

Spectre Design Document

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Overview: The game being created is a Coop 3D dual stick horde shooter. The idea is having two players maintain their ground (survive) against enemy waves being spawned in the dark. A team strategy will be required since, if one of the players dies, there is no way to revive him until the end of the mission. Vision is essential in the game and that is why most of the interactable objects and enemies will become sources of light (Ex. Flares, Blood of Enemies, Walls and etc.)

Gameplay:

The player is supposed to be controlled by the two joysticks:

Left Joystick: Moves the player around the map.

Right Joystick: Players' aim, whenever you move the stick it will shoot in that direction.

During missions, the players will have to pick up ammo for their weapons. (*The only weapon that doesn't need ammo is the pistol) The player switches his weapons by:

Order of Weapons: Pistol, Machine Gun, Rocket Launcher, Flare

Left Trigger (LT): Swaps weapons (decreases by one) Ex. Pistol to Flare.

Right Trigger (RT): Swaps weapons (increases by one) Ex. Pistol to Machine Gun.

The game interaction is straightforward, the players are surviving through different levels, the main goal is to kill the enemies being spawned to kill you. As the levels progress the game gets harder, new enemies are introduced into the game and the players will get overwhelmed if no strategy is made. Light and vision are really important aspects in the game, without vision enemies can creep out behind the player and kill them instantly. Flares are really helpful to maintain vision throughout the map.

Some of the light sources of the game are:

Flares: Considered a weapon and can be used if ammo is picked up.

Enemy Blood: The enemies' blood splatter will light up for 30 seconds.

Wall Spotlights: Some walls will contain spotlights to make the game viable.

Player Spotlight: Every player has its own spotlight giving vision around them.

Bullets: Projectiles will have a small light within it, which will slightly help with vision.

There are a couple of ways of ending the game:

Solo: Player can try beating the game, with no help. (meaning leaving your friend behind and fighting the hordes alone).

Teamwork: Creating a strategy to fight the hordes successfully and beating the missions.

Dying: This isn't a good way of ending the game, but dying is still a way of losing.

Game Elements: There are a few elements that make up the game:

Light Source: This is the most important element in the game, it will be implemented and interactive throughout the whole game. Flares, Bullets, Enemy Blood, Wall Spotlights, and Player Spotlights are some of the light sources that will be implemented into the game.

Guns: Each player has his own guns, consisting of a pistol, a machine gun, a rocket launcher and flares. Each weapon has different perks, one having a faster firing rate, while the other has a greater range.

Movement: This element will make the game more flowing (movement wise and aiming wise). Even though having a pc game, exclusively for a controller will diminish the audience we are aiming for, it will make the game a lot more fun.

Enemies: Enemies will get spawned in a rapid pace making the game dynamic and fun. Each type of enemy will have their own perks, one could be fast, while the other can be suicidal (explode on you).

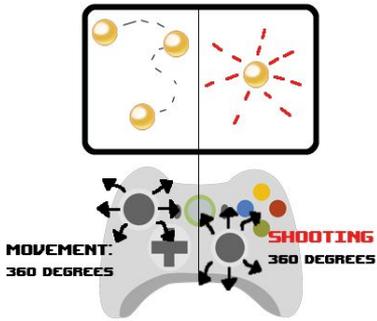
Player Feedback: The player feedback will be one of the most indepth elements in our game, since the player is playing the game we want him to have fun, meaning every kill or every shot taken will be the most satisfying thing he can think about. (Particle effects and Different blood colors, etc.)

Platform: The game we are creating will run mainly on:

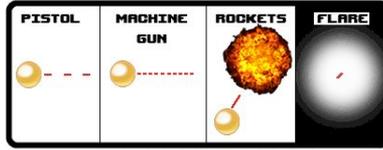
Computer / Web: We are basing our game on both Mac and Windows, but we are limiting it, by making the player use the controller instead of the keyboard. We believe that by letting the player use the keyboard, the gameplay will be diminished and not as pleasing as it would be with the recommended settings.

Appendix:

CONTROLS:



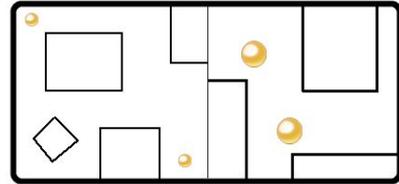
DMG: MED	DMG: LOW	DMG: HIGH	GIVES LIGHT
RNG: MED	RNG: MED	RNG: HIGH	IN CERTAIN
ROF: MED	ROF: HIGH	ROF: LOW	RADIUS



RIGHT & LEFT TRIGGER TO SWAP WEAPONS



CAMERA: DYNAMIC



THE FURTHER PLAYERS ARE APART THE MORE ZOOMED OUT THE CAMERA WILL BE TO ALLOW VISION FOR BOTH PLAYERS

THE CLOSER PLAYERS STAY TOGETHER THE MORE ZOOMED IN THE CAMERA WILL GET TO RESTRICT VISION BUT YOU HAVE DOUBLE THE FIREPOWER

BASIC GAMEPLAY:

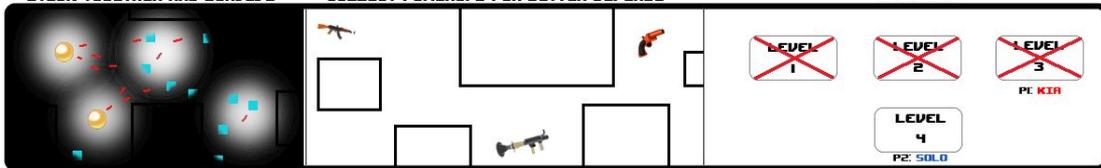
STICK TOGETHER AND SURVIVE

COLLECT POWERUPS FOR BETTER DEFENSE

FINISH ALL LEVELS EVEN IF YOU'RE THAT LAST MAN

STANDING

GOOD GAMEPLAY:



BAD GAMEPLAY:

STAYING FAR APART FROM EACH OTHER

NOT USING LIGHT

DYING

