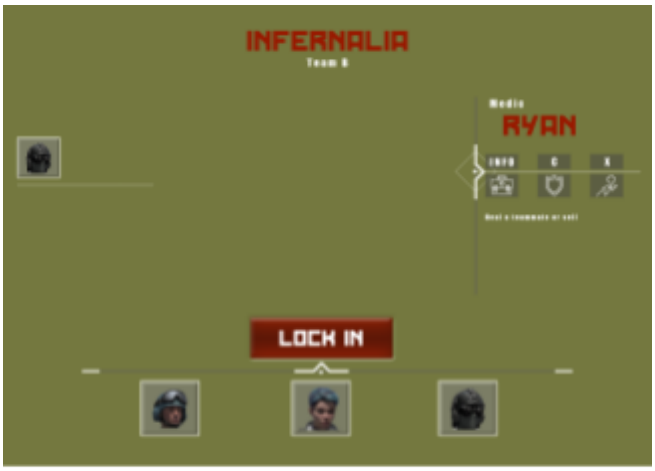
-

create a room, click "Confirm" to confirm the creation of the room, and click "Cancel" to cancel the creation of the room.

In the room

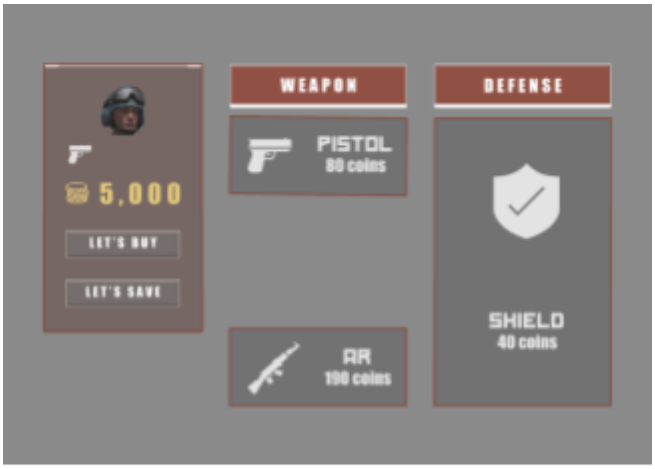
In the room, the room name is at the top, and the names of the players in the room are in the middle box. Players can leave the room by clicking "LEAVE" or enter the game by clicking "START".

Agent selection



Picture 12: Agent Select

In the character selection interface, players can select the role they want to play by clicking the character avatar below. When clicking the character avatar, the corresponding character information will appear on the right, which contains the basic information of the character and the introduction of the C and X skills. Players can confirm the specific information by clicking "INFO", "C" and "X". On the left side of the interface is the player's name and the avatar of the selected character. At the top of the interface is the team the player belongs to, and the player can confirm whether he is the attacker or defender.



Picture 13: Buy Menu

Purchase menu

In the purchase menu, players can see their economic information on the far left, and can confirm their weapons and the number of gold coins they have. Players can also buy weapons and shields by clicking the weapon and shield button on the right first, and then clicking "Buy" on the right. Finally, click 'LET'S SAVE' to save.

Error Occurred

When an error occurs in the game, the player will see this interface.

The overall feeling of the game:

We hope to make the players feel nervous and excited. And feel the sense of technology and doomsday.

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Mood board and concept map:

In the concept map, we used a lot of red and black, hoping to bring players a depressed and nervous mood. And use sharper and sharper fonts to show the seriousness and hardcore of our game. We used a lot of single light sources and broken glass in some background pictures to reflect the sense of future. In the game, we added desert and planet elements to reflect that this is a story that takes place in the future. We also added trees to reflect the resource elements of the end of the world. We designed the obstacles and walls of the entire map to be more futuristic. In the game, we use orange lights to correspond to the desert. It can also make players feel dull. I hope that players can speed up the game process.



Chart 7: moodboards

Audio Experience

- The audio for the game is simple.
- Overall music for the game is gonna be something which makes the player feel energetic while playing and have an adrenaline rush.
- The audio will also help players to pick on cue about what is happening in the surrounding areas and act accordingly.

Sound effects include

- Weapon sounds
- Foot steps
- Jump
- Run
- Main menu sounds and UI sounds
- Button sounds etc
- Guns loading and empty
- Planting and defusing the extractor

These are the basic sounds needed for an FPS game.

Music Includes

- Lobby music for pre-game preparation.
- Main menu music for navigation.
- Background music during gameplay to maintain momentum.
- End game music to celebrate victory or acknowledge defeat.

Energetic and adrenaline-inducing music will accompany gameplay to enhance the player's experience.

Dynamic music systems will be implemented to adjust the intensity of music based on gameplay events.

Dialogues for characters

- Each character has their own personalities and have dialogues based on that.
- Characters have certain tailored dialogues that will play at a given movement or in a certain situation.

To enhance the gameplay experience

- Players have access to 5.1 and 7.1 surround sound.
- Spatial sound for the immersive game play.
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In Game voice chat

- The game has in voice chat that includes push to talk and an always on mic.
- Players can talk to each other in the lobby and during the game to help each other while playing.
- Integration with external platforms like Discord will offer additional communication flexibility.

  The audio experience in our game aims to immerse players in the world and enhance their gameplay experience. By focusing on high-quality music, sound effects, character dialogues, and communication features, we aim to create an unforgettable auditory journey for our players.

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