

# CA1 (FAST PACED FANTASY GAME)

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## Game Abstract

A fast-paced first-person combat with strategic movement and time-manipulation mechanics, set against the backdrop of a medieval world on the brink of destruction. Players must navigate complex environments, defeat a variety of enemies, and prevent the tyrannical king from causing the world's demise.

**Genre:** First-Person Action Shooter (FPS)

**Setting:** Medieval Fantasy World

**Perspective:** First-Person

**Core Gameplay:** Fast-paced combat, strategic traversal

## Story Overview

In a medieval kingdom ruled by a tyrannical king whose greed threatens to unravel the fabric of time itself, players assume the role of a time-traveling hero. Sent from the future, their mission is to infiltrate various towns and castles, eliminating knights, peasants, and mythical creatures to prevent the king's oppressive reign from causing the world's demise.

## Core Dynamics

|                    |   |
|--------------------|---|
| Prediction.        | Players can use their understanding of the NPCs movement logic to optimize their speed of clearing and kill combos for better level clear scores. |
| Spatial Reasoning. | Players must figure out how to efficiently traverse the map using the movement tech they have.  |
| Destruction.       | Kill enemies efficiently and satisfyingly.  |
| Race to the end.   | Players will attempt to beat their own score by moving quicker and more efficiently.  |



| Core Game Mechanics  |  |  |
|--|--|--|
| Movement   | Attack   | Heal   |
| <ul style="list-style-type: none"> <li>• WASD</li> <li>• Sliding (Slows down)</li> <li>• Crouch walk</li> <li>• Jump</li> <li>• Climbing</li> <li>• Sprinting</li> </ul> | <ul style="list-style-type: none"> <li>• Shoot</li> <li>• Kick, (Can work with Slide)</li> <li>• Slash</li> <li>• Grab, (Body Shield)</li> </ul> | <ul style="list-style-type: none"> <li>• Grab enemies, consume (Make nice Noise)</li> <li>• Health potion</li> </ul> |

| Alternate Mechanics  |   |
|--|---|
| Movement   | Attack  |
| <ul style="list-style-type: none"> <li>• Double Jump (Feels Nice)</li> <li>• Wall Running</li> <li>• Grapple</li> <li>• Tripple Jumps</li> </ul> | <ul style="list-style-type: none"> <li>• Grapple</li> </ul> |

| Enemy Types           |  |
|-----------------------|--|
| Farmer                | Weapon: Farming Tools, Torch                               |
| Civilian/Peasant      | Weapon: Knife, Dagger, Stake                               |
| Squire                | Weapon: Sword, Spear                                       |
| Knight                | Weapon: Sword, Spear, Bow, Crossbow                        |
| Paladin               | Weapon: Sword, Magic                                       |
| Viscount (Boss)       | Weapon: Magic Pistol                                       |
| Count (Boss)          | Weapon: Magic Staff  |
| Duke (Boss)           | Weapon: Necromancer Tome                                   |
| Royal Guard           | Weapon: Halberd  |
| Gargoyle              | Attacks: Slashes   |
| Slaves & Maids        | Attacks: Biting, grabbing, clawing                         |
| Wizard (Mini-Boss)    | Weapon: Magic Staff  |
| King (Boss)           | Weapon: Heavy Great sword                                  |
| Dragon (Boss)         | Attacks: Fireball, Firewall, Stomp, Bite, Slash, Tail Whip |
| Undead Soldier        | Weapon: Sword, Spear, Bow, Crossbow                        |
| Bandit (Squire clone) | Weapons: Sword, Bow, Crossbow                              |

|                  |
|------------------|
| Pocket Dimension |
| Crafting         |
| Safe Zone        |
| Enhancement zone |

| Enhancement mechanic (Skill Enhancement)  |   |  |
|---|---|--|
| Enhanced Movement   | Enhanced Attack   | Enhanced Healing   |
| -Wall running (Faster movement, no momentum loss)<br>-Quick Climbing<br>-Tripple jump (more jumps more speed)<br>-Direct Grappling (drags towards grapple)<br>-Better Sliding (Smooth and keeps momentum) | -More bullet types<br>-Stronger kick (ragdolls enemies)<br>-Stronger slash (Clean cuts)<br>-Grab (Bane) | -Better health potion<br>-More kills heal animations (better heal) |

