

NAMOUL Corp.



Game Designed Document for:

# Namoul Survive

**Let's the battle begin!**

05/03/2013

Copyright © 2013 by Namoul Corp.

Written by Tristan Denis

## DESCRIPTION:

<b>Title</b>	Namoul Survive
<b>Date</b>	05/03/2013
<b>Author</b>	Tristan DENIS
<b>Responsible</b>	Romuald Scharre
<b>E-mail</b>	tristandenis@ymail.com
<b>Subject</b>	Game Design Document for the Namoul Survive game
<b>Keywords</b>	Game, fight, arena, battle, traps, biome, unity3D, PC

## SUMMARY:

The Game Design Document of the video game “Namoul Survive”, after to have reminded the concept, describes the story of “Namoul Survive”, the gameplay, the place, the control and the purpose.

Each feature of the game will be list in the “Overview” part, and will be detail after in the document.

## REVISION LIST:

Version	Author	Date	Comments
1.00	Tristan Denis	Mai 03, 2013	Initial version

# TABLE OF CONTENTS:

- 1. OVERVIEW.....7
  - 1.1. Idea, concept .....7
  - 1.2. Story .....7
  - 1.3. Theme.....7
  - 1.4. Place .....7
  - 1.5. Characters design .....7
  - 1.6. Principals features .....7
    - 1.6.1. Gameplay.....7
    - 1.6.2. Player, Multiplayer.....8
  - 1.7. Genre(s).....8
  - 1.8. Target(s) platform(s).....8
  - 1.9. Technologies.....8
  - 1.10. Why is different? The interest of the game.....8
- 2. GAME WORLD .....9
  - 2.1. Theme detailed.....9
  - 2.2. Rendering .....9
  - 2.3. Scope .....9
  - 2.4. Camera .....9
  - 2.5. Player, multiplayer .....9
  - 2.6. Scale .....10
  - 2.7. Objects.....10
  - 2.8. Traps .....10
- 3. CHARACTER DESIGN .....11
  - 3.1. Player.....11
    - 3.1.1. Controls – Actions .....11
  - 3.2. Enemies .....12
    - 3.2.1. Actions .....12
- 4. LEVEL DESIGN .....12
- 5. AUDIO DESIGN.....13
- 6. USER INTERFACE.....13
  - 6.1. Menu .....13
  - 6.2. Game .....14

- 7. CONSTRAINTS.....14
  - 7.1. Technical.....14
  - 7.2. Business.....14
- 8. TEAM.....14
- 9. ATTACHMENTS .....14

# 1. OVERVIEW

*In this section, you have a resume of the game and his particularity.*

## 1.1. Idea, concept

The concept of Namoul Survive is to survive to the battle in an arena, which contain different biome: plain, desert, polar and forest.

To survive, the player needs to kill the opponents, and to avoid the traps hide in the arena.

## 1.2. Story

The Royal Guard, elite of the soldiers, battalion of glory and wealth, recruit the best of the men, the bravest fighter.

To enter in the Royal Guard, only one solution, show your power in the Arena.

The player incarnates a soldier who wants to get the glory he never had.

He is ready to do everything to win: kill, fight, and the most important, survive!

## 1.3. Theme

Earth environment with futurist traps.

## 1.4. Place

The scene takes place in an arena composes by 4 biomes with each one his owns traps:

- Plain (west of the arena)
- Desert (south of the arena)
- Polar (north of the arena)
- Forest (east of the arena)

## 1.5. Characters design

Each character in the game is controlled by a real player. It means the player controls his character and the opponents are controls by other real player.

He can move, jump, picks weapons and ammunitions.

## 1.6. Principals features

### 1.6.1. Gameplay

Small 3D open world where a battle takes place in a small arena.

Each character will have to search and kill the opponents.

They will have to avoid the traps (ball traps, saw traps, wolf traps, mine...).

The traps can be triggered by the player who enter in his zone or by using a weapon against him.

There are 5 biomes with each one his owns traps.

The object on the map are weapons and ammunitions, they can be picked.

### **1.6.2. Player, Multiplayer**

Namoul Survive is attempted to be play in multiplayer mode.

