Old World

Game Design Document

Copyright Information

Version history

Time	Author	Changes
6/4/15	Daniel House	Overview
6/5/15	Daniel House	Began work on Gameplay
6/6/15	Daniel House	Reviewed work on GDD
6/24/15	Daniel House	Gameplay and Mechanics
6/25/15	Daniel House	Restructured GDD
6/26/15	Daniel House	Mission/Challenge Struct
6/27/15	Daniel House	Power Points/Radial Menu
6/28/15	Daniel House	Unit Classes & Review doc.
6/29/15	Daniel House	Commander Mechanics
6/30/15	Daniel House	Builder
7/1/15	Daniel House	Structures & Mechanics
7/2/15	Daniel House	Heroes Gameplay
7/3/15	Daniel House	Hero Mechanics & Review
7/5/15	Daniel House	Reviewed Work
7/6/15	Daniel House	Classes & Reviewed Work
7/8/15	Daniel House	Races & Species
7/24/15	Ben & Daniel House	Factions #1 and #2
12/10/16	Daniel House	Structure Tags/Traits
12/12/16	Daniel House	Adomer Structures Research Features

Game Overview

Game Concept

Old World delivers the epic warfare of a Real Time Strategy game and combines it with the reflex action of a Third Person Action game. Old World requires that one player build a base with structures to produce units, gather resources, research upgrades, and provide defenses in order to defeat their opponent. However, in this mix, the player has at their disposal, Hero Units. Hero Units are unique because they can be played in Third Person Point of View by another player through online play or LAN, where each hero has its own special abilities. With uniquely balanced playable factions and customizable game settings, Old World allows players to fight battles in exciting new ways.

Feature Set

- Fight as a commander using one of the four unique factions
- Take command of one of the world's heroes and bring the action up close and personal
- Fight together with honor - Teamwork is key to a team's success with friends and confidante
- Command massive armies and build cities across the vast world of Gleia
- Battle online using the powerful multiplayer support server
- An original soundtrack
- Powered by the Unreal Engine 4, prepare to be amazed by the next generation graphics
- ESRB Rating: T for Teen with Mild Language and Fantasy Violence

Genre

High Fantasy Real-Time Strategy Action

Target Audience

People that love real-time strategy games where they can command large armies and build cities in order to battle on an epic scale. This game also targets people who have always wanted to fight as one of the soldiers in an epic battle.

Game Flow

The game is meant to be fairly fast paced. The intention is for Player Commanders to make sure they can build units and send them to a destination as soon as they spawn. This allows the player to micro manage unit movement and actions across the map.

Player Heroes have the job of traversing the battlefield and assisting the Commander in overpowering their foe. It is important that the Commander and allied Player Heroes communicate with each other because that is the only way they will have a chance of defeating their opponent(s).

Look and Feel

The characters of the game will be designed based off of anatomically correct humans. However, they will have low relative detail. There are characters and monsters in the game that need to look like they could exist in our world.

The game will be moderately de-saturated as a whole. The idea is to make the player feel like they are in a state of awe. They need to think "Wow! That was epic!" This means that a lot of action needs to be on the screen at once, where every unit and structure is visually similar to their corresponding faction.

Units and heroes say or visually respond to things that happen around them. If the Commander tells a weak unit to attack a Hero, the weak unit might say something regarding how it doesn't stand a chance, or joke about how it is going to die; depending on the unit or its faction.

When units move, the animation of the character or unit moving will be bumpy. This means the character will have an exaggerated bounce to their movement to make the units seem more realistic. (See For Honor)

Maps and Locations

The game is played using carefully crafted maps, which are designed to provide unique gameplay possibilities at each location. These maps are large areas meant to look and feel like the location could actually exist. There will be at least one environment for each faction based on the fictional world of Old World.