| Crafting (Unlocks from completing MS Quests) |                                   |
|--|-----------------------------------|
| -Grappling hook (spiderman style)            | Unlock from beating Introduction. |
| -Double Jump Boots                           | Unlock from beating Introduction. |
| -Sword (Slash)                               | Unlock from beating baron manor.  |
| -Bullet type A (Piercing)                    | Unlock from beating baron manor.  |
| -Bullet type B (Buckshot)                    | Unlock from beating baron manor.  |
| -Bullet type C (Timed Bomb)                  | Unlock from beating count town.   |

| 8 Main story missions         |  |
|-------------------------------|--|
| Introduction,                 | -Map (First town)<br>-Special Mechanic (Explains Main Mechanics of game, Running, shooting.)                             |
| Baron manor                   | -Map (small Manor)<br>-Special Mechanic (Explains Grapple mechanics)   |
| Viscount town + Manor         | -Map (small town, Small Manor)<br>-Special Mechanic (Limits Player health & ammo, defeat enemies for more health & ammo) |
| Count town + Manor            | -Map (large town, Large Manor)<br>-Special Mechanic (More Enemies)   |
| Duke town + Castle            | -Map (Large town, small castle)<br>-Special Mechanic (Intro to Heavily armoured knights)                                 |
| Prince/Princes rescue mission | -Map (Heavy guarded castle)<br>-Special Mechanic (Confined Space, limits player movement)                                |
| Escort Mission                | -Map (Wagon travel through town)<br>-Special Mechanic (Escort Mission)   |
| Dethroning King,              | -Map (Large town, Large Castle)<br>-Special Mechanic (Boss fight mechanic)   |

| 6 Side missions |                |
|-----------------|----------------|
| Small town 1    | Large town 1   |
| Small Manor 1   | Large Manor 1  |
| Small castle 1  | Large castle 1 |

| 4 Bonus Levels   |  |
|------------------|--|
| Kings Vault      | (Let Prince/Princess not take dmg)         |
| Dragons Lair     | (Hidden map in Dethrone king level)        |
| Cursed colosseum | (Die more than 15 times on the intro town) |
| Mystical Forest  | (Ride horse to victory, Viscount town)     |

## MDA

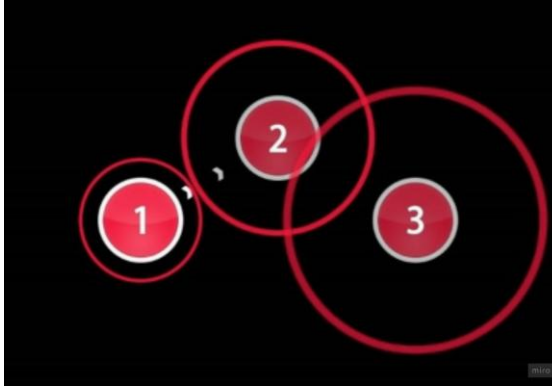
### Input-Response Mapping

| Input  | Response  | Context   |
|--|---|---|
| WASD button hold                                 | Starts moving in direction pressed, speed of movement increases until set movement speed. | Player moves in the direction they press.                         |
| Mouse Movement                                   | Faces player in direction of mouse.   | Player can look around using their mouse.                         |
| WASD button press + Mouse Movement               | Movement in the direction facing  | Player can move while looking around.                             |
| Shift Button Hold + WASD button                  | Starts sprinting when already moving  | Player can run instead of walking.                                |
| Ctrl Button Press                                | Crouch once before standing back up   | Player crouches down and then stand back up.                      |
| Ctrl Button Hold                                 | Continues Crouching   | Player stays crouched until button is released.                   |
| Shift buttons hold +WASD + Mouse Movement + Ctrl | Slides in the direction of movement   | Player slides in the direction they are moving in.                |
| Space Press                                      | Goes up by player height before dropping back down  | Player jumps high before landing.                                 |
| Space Hold + Mouse Movement                      | Checks for ledge near mouse, if ledge set to climbing state.                              | Player holds onto the ledge they are facing.                      |
| Mouse Left click                                 | Shoots bullet at middle of screen   | Player shoots where they are aiming.                              |
| Double press shift                               | Kicks at middle of screen   | Player kicks in direction facing.                                 |
| Q press  | Slashes middle of screen with a horizontal line.  | Player does a slash.  |
| Right Click                                      | Grabs an enemy  | Grabs an enemy before shortly stabbing/shooting through the enemy |