The minimum of number is 2 and the maximum is 16.

The multiplayer mode is competitive, the players fight each other.

The multiplayer mode corresponds to the battle the arena.

## **1.7. Genre(s)**

Namoul Survive is a FPS (First Person Shooter) game because the players fight each other with weapons. And it's a first person view, the player see what his character see.

## **1.8. Target(s) platform(s)**

Namoul Survive will be play on computer.

## **1.9. Technologies**

Unity 3D is used for the terrain, the scripts and ...

The script used in Unity3D can be developed with JavaScript or C#.

The models and animations are made with Autodesk Maya and can get from the unity store.

## **1.10. Why is different? The interest of the game**

The main purpose is more than kill the enemies, it's to survive!

The gameplay of Namoul Survive are original. Compare to the actual game which just provide a fight or battle, in Namoul Survive you need to use some strategy to find the opponents and kill them. The use of traps is the main feature.

The environment is more than a simple arena; it's a mix between few biomes, with some traps specific to each one. That's what makes the particularity of Namoul Survive.

## **2. GAME WORLD**

*In this section, the entire gameplay is detailed.*

### **2.1. Theme detailed**

The environment of Namoul Survive is an earth environment, with some features specific to the earth like trees, grass, mountains, snow.

The weapons and the traps can be from these days or futuristic.

### **2.2. Rendering**

Namoul Survive is a 3D game and renders with the Unity3D game engine.

Each model is exported to the fbx format and imported as a Unity Asset on Unity.

Each texture is in PNG (Portable Network Graphics) format. They can be created in other software or get from Unity.

### **2.3. Scope**

No money is present in the game.

The only resources available are the ammunitions scattered in the arena.

There is no time, no night. The weather is always sunshine.

### **2.4. Camera**

The camera is a first person view, it corresponds to the eyes of the character, the player sees what his character sees.

The camera is blocked 75° up and 75° bottom.

There is no blocking to the left and right. The player can look all around him and turn on himself.

### **2.5. Player, multiplayer**

The game is playable in solo mode. The player fights against AI (Artificial Intelligence) characters, controlled by the computer.



## 2.6. Scale

The scale of the world and character is like the human type.

The arena is a small arena, but enough large to let all the players hide them. To cross the entire arena up to bottom, the player need about 2 minutes.

## 2.7. Objects

There are 2 types of object which can be picked in the arena: the weapons and the ammunitions.

The weapons correspond to all the weapons the player can use to kill the enemies. Each weapon has a limited number of ammunitions. Here is the list:

- Gun
- Machine gun
- Sniper
- Shotgun
- Rocket launcher
- Explosive grenade
- Smoke grenade
- Knife

The ammunitions scattered in the arena are necessary to use the weapons.

The objects which can be picked are visible with a blue fire. The player can pick them in walking through this blue fire.

## 2.8. Traps

The traps are the main feature of the Namoul Survive game, it makes his particularity. The traps are there for one purpose, kill the players who trigger them. It can be old trap, trap with technology of these days or futurist trap.

For each biome of the arena, few traps are available.

Each trap is triggered when a character enter in his zone or when you shoot with a wepon on him. Here is a list of the traps (by biome) available in Namoul Survive:

- Plain:
  - o Mine
  - o Saw trap
  - o Ball trap
- Desert:

- Mine
- Saw trap
- Flamethrower
- Polar:
  - Turret gun
  - Saw trap
- Forest:
  - Wolf trap
  - Saw trap
  - Tree trunk
  - Dart

## 3. CHARACTER DESIGN

*In this section is described all the characters present in Namoul Survive (the control and the design).*

It has 2 kind of character in Namoul Survive, the player (the character the player control) and the opponents.

### 3.1. Player

#### 3.1.1. Controls – Actions

The player controls a human character. He needs to do everything he can to survive, it means kill the opponents and avoid the traps.

He can move and jump with the keyboard:

- Forward with “W”
- Backward with “S”
- Left with “A”
- Right with “D”
- Jump with “SPACE”

He can look around him with the mouse:

- Move the mouse left to look left
- Move the mouse right to look right
- Move the mouse up to look up
- Move the mouse down to look down

The left and right aren't blocking, in looking around him, he can turn on himself.

