

# WEAVER PROJECT

Game Design Document

Andrew Browne

2008, 2009, 2010

## Contents

Contents.....	2
Overview.....	3
Concept.....	3
Genre.....	3
Feature Set.....	3
Target Audience.....	3
Game Flow Summary.....	3
Look and Feel.....	3
Project Scope.....	3
Gameplay.....	5
Game modes.....	5
Objectives.....	5
Maps.....	5
Mechanics.....	6
Casting.....	6
Holding Spells.....	6
Spells.....	6
Power.....	6
Linking.....	6
Magical sense.....	6
Weapons.....	7
Teamwork.....	7
Movement.....	7
Competition Features.....	8
Settings and Commands.....	8
Setting and Characters.....	9
Game World.....	9
Characters.....	9
Levels.....	10
General.....	10
Map 1 - Codename BOW.....	10
Map 2 – Codename CPD.....	10
Map 3 – Codename FSK.....	10

## **Overview**

### **Concept**

The main concept of Weaver is to combine a new and innovative magical system with the proven, popular, exciting, team game mode of stopwatch objective. This will create a unique game with strong potential for online competitive play.

### **Genre**

The game is an online, multiplayer, team based, first person shooter.

### **Feature Set**

The game has several key features:

- Unique spells casting system
- Wide variety of spells (nearly 50 spells)
- Different types of objective, including: capturable spawn points, destructible targets, items to steal, and more
- Several maps designed for team stopwatch objective gameplay

### **Target Audience**

This game targets competitive FPS players, particularly those with an affinity for stopwatch objective game modes. The medieval and magical aspects may also appeal to fans of fantasy books involving magic.

### **Game Flow Summary**

Players spawn at predefined locations. Players move through the map using standard FPS controls. Players combat enemy players using magical spells. Spells are cast using mouse movements. Attacking team of players complete objectives to advance through the map, and set a time for completing the map. Defending team of players tries to stop them.

### **Look and Feel**

The game is set in a medieval world, similar to the real world around the 14<sup>th</sup> or 15<sup>th</sup> century. This dictates the level of technology (swords, etc) and the design of the levels (castles, stone/wood materials, etc). The specific style (Eastern/Western/other) will be shaped by the project's Artists. At the same time, HUDs and maps should also be clean and efficiently designed for competitive gameplay.

### **Project Scope**

The project can be broken into several categories of work:

- Casting system [code]
- Casting effects [code/assets]
- Spells [code]
- Spell effects [code/assets]
- Spell models [assets]
- HUD and menu graphics [assets/code]

- Map artwork [assets]
- Objective scripting system code [code]
- Competition features [code]
- Map scripting [code]
- Player models [assets]
- Sound effects [assets]

### ***Platform***

Windows, Linux, possibly others.

## Gameplay

### Game modes

Team based Stopwatch Objective consists of two rounds. One team defends the objectives on a map, while the second team attacks. The time it takes the attacking team to complete all the objectives (or the maximum time limit if they fail) is recorded at the end of the round. Teams are swapped, and the other team attempts to complete all the objectives in a shorter length of time. The team which completed the objectives the quickest wins the game.

Game modes such as Deathmatch, Team Deathmatch, can Capture the Flag are also possible. However the primary focus will be on stopwatch objective.

### Objectives

The objectives are individualized to each map. Typically maps are broken into 3 phases. Completing a primary objective will move the game to the next phase (or in the cast of the last one, win the map).

Phases are primarily identified by the spawn points which are active. When the next phase of the map becomes active, the attacking team's spawn points will advance or a new passage will open making the spawn point closer. Defenders spawn points will also retreat accordingly.