|   |                                      |                               |
|---|--------------------------------------|-------------------------------|
| Right click hold                          | Grabs and holds an enemy             | Grabs and holds the enemy.    |
| E press                                   | Uses a Health Potion                 | Player drinks a health potion |
| Holding right click + pressing left click | Shoots a grapple at middle of screen | Player shoots a grapple       |
| R press                                   | Reload                               | Player reloads gun            |
| Esc press                                 | Menu                                 | Menu                          |
| Z press                                   | Inventory                            | Pulls up watch                |

## Twitch Mechanics

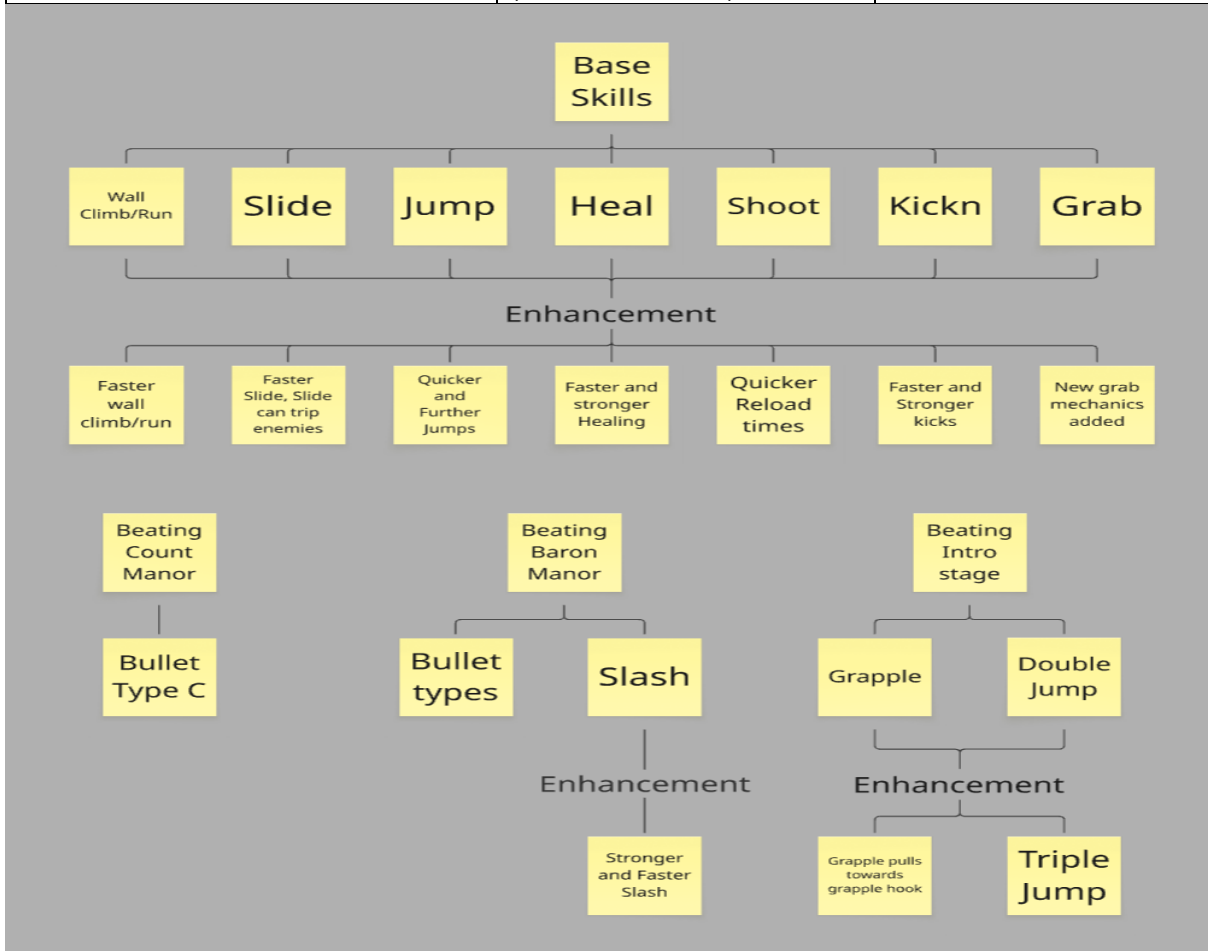
|                 |   |
|-----------------|---|
| <h1>Timing</h1> | <p><b><u>Perfect Hits</u></b></p> <p>-Timing an attack when in the right distance triggers a perfect hit.</p> <p>Healing</p> <p>-Perfect hits on enemies heal the player</p> <p>Ammo</p> <p>-Perfect hits on enemies return ammo to the player</p> <p><b><u>Movement</u></b></p> <p>-Timing Jumps allow for further jumps, Jumping at the end of the ledge.</p> <p>-Timing climbs allow for faster climbs, Climbing at the top of the ledge.</p> <p><b><u>Quick Time Event.</u></b></p> |
|-----------------|---|