The up and down are blocking to 75°.

He can walk through the all blue fires to get ammunitions for weapons and grenades.

He can use 2 weapons and few grenades, it can be any one describes on the section “objects” just before. Each weapon has a limited number of ammunitions.

- Mouse click left to fire
- Mouse click right to grenade

## **3.2. Enemies**

### **3.2.1. Actions**

The enemies are human characters. There are 11 enemies in the game. They do everything to kill each other, to kill the player, to avoid the traps and to be the last survivor.

Each enemy can move to forward, backward, left, right, and jump.

They can look around them.

They can walk through the blue fires to get ammunitions for weapons and grenades.

They can use 2 weapons and few grenades, each on describes on the section “objects” just before. Each weapon has a limited number of ammunitions.

## **4. LEVEL DESIGN**

*In this section is described all the details about the levels in Namoul Survive. The design and the features in each level, the number of level...*

Namoul Survive contains 2 levels; here is the description of each one:

- 1<sup>st</sup> level:
  - o Description: the 1<sup>st</sup> level is an introduction level, to let the player learn the control of the character and the different actions.
  - o Design: It's a big plain with snow, surrounded by a huge mountain. A portal of teleportation which go to the next level is placed to the north of the plain, near to the mountain.

Few enemies defend the portal; they attack the player when he becomes too close.

Some traps are scattered in the level, there are a saw trap, a wolf trap.
  - o Purpose: to finish the level, the player needs to go through the big portal.

He can kill the enemies, and trigger some traps to see the mechanic of the game works.

- 2<sup>nd</sup> level:
  - Description: The 2<sup>nd</sup> level is the real game of Namoul Survive. The player needs to survive, in killing the enemies and avoid the traps.
  - Design: The map is composed by 4 zones, each one correspond to a different biome
    - Plain (west of the arena): the plain is a big area of grass with some tree scattered and with the traps detailed in the “traps” section.
    - Desert (south of the arena): the desert is a big area of sand with dunes and the traps detailed in the “traps” section just before.
    - Polar (north of the arena): the polar is a big area of snow and ice with and the traps detailed in the “traps” section just before.
    - Forest (east of the arena): the forest is a big area all of trees and the traps detailed in the “traps” section.

At the middle is the big mountain of the level 1.

- Purpose: to finish the level, the player needs to survive. For that, he can kill the enemies. To stay alive he needs to avoid the traps. The game is over when the player die (so he loose) or when the player is the last alive (so he win).

## 5. AUDIO DESIGN

*Here is detailed all the audio sounds the player can listen in Namoul Survive.*

When the player uses a weapon, a sound is played for every shoot.

Each impact of the bullets makes an impact sound.

When a grenade explodes, it makes an explosion sound.

## 6. USER INTERFACE

*In this section is described the interactions the user can have with the interface of Namoul Survive (menu and game interface).*

### 6.1. Menu

The menu in Namoul Survive is composed by 3 links:

- Level: choose the level.
  - Level 1: play the level 1 (introduction).

- Level 2: play the level 2 (main level).
- Credits: the credits of the game.
- Exit: to quit the game.

## **6.2. Game**

The interface of the game is located on the upper screen, there are:

- Life: red life bar, when the player loses life, the bar decreases.
- Weapon: an image of the actual weapon.
- Weapon ammunitions: the number of ammunitions of the actual weapon.
- Grenade: an image of the actual grenade.
- Grenade ammunitions: the number of ammunitions of the actual grenade.

## **7. CONSTRAINTS**

### **7.1. Technical**

The technical constraints are the deadline, which is the Mai 11 2013, and the use of the game engine software Unity3D.

### **7.2. Business**

The project doesn't have any business constraints, it's a school project.

## **8. TEAM**

Project Manager: Romuald Scharre

Programming: Matthieu Richard, Thomas D'hulst

Modeling: Tristan Denis

## **9. ATTACHMENTS**

No attachment.