Some objectives types are:

- Steal Object (and bring it to capture point)
  - Objectives will be dropped if the player carrying them dies. They can be taken by another attacker, or returned by a defender similar to flags in most CTF games.
- Spell breaking (breaking the spell protecting door, allows the door to open)
  - One player must focus their attention on the objective for a specific duration. The rest of the team will need to cover them while they break the spell.
- Spell building (use magic to activate a spell built into the map)
  - A spell built into the map will produce something such as a bridge, allowing access to the next area. One player must activate the spell. The rest of the team will need to cover that player.
- Damage objective (destroy a target with damage spells)
- Capture Spawn point (touch a flag/marker to capture)
  - Can be touched by defenders to reclaim until another objective is completed to secure it.

### Maps

Maps will be designed with team based stopwatch objective gameplay in mind. Maps will (typically) be split into three phases. Spawn points will be chosen to progress the combat through the map, as the attacking team completes objectives.

At each phase, there should be alternative targets available for the attacking team. Typically these are capturing a spawn point, and a second objective which will force the spawn point to be captured when it is completed. This means the defensive team cannot simply lock down a single objective, as the alternative would be left exposed. The defenders are forced to come out and meet the attackers. Defenders must try to dominate more map area of the current phase to make an effective defense for all the available objectives.

The distance from the spawn point of each team to each objective is an important aspect of balance.

Spawn points should have multiple exits to make spawn camping difficult.

## **Mechanics**

### ***Casting***

Creating spells is different from firing spells. To create spells a player must cast them using their mouse. Spells are cast by a combination of mouse movements (“strokes”) in 9 directions (movement in 8 directions 45 degrees apart, the 9<sup>th</sup> being the center). Each stroke of a spell is defined by the player clicking and holding down a button (mouse2 by default). The player moves the mouse to perform the desired stroke, then releases the button. The player will not move their mouse back to the center to begin the next stroke (this would make weaving too slow), instead just click and drag to begin the next stroke.

### ***Holding Spells***

Once a spell has been cast, the player holds it. A player may wait before firing it. The player can click mouse 1 (default bind) to fire the currently selected held spell. Some spells can only be held for a limited time, and will fire or be released when the time is up. Some spells have multiple shots, meaning that a single held spell will fire multiple times before it is depleted. Spells can be manually released at any time by the player. Spells being held by a player will be visible as icons above the player for all allies. Held spells will be selectable by pressing number keys 1 to 5 (default binds). Icons will be displayed on the player's HUD representing any available held spells and their state (shots remaining, power usage, etc).

### ***Spells***

There is a total of just under 50 spells planned, although a few of these are just different strength variations of the another. The strength of spells roughly corresponds with the amount of power required to cast it. The wide variety of spells will lead to a Quake style multi weapon combat, where the player must “select the best tool for the job.” For example, if an enemy is standing near a cliff then a basic Air blast spell could knock them off to their death and prove more effective than more advanced spells. Damage done by spells is roughly balanced by the power required to cast them, divided by the number of shots. Due to power limitations, the most powerful spells are only accessible when several players link together.

### ***Power***

Casting is limited by available power. Holding spells also consumes available power. Power is used up on a stroke by stroke basis, so players will need to choose between holding multiple spells which use less power, or fewer spells which use up more power.

### ***Linking***

Casting is limited by available power, but this limit can be overcome by allied players linking together. This means that one player (link leader) will have the power of another player (link follower) available to them. The link follower(s) will not be able to cast while they are linked. The link follower(s) may leave the link at any time. Any number of players can link together under a single leader. Players link to another player by using the Link spell on the player they want to link to. Link followers are free to move as they choose or unlink at any time. They must remain within a certain distance of the leader to maintain the link. Teamwork through linking will be rewarded by enabling players to cast more powerful spells. If a player leaves the link and there is then insufficient power for the spells being held or cast by the leader then spells will be released (first any currently being cast, then spells being held) as required.

### ***Magical sense***

When a nearby enemy player casts a spell or has a spell held, an indicator will appear on the player's HUD showing the direction of the enemy player. This will reward players who are able to cast spells

quickly immediately before attacking, and players who observe their HUD indicators. The icon will also indicate the strength of the spell.