|   |   |
|---|---|
|  | <p>-Timing hits with the button on screen (small circle and large circle)</p> <p>Boss Cutscenes</p> <p>Sneak Attack</p> <p>-Silent Kill button appears</p>  |
| <p><b>Precision</b></p>   | <p><b><u>Aiming</u></b></p> <p>-Aiming the crosshair at enemies</p> <p>Shooting/Slashing</p> <p>-Aim crosshair at enemy body, head and weak spots.</p> <p>-Weak spots and head attacks do more dmg.</p> <p>Movement</p> <p>-Aiming crosshair near a ledge to climb.</p> <p>-Aiming crosshair at buildings to grapple.</p> |
| <p><b>Time Pressure</b></p>   | <p><b><u>Time Limit</u></b></p> <p>-Target will escape if time runs out.</p> <p>Player will be under constant pressure to complete the level quickly as the timer on their characters watch counts down.</p>  |
| <p><b>Avoidance</b></p>   | <p><b><u>Enemies</u></b></p> <p>-Player must avoid getting hit by enemies.</p> <p>-Player must avoid traps around the map.</p> <p>-Player must avoid wasting ammo.</p>  |

## Skill Tree

| Movement Skills   | Attack Skills   | Heal                           |
|---|---|--------------------------------|
| <p>-Wall Run/Climb (Can Be Enhanced)</p> <p>-Slide (Can Be Enhanced)</p> <p>-Jump (Can Be Enhanced)</p> | <p>-Shoot (Can Be Enhanced)</p> <p>-Kick (Can Be Enhanced)</p> <p>-Grab (Can Be Enhanced)</p> | <p>-Heal (Can Be Enhanced)</p> |

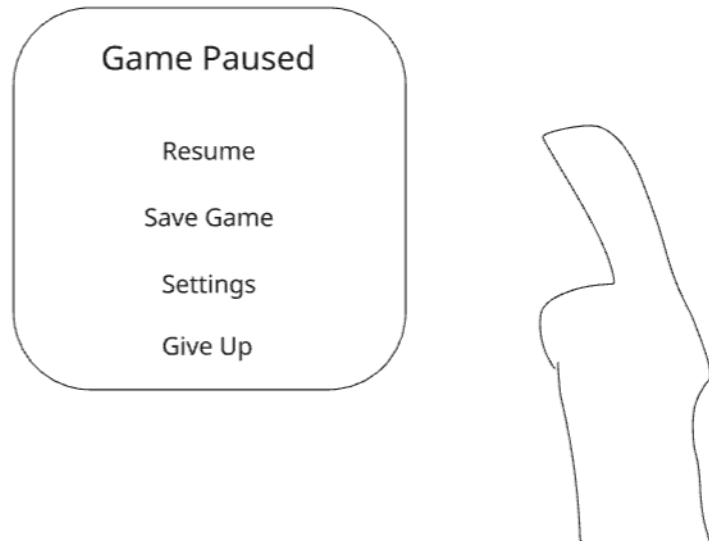
| Obtainable Skills  |   |      |
|--|---|------|
| Movement   | Attack  | Heal |
| -Grapple (Can Be Enhanced)<br>(Beat Intro Stage)<br><br>-Double Jump (Can Be Enhanced)<br>(Beat Intro Stage) | -Grapple (Can Be Enhanced)<br>(Beat Intro Stage)<br>-Slash (Can Be Enhanced)<br>(Beat Baron Manor)<br><br>-Piercing Bullet<br>(Beat Baron Manor)<br><br>-Buckshot Bullet<br>(Beat Baron Manor)<br><br>-Explosive Bullet<br>(Beat Count Manor) | Nil  |