Profile & Networking

At game launch, the player will be prompted to create an account in order to access multiplayer content. The player must create a unique profile name as this is how the game will identify the player while online. If the player already has an existing account, then the player will be able to login to that account. If the player is not connected to the internet, they will still be prompted to create an account. Then once the player is connected to the internet, their account will sync. If the player does not have a unique profile identification when it syncs, the client will ask the player to create a new name. Online multiplayer content will be disabled until the player has a unique profile identification name.

Game Modes Overview

Tutorial

This game mode has no online component to it. The tutorial mode has a walk through voice and special features that highlight options for the player to help teach the basics of how to play the game.

Level 1
Level one focuses on basic Commander controls such as: unit construction, unit movement, and changing unit stances. This level ends in the destruction of a small enemy camp.

Level 2
Level two focuses on advanced Commander controls such as: using unit abilities, combining battalions of units, pointing out areas on the map to their Player Heroes, and controlling siege weapons. This level ends in the destruction of a large enemy base.

Level 3
Level three focuses on general Player Hero controls, such as moving, map navigating, attacking, capturing specific structures, and using special abilities. This level ends in the destruction of another hero unit.

Skirmish

Skirmish Mode will be the first available game type to play in *RTS Game*. In this game type, the player must eliminate all enemy unit-producing structures before their own unit-producing structures are eliminated. There are two playable characters in the Skirmish Mode game type: Commander and Hero. Commanders must choose which of the factions they wish to play as. These factions determine what units, structures, and

abilities will be available. Commanders begin the game with a fortress structure, two builders, command points, resources, power points, and their heroes. Heroes begin the game near the starting fortress structure of the commander they are aligned with. This game mode is available to players both online and offline. Heroes are aligned with a commander. Together the heroes and their commander must defeat their opponents in order to win a match.

Once a Skirmish match is complete the game will show the statistics of how well the player played the match. Doing well in a match will gain the player Honor Points that can be spent in the main menu and unlock achievements that can also be viewed in the main menu.

Spectator

Spectator Mode allows players to watch other players' matches. As a neutral spectator, players may not take any actions or select any actions. There are however, icons on the screen the player can select to follow a certain player's perspective.

Most players enter this mode while playing as a hero character and falling in battle during a match. If this happens, the player may only spectate on their allies. Another common way players enter the spectator mode is if they fall as a commander.

Number of NPC's

In the game, there can be no more than 8 Player Commanders playing at the same time. Each faction can have up to 4 Heroes in any combination of Non-Player Characters or Player Characters. The game requires at least one player to be either a Hero or a Commander. If there are no players in control of a Hero Character that means the Commander can control the hero unit just as they control every other unit. Therefore, the max number of NPC's in the game can be 8.

Gameplay and Mechanics

Gameplay

RTS Game is a real-time strategy action game.

The player can play the game as a Commander. This means they are in full control of the construction of their cities, armies, power points, and alliances with other teams while playing in the Skirmish Mode.

The player can also play the game as a hero. This means they are in full control of the movement and actions of a hero character while playing in the Skirmish Mode.

While not playing in one of the two game modes, the Tutorial Mode, or the Skirmish Mode, the player can navigate through RTS Games' menus. Here is where they can access other content related to completing the other modes such as achievements, rewards, honor points, and other out of match content.

Looking at the Commander

Similar to other real-time strategy games, the RTS Game requires that the player build a base with structures to produce units, gather resources, research upgrades, and provide defenses. Battalions of units are used to attack the enemy and defend the player's base. Players win matches by eliminating all enemy unit producing structures. The player can build an unlimited number of structures anywhere on the map. Players can build walls to defend their base; however, the walls can only be constructed within a given proximity of the players' fortress. Players can provide support and basic protection by constructing arrow, catapult, and other defensive upgrades on building plots around their fortress. Along with this, each faction's fortress is equipped with a special power reached only by purchasing the necessary upgrades. The game's HUD (Heads-Up Display) shows the player's hero units and their abilities, a mini-map, command point count, resources, power points, and objectives.

During an in-game battle, units, structures, and heroes earn experience points and gain levels for completing tasks. The effects of leveling include upgrades such as increased unit production for structures, increased stats for units, or unlocking a new ability for a hero. These levels reset at the beginning of each battle.

