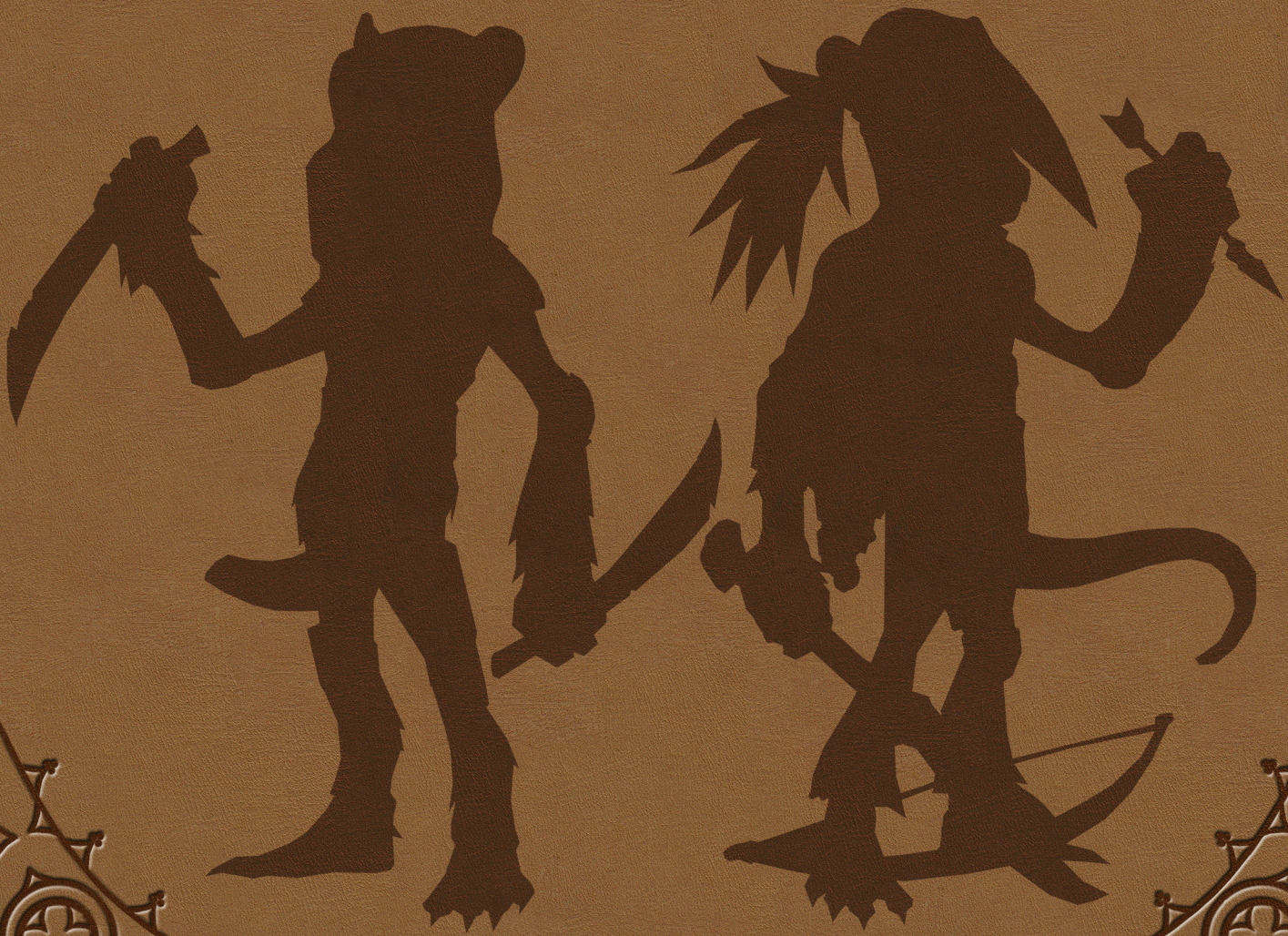
Kobolds Vs. Humans



Kobolds vs. Humans

Game Prototyping SP10 - SU10

Game Design Bible version 1.00

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This document is a work in progress.

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High Concept

Summary

Play as a tribe of mixed creatures or a village of humans as they try to deal with the appearance of a lost infant of the gods. The human village wants to protect their village from the creature clans and get rid of the Divine Infant so that the gods do not look unfavorably on their lands. The creature clans want to claim the Divine Infant so that it will help them with their fight against the humans (or maybe they just want to invite it over for dinner).

Genre

With the teamwork and communication needed to succed, this game falls under an action strategy game with elements of humor.

Setting

Kobolds vs. Humans takes place in a fictional setting and time. Based in a world of medieval fantasy with various envionrments including a desert, forest, swamp, frozen wastleland, etc.

STORY

Every year the gods have a picnic to relax, put aside their differences and meet up with old friends. Seeing as how so many of the Gods also have children, this day is also the busiest day for the God's babysitter. Now the babysitter is a very watchful God but sometimes can be overwhelmed by the sheer power and number of some of these godly toddlers. As the God's Picnic gets into full swing a few of these babies have crawled off and ended up in the human realm. OH NOES!

Back on Earth, a small village has just witnessed a falling star land in the forest-swamp near their town. A Hunter returning to the town from his hunt spotted a glowing infant and altar in a forest clearing. After much deliberation the town elders decided that the best thing to do is to move this bad omen far away from their town as quickly as possible and so they assembled a group of volunteers which soon headed out to the location that the Hunter mentioned.

Across the forest, kobold scouts saw the same falling star. The kobold king ordered his tribe to retrieve this sign from the heavens and so sent a group of kobolds and some of the tribe's allies to investigate.

The kobold tribe has had longstanding enmity with other creature tribes that live in areas that crossover their lands. Occasionally friendships will be formed between individuals that can overlook the kobolds sneaky nature. Members of the Bear Clan value strength and courage, and so when a member of the group shows cowardice or weakness in battle they are cast out of the Clan and left to fend for themselves. The Boar Clan is a mighty barbarian warrior clan, but what they lack in social graces they make up for in ferocity. A few of these outcast clan members have allied with the Kobold Tribe and work with them.

Treatment

One Line Hook

Climbing up the food chain, one baby at a time.

Target Platform

Development will be targeting the Playstation3 Network, Xbox Live, and the PC using the Unreal Development Kit.

Target Audience

The game's audience will be fans of the horror and thriller genres. The target ESRB rating is M.

Art and Animation

The art is what will set the tone of this game. With cel-shaded characters and blood, the vibrant colors lessens the gore that follows a players death.

Music Style

Because the graphic blood and gore in this game is displayed in a cartoon-like atmosphere, the music will follow in suit with playful and meloncony tunes.

This does not mean that the player should focus on the music. Therefore the default setting will be quite low allowing voice communication between players and informational voice overs from the game narrator.

Sound Effects

Unlike the music, sound effects should stand out in a game such as this. With sneaky thiefs trying to get behind enemy lines and battle torn tanks, the sound effects will help the player recognize what's going on around him.

Key Features

Online and Offline Play

- Targeting plaforms that allow online multi-player game up to 24, the player can join a friends match or start their own.
- On the other hand, what if the player doesn't want to get involved in a long drawn out match? The player can host their own games and play against AI operated opponents and team members or start up Story Mode.

Multiple Game Modes

- Speaking of modes, why only have one? The more modes, the more fun the player can have with his friends.

Mini-Games for Casual Players

- While offline mode is great for casual players, not all of them will want to battle AI to the death. This is were our fun an inventive team has come up with non-lethal ways to play, allowing all ages to enjoy the game.