# GUI

## Main Menu

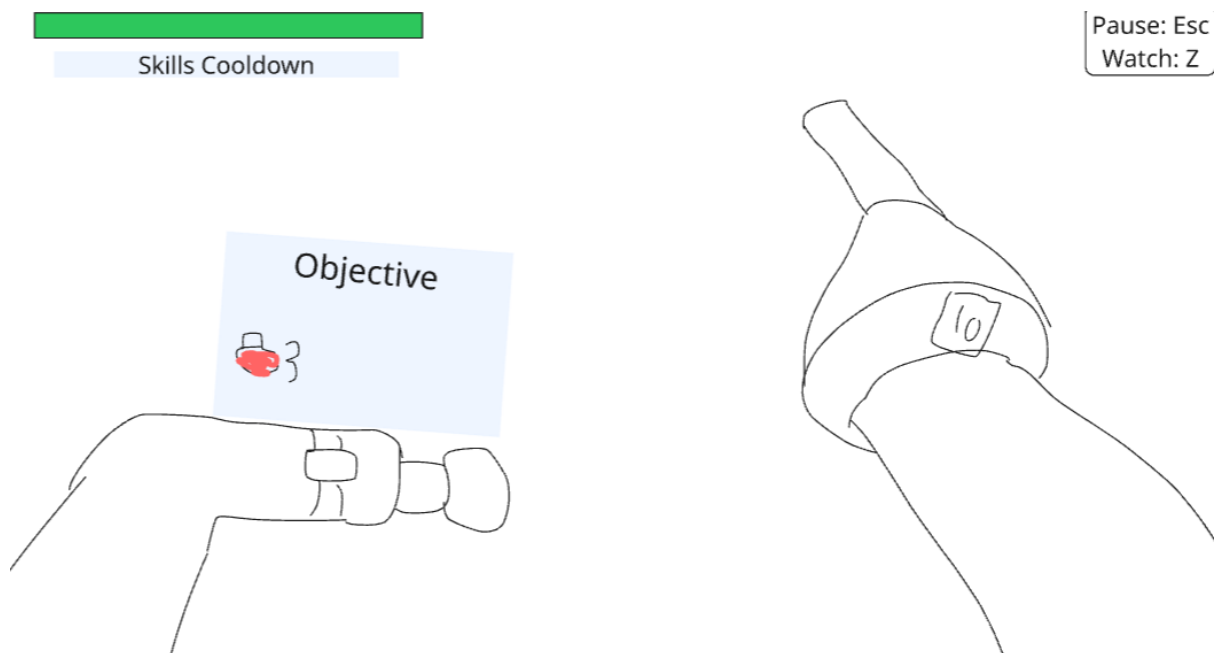
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| Diegetic | Non-Diegetic | Meta | Spatial |
|----------|--------------|------|---------|
| nil      | Menu Bar     | nil  | nil     |

Main Menu UI is simple and easy to understand, the Give up button is the last text viewed. Game Paused is bigger to make its info known.