## ***Weapons***

Weapons will not be a focus of the game, however all players will spawn with a sword. This will be a relatively weak weapon, similar to a knife in many FPS involving guns. Players will typically keep their sword sheathed for entire games, using spells instead.

## ***Teamwork***

There is a strong focus on team game play, beginning with the team stopwatch game mode. Completing and defending objectives effectively for competitive play will require good teamwork and planning. The casting system also encourages and rewards teamwork, such as enabling linked players access to more powerful spells. Individual spells also force teamwork, such as heal, as it is only possible to heal a team mate (not self).

## ***Movement***

Players are relatively fast moving. It is entirely possible for players to dodge many spells. This keeps the gameplay fast and exciting.

## Competition Features

### *Settings and Commands*

To improve and facilitate competitive play the following features will be added:

- Pause
  - Commands: /pause
  - Cvars: g\_pauseDuration, g\_team\_pauseLimit (limit pauses available to each team)
- Ready
  - Commands: /ready, /readyteam, /unready
  - Cvars: g\_readyPercent
- Locking teams
  - Commands: /lockteam /unlockteam
  - Cvars: g\_team\_lockAllow, g\_team\_lockAuto (lock on round start)
- Spec lock
  - Commands: /speclock, /specunlock, /specinvite <clientnum>, /specuninvite <clientnum>
  - Cvars: g\_speclock, g\_speclockAuto (lock on round start)
- Referee mode
  - Commands: /ref [<password>] <command> <args> (client will use refereePassword cvar for the password if it is set), /ref (displays help)
  - /ref Commands: gametype <num>, matchreset, roundreset, roundstart, map <mapname>, readyall, timelimit, swaptteams, cointoss, lock, unlock, speclock, specunlock, pause, unpaue, putred <clientnum>, putblue <clientnum>, putspec <clientnum>, mute <clientnum>, unmute <clientnum>
  - Cvars: refereePassword
- Shoutcaster mode
  - Commands: /sclogin <password>, /sclogout
  - Cvars: shoutcasterPassword
- Coach mode
  - Commands: /coachinvite <clientnum>, /coachuninvite <clientnum>
  - Cvars: g\_team\_coachsAllowed (number of coaches allowed)
- Autorecord demo settings
  - Cvars: g\_autorecord, cl\_autorecord (if either is >0, auto record round)
- Coin toss
  - Commands: /cointoss
- Detailed statistics, displayed at the end of the game (console and ui)
- Map list for a match over several stopwatch games
- Stopwatch ABBA or ABAB options



## **Setting and Characters**

### ***Game World***

The game is set in a medieval style world. A small proportion of the people have magical abilities. Battles are fought by elite teams of powerful magic users, without magic regular infantry have little hope against them.

### ***Characters***

The only characters are the players on each team. The game is focused on the action of combat, not the storyline behind these players. In this game characters are only skin deep.

Appearance is light build, lightly armored, as suits one who favors magic in combat.

## **Levels**

### ***General***

Medieval style. Building construction/lighting/etc may utilize some magic.

### ***Map 1 - Codename BOW***

Ancient cliff top fortress overlooking the sea.

This fortress is still inhabited (by the people of the defending team)

Inner citadel is a castle with a monastery appearance. It is a grand building, but well past it's prime. It also features several gardens, statues and water features.

Outer city is also ancient, but a slightly different style. It was probably built later without the monastic influence.

### ***Map 2 – Codename CPD***

Newly built palace in a center of a massive city.

The palace is grand, ornate, clean, polished marble floors, large mosaics, gilded ceilings, etc.

### ***Map 3 – Codename FSK***

An evil fortress built into the cliffs of a barren wasteland.

The fortress itself is fearsome and strong. Harsh bare stone walls, shackles and pools of dried blood. Mangled dead trees and cracks through the ground.