Blood on/off

- Speaking of non-lethal... what about kids. While the game is rated for young adults and above, parents can still let their teens play by turning on and off the gorey blood.

Six Character Classes

- The more classes to choose from, the more the player can find one they enjoy. For this purpose we have made six classes and two teams, allowing 12 unique looking jobs to play.

Comparative Games

Team Fortress 2:

- Like TF2, every class has its strengths and weakness and will need to work together to obtain their objective. On the artist side, TF2 has a cohesive color palette and toon-ish style that we are aiming towards due to its effectiveness in assisting gameplay.

Fat Princess:

- Like Fat Princess, this game strives for a less is more theory. With simple HUD designs, controls, and a eye catching visual look, we want the player to have fun rather than be confused.

Competitive Edge

This games edge revolves around the vast genres the others lacked.

Bigger and Badder Enemies:

- The mini-game system will feature action elements such as boss battles rarely seen in action strategy games.

Shoot 'em Up:

- The use of Baby Launcers to shoot the baby into the enemy's stronghold adds sports play. This encourages teamwork in a Capture the Flag type gameplay as you can pass the goal object without having to be killed and drop it first.

Flow of Gameplay

Online Game Modes

Bombing Run:

- Each team must race to the middle of the game map, retrieve the God baby, and deposit it into the opposing team's scoring area.

Team Deathmatch:

- Each team must kill as many opposing members until the set limit is reached (set before hosting). Individual players will be ranked based on kill/death ratio. No babies, just killing.

Last Man Standing:

- With only one spawn, the last player standing wins for their team.

Free For All:

- It's every man for themselves, a battle royale. The player with the most kills performed in the time limit wins.

Keep Away:

- Holding the baby earns you points. This mode can be Team or Individual based and winners are chosen by whichever team/individual accumulated the most points.

Rhythm

Online mode flows randomly from map to map in the same match type (unless players vote on a specific map at the completion of a match). At the start of each map the players will be placed randomly on teams based on which has the least players.

In order to play a different match type, the player must exit to the main menu and choose the new match type they wish to play.

Story Mode

Players will choose one team/class character and progresses through a series of story levels. Levels will be linked via interspersed story cut scenes and each level with feature a different game type. Before advancing the player myst successful complete the current map's win conditions. After 10 maps (adjustable via options) the player will encounter a boss level where the team must defeat a larger, more powerful enemy.

Mini-Games

Mini Games are meant to be played as shorter, less competitive games than in the standard game modes. These modes target players who may not be as interested in the traditional shooter game modes and want something more fun and casual.

Dodgeball:

- Players have no weapons, but multiple babies. The babies will be used as the dodgeball and if you get hit with a thrown baby you're out for the remainder of the match (Unless the host sets more than one spawn allowed).

Baby Stew:

- A scavenger hunt for ingredients to make a delicious baby stew. Ingredients will spawn at specific locations throughout the level and players must gather a specific number of each ingredient and return them to their base withing the time limit.

CONTROLS

PLAYSTATION 3

XBox 360

Map
Pause
Special Ability
Drop Babe/Item
Jump
Attack
Move Character
Rotate Camera
Toggle Item Inventory (Left/Right)