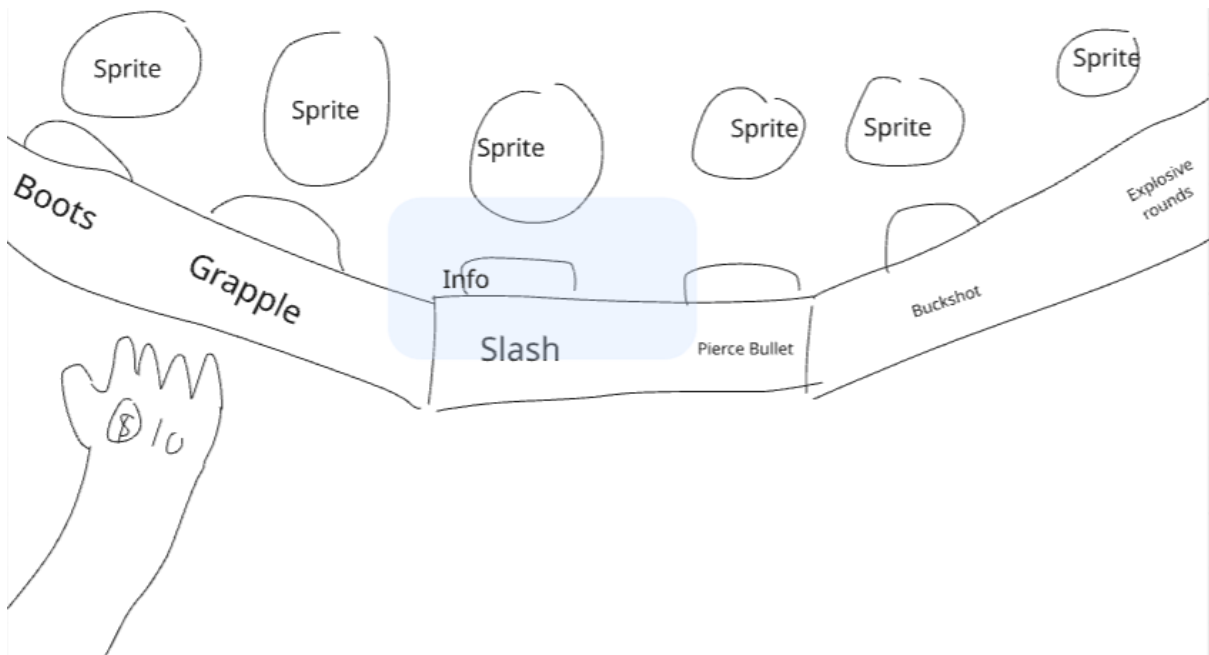
## Gameplay Screen



| Diegetic    | Non-Diegetic                       | Meta  | Spatial |
|-------------|------------------------------------|---|---------|
| Ammo Count, | Main Menu Button, Skill cool down. | Low Health Screen(red), Watch information, Health Bar, Potion Count, Target Location. | Nil     |

Health is displayed at top left, tool tip displayed at top right.

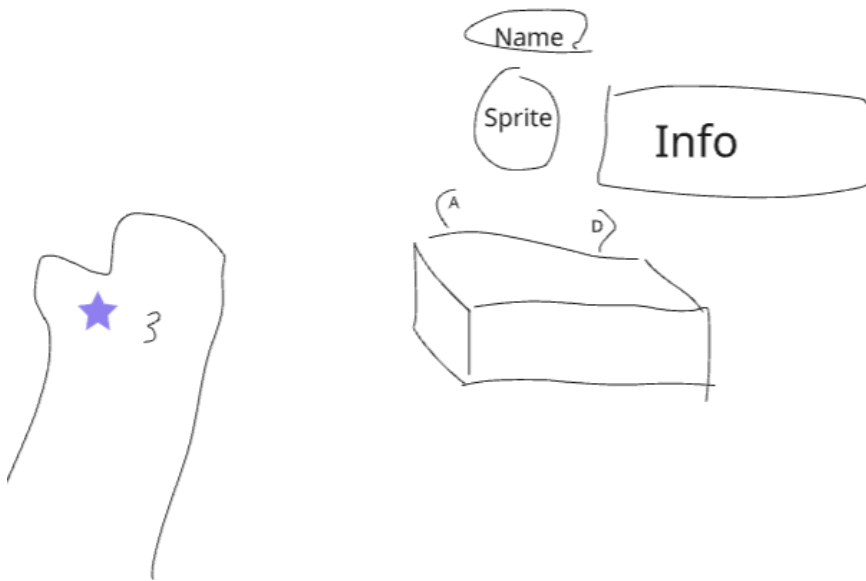
## ShopKeep



| Diegetic   | Non-Diegetic | Meta | Spatial                    |
|------------|--------------|------|----------------------------|
| Coin Count | nil          | nil  | Skill Unlocks, Skill Info. |

Info Displayed when player approaches item in shop.

