**Game Design Document**

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Overview

**The game will be a 2D adventure RPG set in a Sci-fi atmosphere** and will be about human kinds first interaction with alien species**. It will be a mix of Star Wars and Mass Effect from an inspiration standpoint.** The camera styling will be from an overhead diagonal view. The game will be mostly linear in the fact that all options branch from the main story line and while little things may change (fighting a boss verses a mob), the players main story arc will not change. There will be combat in the game, along with a health/stamina system, and an inventory system.

The story pans out as followed. Foreign species discover our part of the galaxy and start interacting with us. We start doing business with them, advancing our technology, and eventual develop a galactic fleet and everyday space travel. This continues until an agency is made to interact with these aliens by the major nations of Earth, start convincing these nations leaders that the aliens are hostile and an attack is imminent. The nations start planting spies in alien governments, start taking advantage of business deals with them, and eventually kidnap one of the alien leaders daughter, holding her hostage. The aliens eventually decide that humans are not advanced enough to interact with the rest of the galaxy and leave. The blame is set on the head of the alien interaction agency. He is ostracized and flees to an unknown planet. The player enters the scene a decade after all this occurred.

The combat with feature three different styles; attack, power attack, and defense. Every time an attack or power attack is used, the player will lose stamina, which means the player will eventually need to rely on defensive moves. The plan is to push the player to incorporate a sequence of each style and not just hack away. The player will also be able to jump and crouch which will add a more dynamic feel to the combat and game in general. Enemies will have various standard abilities based off of their skill sets. These enemies will also drop items such as health packs or a new weapon. The variety of weapons will also allow a more dynamic feel to the game. All items will be stored in the players inventory. Lastly, the player will be able to sprint, at the mercy of their stamina bar, by double tapping the move left or right button.

Game Play

The game play will be centered around the main story arc. Dialogue will be a huge key to keeping the players interest and moving the story along. Outside of this dialogue, the player will have the ability to choose different routes that lead them through the mission determined by the story. As stated, these routes will have minor changes, but will overall lead the player down the same ultimate path. There may be some exploration portions as well (look around and find health packs in a crate).

The game will feature many scenes that load to an area of the game. This will allow for a steady transition in the story and area's. As of now, there are two main area's we are going to detail in the setting, that being a ship and a planet. The transition of scenes in this manner will make the game more dynamic, and smooth the transition from combat to dialogue. It is not yet decided if we will allow the player to travel backwards.

The player will come across enemies as they go through their story that they will have to fight. As detailed, you will have a combination of three attacks to use to strategize against the enemy. Some enemies will be hard, some will be easy, but overall it is fully expected that all three combat styles be used. Enemies, along with other things, will give the player items that is stored in their inventory. It is not yet decided how the inventory will work, but there will be a UI element for it.

Game Features

**Story and Atmosphere:** The story will be the biggest part of the game. It will lead all the actions of the player. The story will have branches, but nothing extreme. Also, the story will have a setting with it. As of now, we will have two main area's for players to explore through a variety of different scenes.

**Combat:** The combat will be based off of three attacks as stated above. The stamina bar will allow for a necessary strategy to be developed in order to take down bosses. The ability to crouch, jump, and sprint will also add a little to the way combat is done.

**Health and Stamina:** There will be at least two bars in the game; one being the health bar, the other being the stamina bar. The health bar is pretty obvious and will just tell the player of their current health throughout the game. The stamina bar will determine how long the player can sprint and how many attacks/power attacks they can do. It will regenerate over time.

**Enemies:** There will be a few different enemies and an unknown amount of bosses. Standard enemies will only pose a threat as a group, but should be easy to take care of in most situations. Each boss will require a strategy and not just tank and spank.

**Items and Inventory:** Players will be able to get items from various mobs and area's in the game. These items could include health and stamina packs along with different weapons. These items will be stored in the players inventory where they can access them.

**Movement:** The player will be able to move left and right. If the buttons to move are double tapped, it will allow them to sprint until stamina runs out. The player will also be able to crouch and jump.