PC

Esc
Pause

! 1 | @ 2 | # 3 | $ 4 | % 5 | ^ 6 | & 7 | * 8 | (9 |) 0
Item Hotkeys

W
A S D
Move Character

Scroll Item
Inventory

Attack

Special
Ability

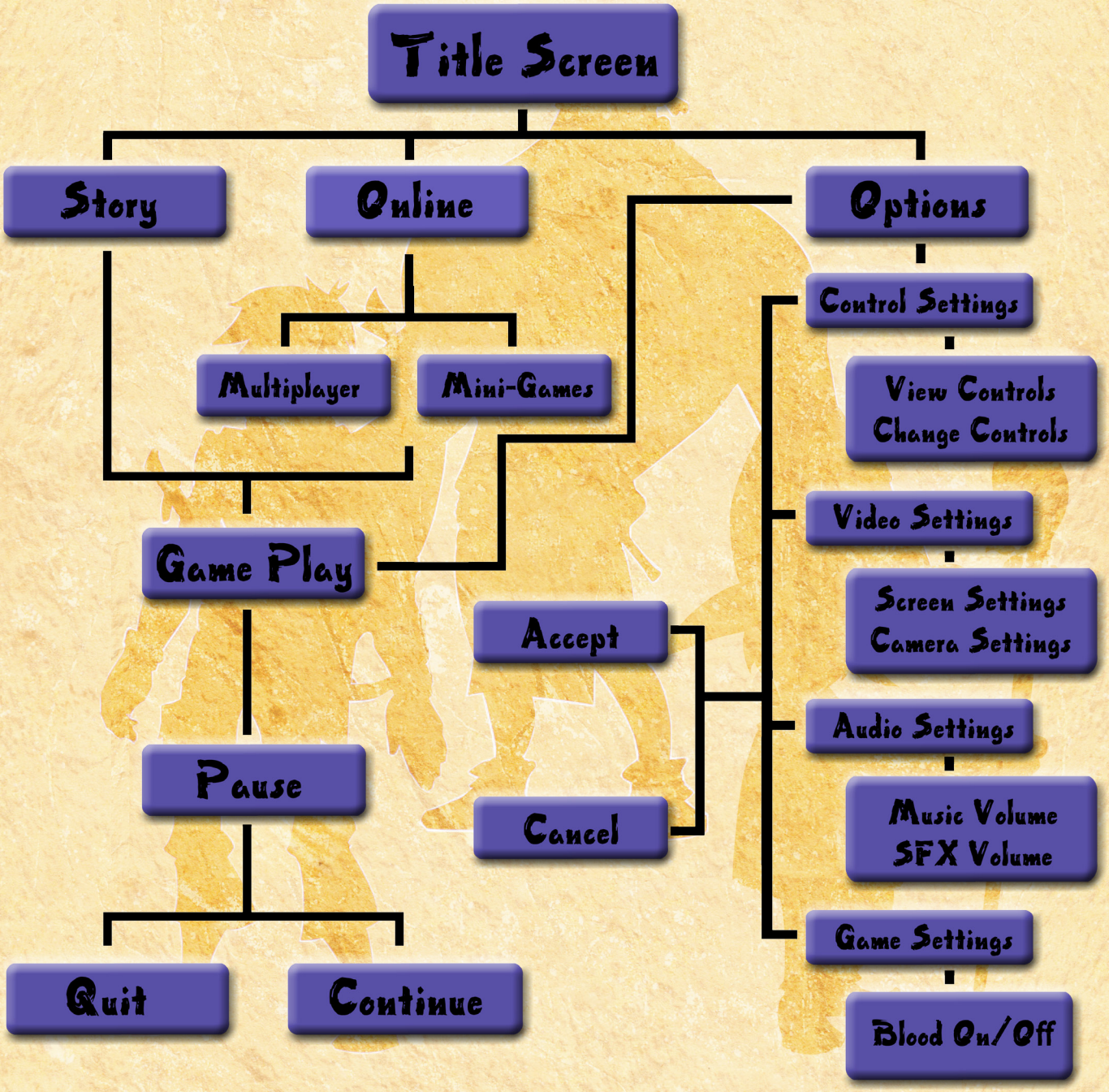
E
Drop Babe/Item

F
Use Item

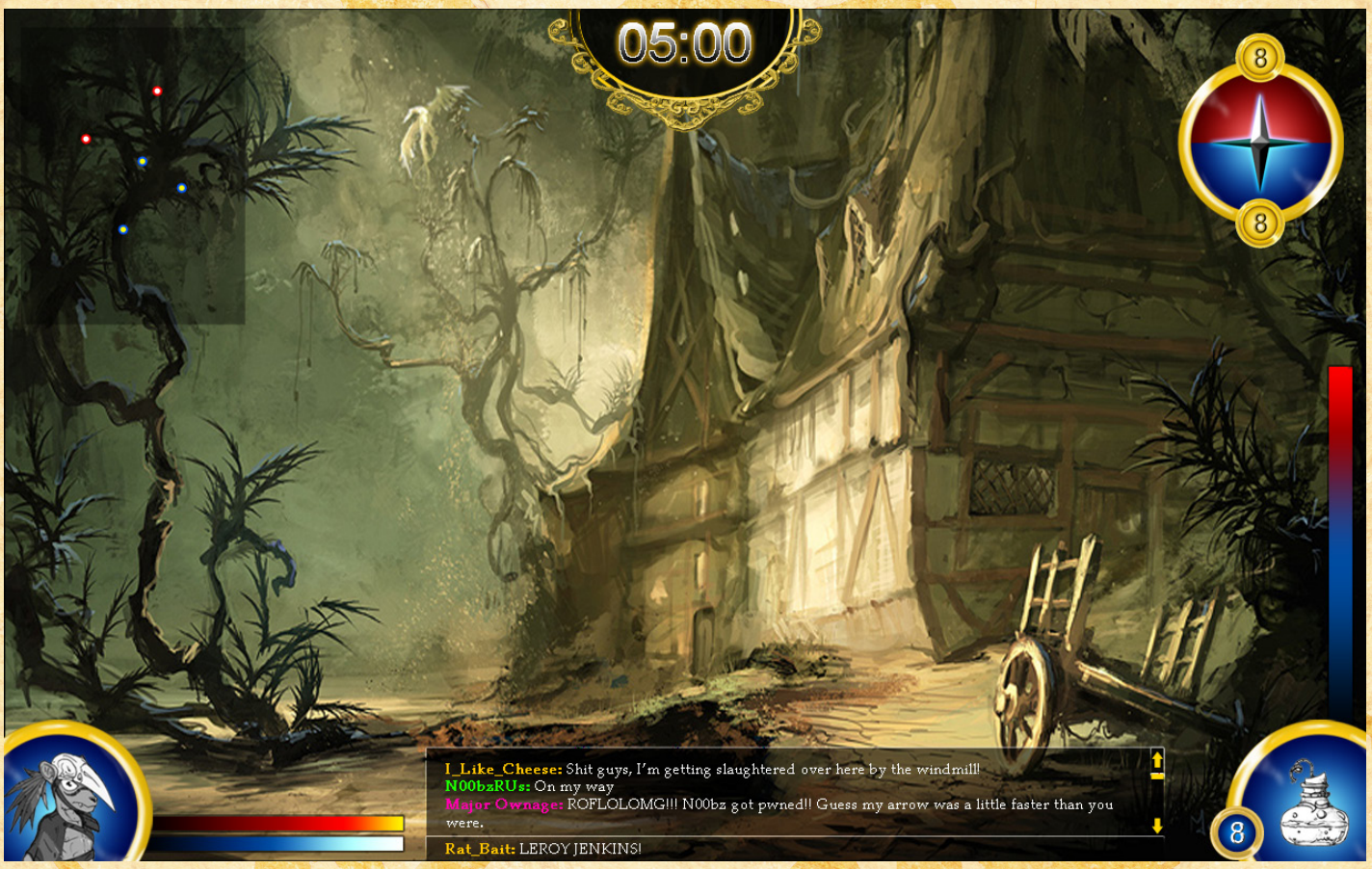
Shift
Map

Jump

MENU FLOW CHART



HUD DESIGN

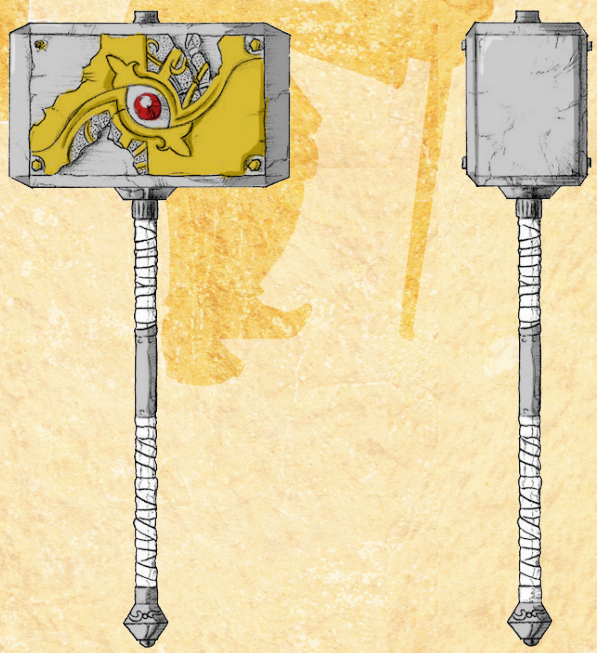

05:00
8
8
8
I_Like_Cheese: Shit guys, I'm getting slaughtered over here by the windmill!
N00bzRUs: On my way
Major Ownage: ROFLOLOMG!!! N00bz got pwned!! Guess my arrow was a little faster than you were.
Rat_Bait: LEROY JENKINS!

The Tank

Town Blacksmith

Health: 200
Height: 5’ 5”
Movement Speed: 1
Jump Height: 3
Special Power: AOE Power Attack
Passive Attribute: Increase Health to Others

Story:

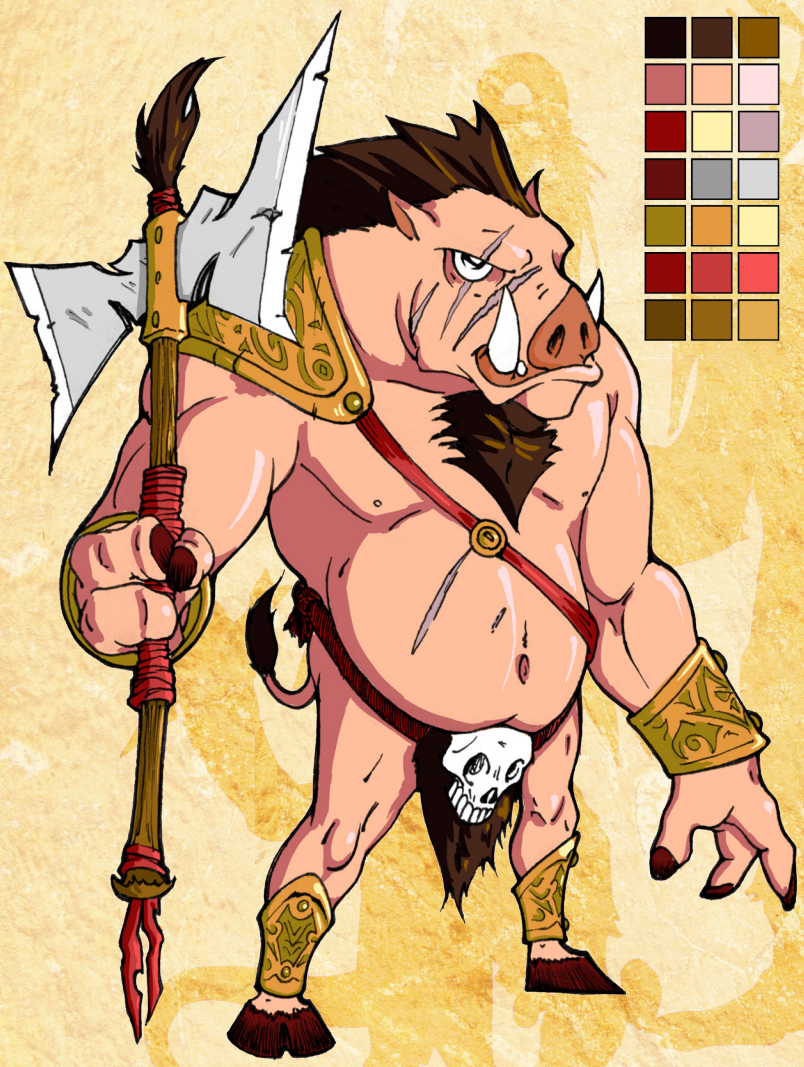


Hammer & Tongs

Damage: 40
Speed: 1

Story:

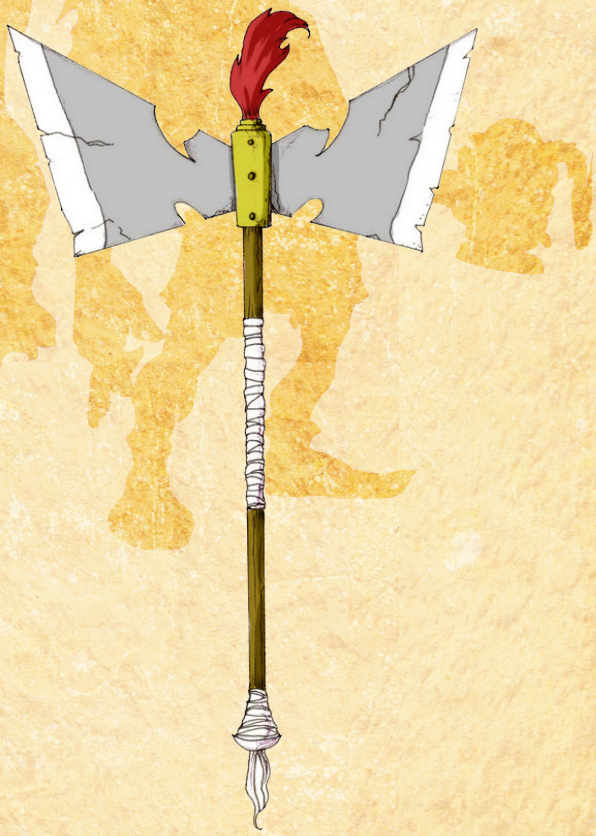
When the town blacksmith was a young man and apprentice, this hammer was forged by the Master Blacksmith as a gift. Now it serves as a maker of beautifully crafted weapons.



Boar Beast

Health: 200
Height: 5’ 5”
Movement Speed: 1
Jump Height: 3
Special Power: AOE Power Attack
Passive Attribute: Increase Health to Others

Story:



Two-Handed Axe

Damage: 40
Speed: 1

Story:

The Healer

Town Doctor

Health: 150
Height: 6’
Movement Speed: 1.5
Jump Height: 4
Special Power: Target Heal
Passive Attribute: AOE Regen

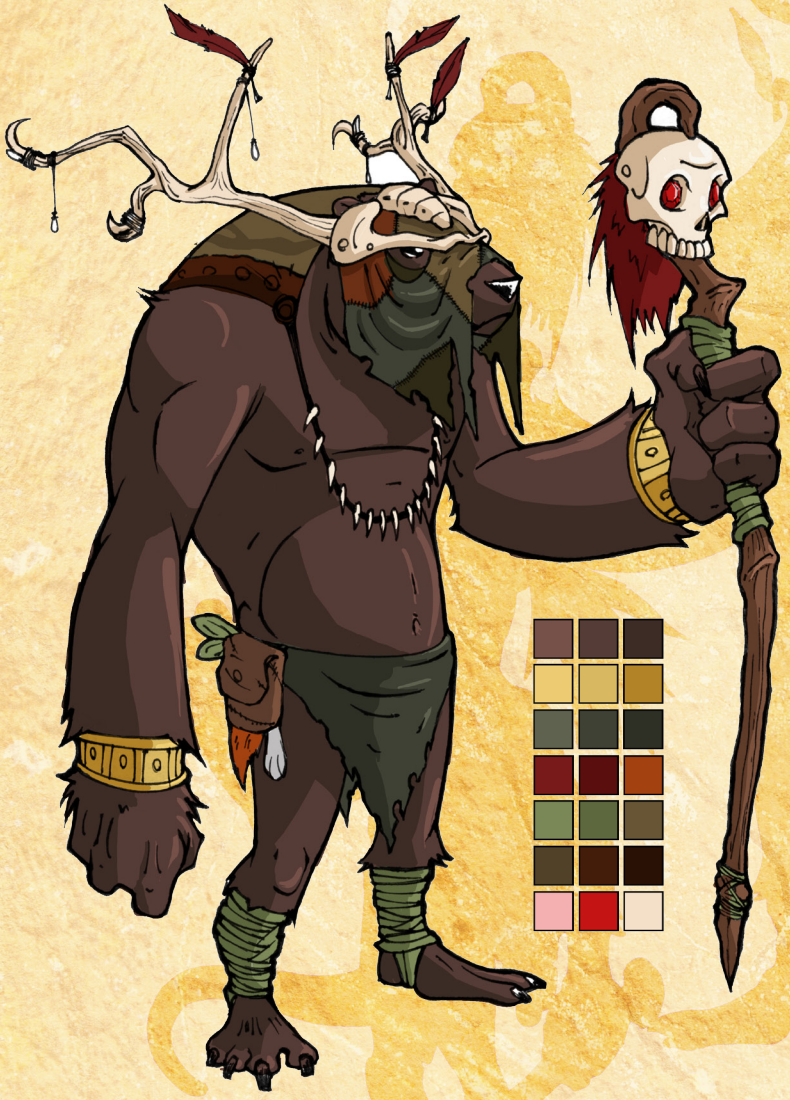
Story:

Mallet

Damage: 10
Speed: 0.5

Story:

Made from the branch of a sacred tree in the nearby forest, this Mallet serves as a punisher and protector of a doctor and devote man, this Mallet has seen him through many tough times.



Were-Bear

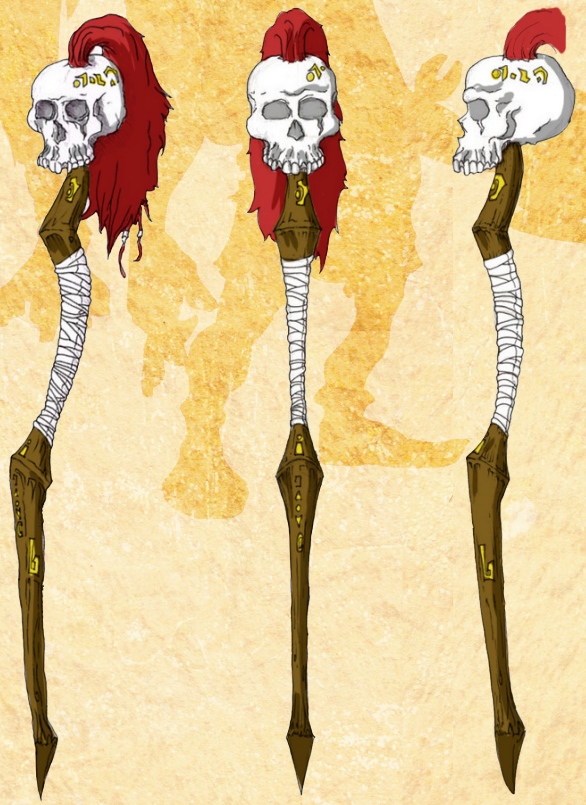
Health: 150
Height: 6’
Movement Speed: 1.5
Jump Height: 4
Special Power: Target Heal
Passive Attribute: AOE Regen