## Enhancement



| Diegetic     | Non-Diegetic | Meta | Spatial                              |
|--------------|--------------|------|--------------------------------------|
| Skill points | nil          | nil  | Skill Upgrades, Skill Upgrades info. |

A and D displayed to show how to change selected skill.

## Polish

| Action         | Effect   | What it feels like   | How it adds emotional experience                                      |
|----------------|--|--|---|
| Jump           | -Screen moves down slightly before going up            | The player can see their character preparing to jump before jumping. | It makes the movements of the player feel more real.                  |
| Enhanced Slash | -Blood droplets on screen.<br>-Sword slashing noise    | Makes each kill feel more gruesome and powerful.                     | Makes the player feel more powerful after seeing each strike.         |
| Enhanced Kick  | -Dust flying from kick.<br>-Smashing sound effect      | Makes the kicking have more of a kick feeling to it.                 | Player feels more powerful after feeling the kick                     |
| Critical Hit   | -Critical Hit Sound Effect<br>-Visual Sparks on crits. | Crits have more effects .  | Every Critical Hit feels more satisfying and worth hitting weakspots. |

|                    |  |   |   |
|--------------------|--|---|---|
|                    | -Screen turns black for 1 frame.   |   |   |
| Sneak Attack Gun   | -Blood Splatters   | More Satisfying attacks   | More Satisfying attacks   |
| Sneak Attack Slash | -Blood Splatters   | More Satisfying attacks   | More Satisfying attacks   |
| Piercing Bullet    | -Critical Hit Sound Effect.<br>-Spark Visual Effect at enemy                                 | Makes the impact of the bullet more visible and feel more powerful and effective.             | Makes the player feel the power of piercing bullets and use it more |
| BuckShot           | -Sound Effect of gun<br>-Sparks from barrel of gun.  | Makes the bullets feel more powerful.   | Player feels powerful.  |
| Explosive Bullets  | -Sound Effect of Gun<br>-Explosive effect at bullet location.<br>-Explosion mark at location | Makes the impact of the the bullet visible and stronger.                                      | Player feels powerful.  |
| Enhanced Reload    | -Gun Shines after reload<br>-Reloading Sound Effects   | Better reload anim.<br>Easy to tell when reload finished.                                     | Player feels more satisfied after each reload.                      |
| Grab (Bane anim)   | -Back Break screen effect.<br>-Back Break sound effect                                       | Makes the attack feel more realistic and stronger effect.                                     | Player feels powerful.  |
| Grab (Gun Anim)    | -gunshot sound<br>-Blood Splatter<br>-Enemy Body Explosion                                   | Makes the attack feel stronger  | Player feels powerful   |
| Grapple Pierce     | -Piercing Sound Effect<br>-Screen Blood Splatters<br>-Enemy body explosion                   | Makes the impact of the grapple feel stronger, end of anim feels more powerful.               | Player feels powerful   |
| Watch Activation   | -Sci-fi sound effect<br>-Pulsing shine on important text                                     | Makes pulling out watch more satisfying<br>Highlights important details, make easier viewing. | Ease of viewing, more enjoyable experience.                         |

|                   |   |                              |                              |
|-------------------|---|------------------------------|------------------------------|
| Enhancement       | -Sparks at anvil<br>-Sound effect enhancement | More satisfying enhancements | More satisfying enhancements |
| Main Menu         | -Sci-fi sound effect                          | Menu feels more satisfying   | More enjoyable experience.   |
| Purchasing skills | -Money Sound effect                           | Satisfying purchase          | More Enjoyable experience.   |