If there are no players controlling a hero, the commander controls the unit just as it controls its other units.

Looking at the Hero

Hero Units are unique in that only one of each hero character can be on the battlefield at the same time. Player commanders control the movements and actions of their hero units just like any other unit under their control. However, other players are allowed to play as these hero units and fight for you on the battlefield. If a player hero were to join the game, the player commander loses the ability to move the hero unit and the ability to command the heroes' actions; thus allowing the other player to control the movements and actions of that hero from a Third Person perspective. Heroes have extremely strong armor and powerful attacks, making them among the game's most powerful units. The game's HUD (Heads-Up Display) shows the heroes' health and their abilities, energy, the resources shared with their commander, a mini-map, and objectives.

While playing as a hero, the player can zoom in once to see further away, and zoom back to the default view. When the player zooms in, the camera zooms to a preset value, which cannot be adjusted by the player. The player cannot zoom out further than the default camera view.

While playing as a hero, the player will notice there is a reticule on the screen. This reticule is an icon that indicates the direction the character is facing and where their attacks will be aimed.

Heroes have a certain amount of health just like all units; however hero units have significantly more health than the average unit. While playing as a hero, the health of the character can be tracked by looking at the red health bar in the games HUD. When the player takes damage, the health bar is drained. When the health bar reaches zero, the player dies. Heroes recover health over time when out of combat. Heroes can also regain health by picking up health items on the battlefield or by being effected by an ability. Unlike other units, when a hero dies, it will respawn after a variable amount of

time based on the heroes' current level and abilities. If the hero is controlled by a player and their hero dies, the player enters a spectator mode where they can view how the battle is progressing.

Heroes have another important HUD element called energy. Each ability and action costs a certain amount of energy. While using these abilities and actions, the energy bar will drain. A hero can only perform these actions and abilities if they have enough energy to do it. The player can view the cost of the ability or action using the in-game menu. Energy recovers over time. A hero will recover their energy more quickly if they if they are not moving or performing any abilities or actions.

There are many things in the environment the hero can interact with. As a player hero, the character can interact with these objects by pressing the interact button

While playing as a hero character, an icon will appear on objects that can be interacted with displaying the button needed to interact with the object. Doors from structures must be interacted with in order for the player hero to enter the structure. Some structures, such as gates can be sabotaged, and the only way to repair the damage is for a hero to interact with whatever was sabotaged, and fix the problem. Other objects such as build plots, throwing spears, and siege weapons are also interactables.

Heroes can sprint to move faster. While sprinting, the hero will consume energy.

Heroes can dodge-jump. When a hero performs a dodge-jump, they leap to the ground in the direction they were moving. Use this cautiously, as it will consume a lot of energy. The character will automatically pick itself back up once it hits the ground. Allowing the player to move freely again.

While wielding a projectile weapon such as a bow, the player enters a ranged mode when attacking. This means the movement speed of the player drops considerably. The camera will also shift closer to the right shoulder of the character. And From here, the jplayer can zoom in to see even further away. (See LotR War in the North for reference)

Heroes can also wield melee weapons. While wielding a melee weapon, the player can perform two types of basic attacks: Light and Heavy. A light attack, is a fast moving attack, but does little damage. A heavy attack is a slower attack move but does greater damage. This move can be charged to deal even greater damage.

Because heroes are units, they all have a subclass where they derive their strengths and weaknesses ~~and core mechanics~~.

Heroes can be ranged units. These ranged units wield a weapon that can shoot a projectile of some sort. The majority of ranged units in RTS game are archers whom would wield a standard recurve bow or longbow.

Heroes can be melee units. These melee units wield a weapon that can only make contact with objects at a short distance. There are a wide variety of melee weapons available to a hero unit many of which are wielded as a two handed weapon or held using only one hand. Weapon types can include swords, spears, axes, maces, long-poles, and some unique weapon types to the world of RTS Game like the Angai.