Story:

Medicine Staff

Damage: 10
Speed: 0.5

Story:



The Ranger

Town Hunter

Health: 100
Height: 4’ 5”
Movement Speed: 2
Jump Height: 6
Special Power: Cone of Arrows
Passive Attribute: Increase Atk. Speed for Others

Story:

Long Bow

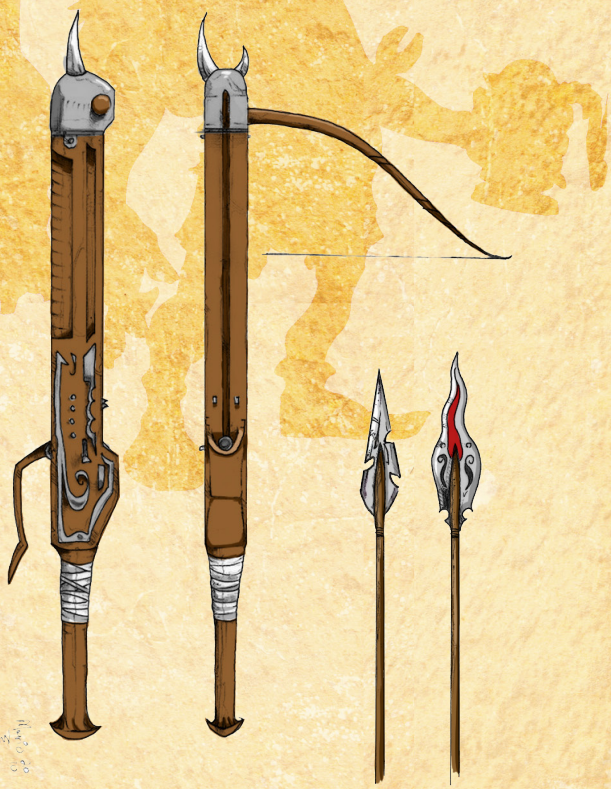
Damage: 20
Speed: 0.6

Story:

Kobold Archer

Health: 100
Height: 4’ 5”
Movement Speed: 2
Jump Height: 6
Special Power: Cone of Arrows
Passive Attribute: Increase Atk. Speed for Others

Story:



Crossbow

Damage: 20
Speed: 0.6

Story:

The Mage

Hermit Wizard

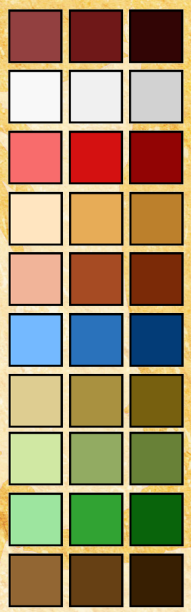
Health: 100
Height: 4’
Movement Speed: 1.5
Jump Height: 4
Special Power: Random Curse
(Blind, Slow, Stun, Poison)
Passive Attribute: Increase Atk. Dmg. for Others

Story:

Wizard Staff

Damage: 15
Speed: 0.6

Story:



Kobold Shaman

Health: 100
Height: 4’
Movement Speed: 1.5
Jump Height: 4
Special Power: Random Curse
(Blind, Slow, Stun, Poison)
Passive Attribute: Increase Atk. Dmg. for Others

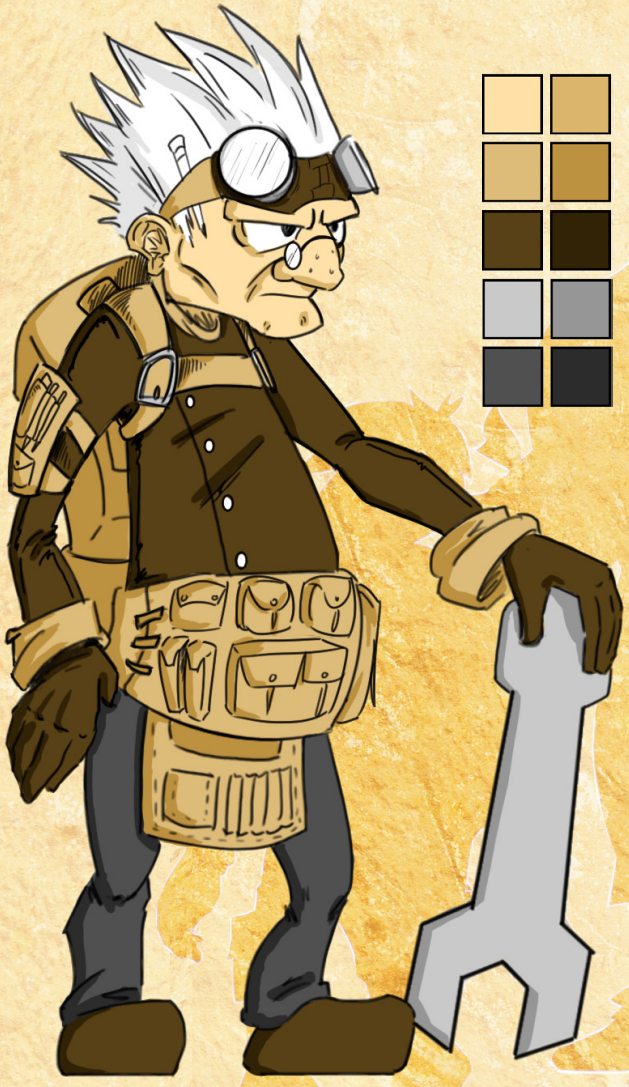
Story:

VooDoo Staff

Damage: 15
Speed: 0.6

Story:

The Engineer



Tinkerer

Health: 125
Height: 5’
Movement Speed: 1.5
Jump Height: 4
Special Power: Build Traps & Turrets
Passive Attribute: Reveals Enemy Traps

Story:

Explosive Flasks

Damage: 10
Speed: 0.5

Story:

Goblin Alchemsit

Health: 125
Height: 5’
Movement Speed: 1.5
Jump Height: 4
Special Power: Build Traps & Turrets
Passive Attribute: Reveals Enemy Traps

Story:

Explosive Flasks

Damage: 10
Speed: 0.5

Story:

The Stealth

Town Thief

Health: 75
Height: 4’
Movement Speed: 2.5
Jump Height: 7
Special Power: Invisibility
Passive Attribute: Backstab Attack

Story:

Dagger

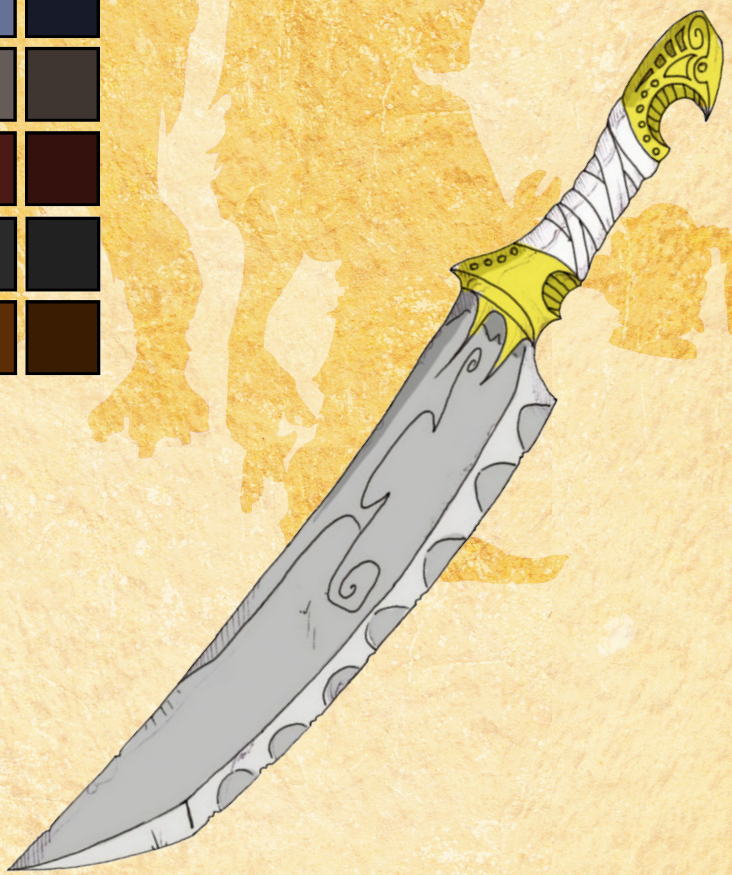
Damage: 15
Speed: 0.25

Story:

Kobold Rogue

Health: 75
Height: 4’
Movement Speed: 2.5
Jump Height: 7
Special Power: Invisibility
Passive Attribute: Backstab Attack

Story:



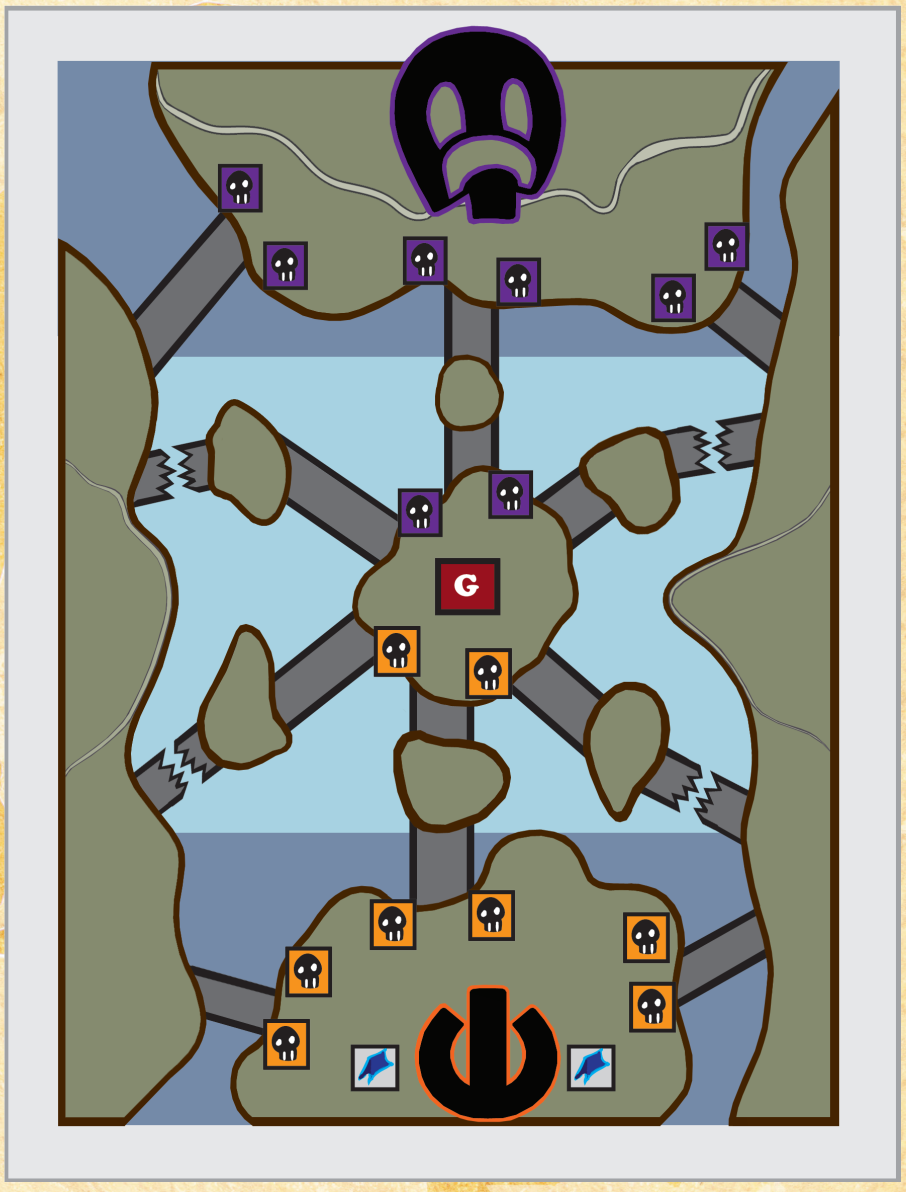
Dual Daggers

Damage: 15
Speed: 0.25

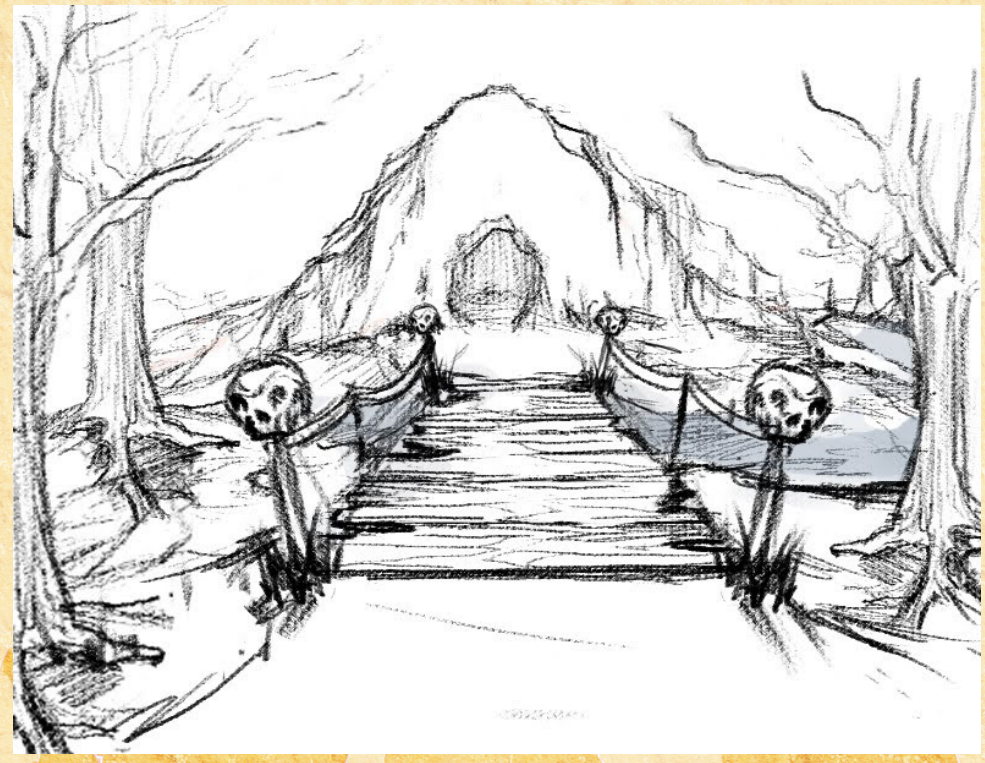
Story:

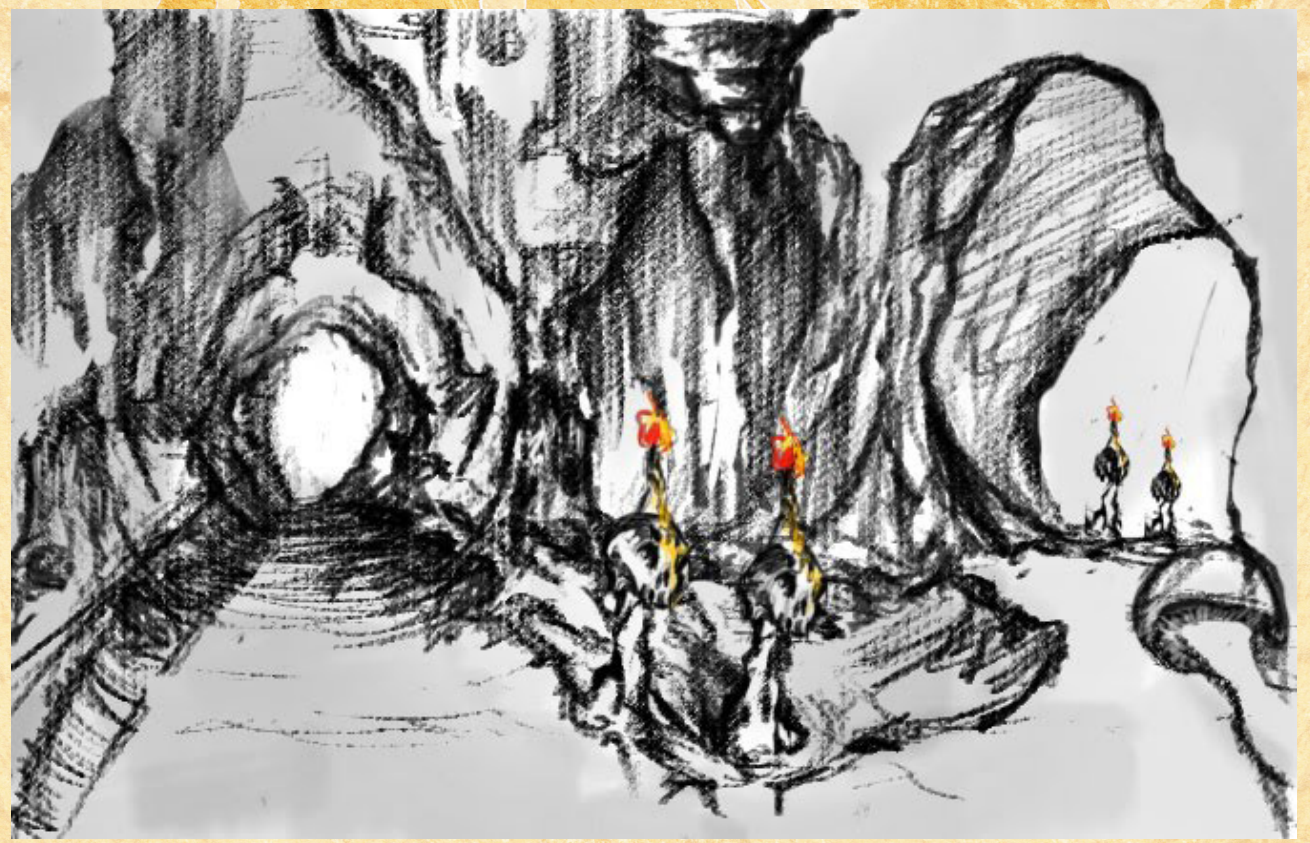
LEVEL DESIGN

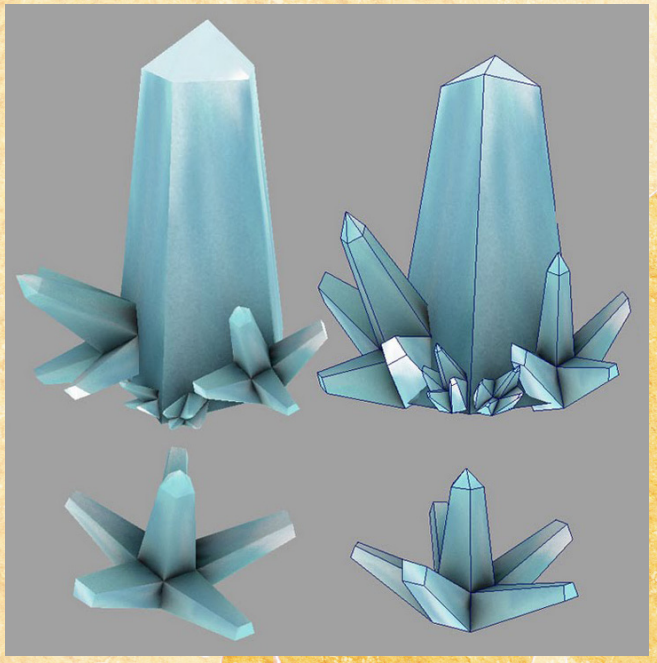
- Kobold Cave
- Human Tower
- Kobold Fort
- Human Fort
- Human Tent
- G — Game Goal
- Deep Water (player must swim)
- Shallow Water (walkable)
- Non-Accessible Terrain
- Accessible Terrain
- Non-Accessible Bridge
- Accessible Bridge

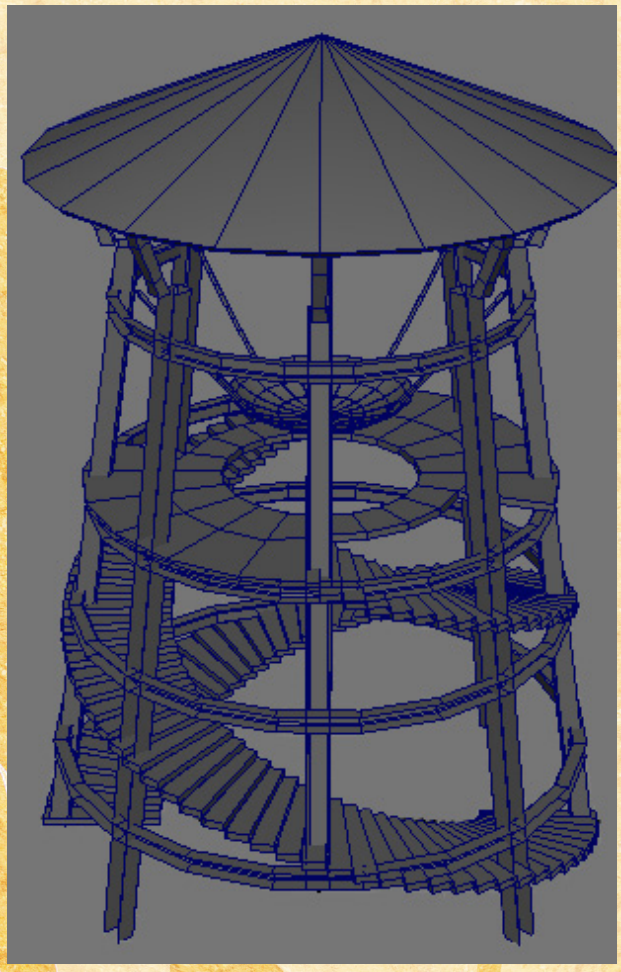


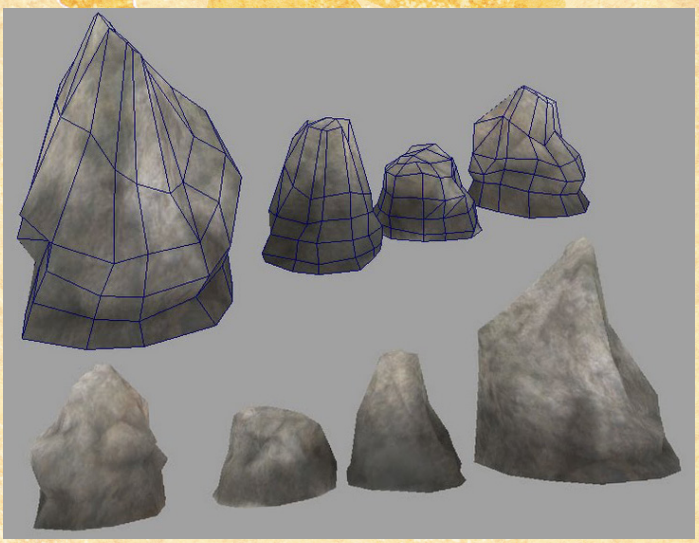
ENVIRONMENT / PROPS

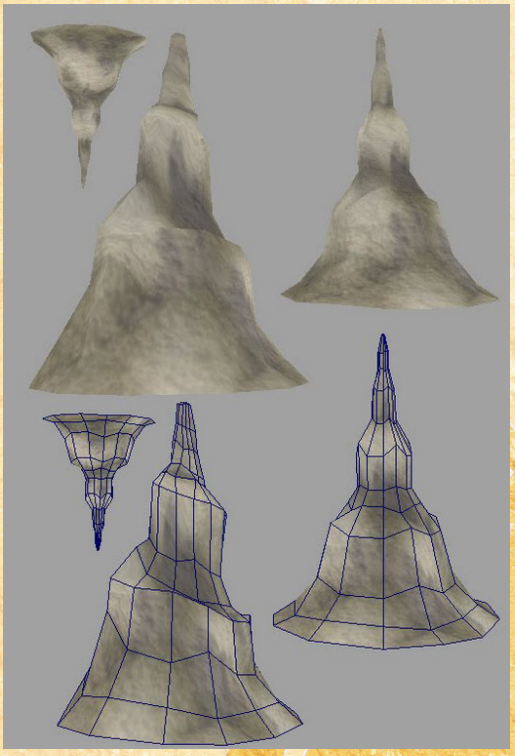


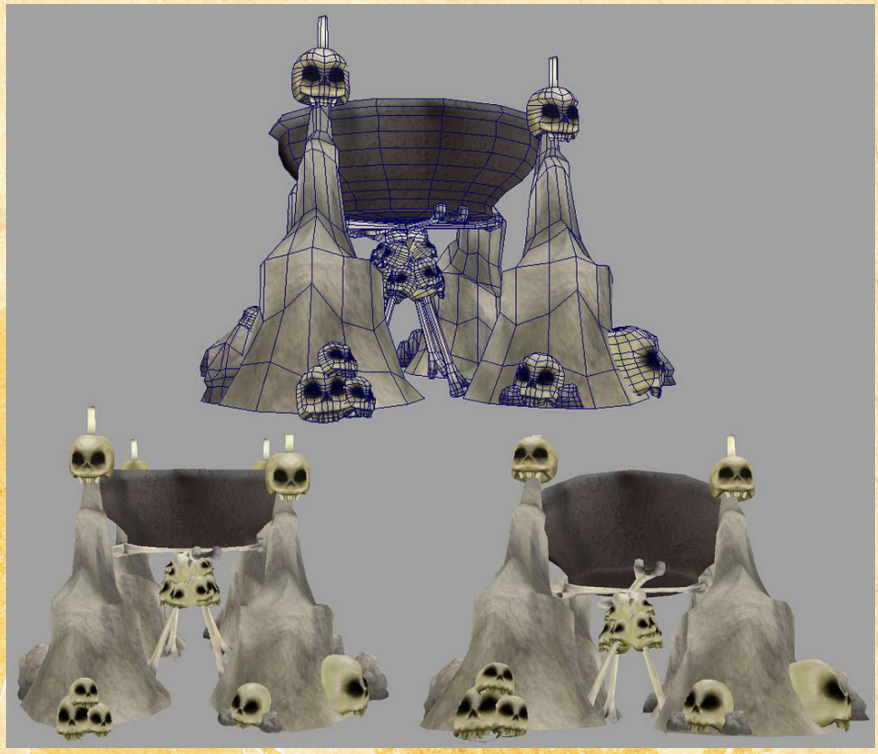


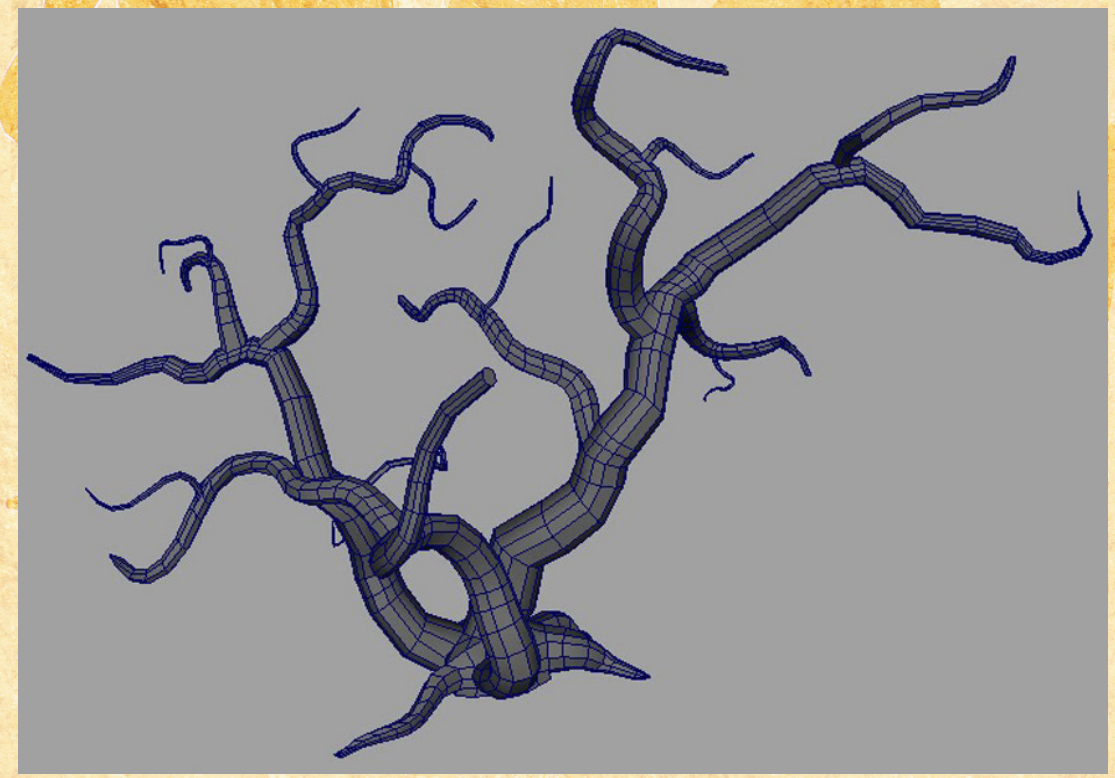












Production Design

Art Deliverables

3D Art (Models / Animation / Particle) Deliverables
Refer to the Excel file: 3d_Art_Deliverable
2D Art (Menu / HUD) Deliverables
Refer to the Excel file: 2d_Art_Deliverable

Audio Deliverables

Sound Effects / Music Deliverables
Refer to the Excel file: Sound_Music_Deliverables

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