

Warlords

Game Design Concept

Presented by:

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Jason Koenig

Brooks Ream



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Development Team Work History

Dustin Cochran:

Dustin worked for TMK Enterprises developing websites with PHP scripting. He brings a strong understanding of coding to the development team with his superior intelligence and understanding of syntax. Dustin has a vast understanding with creating sprites from given photos and turning them into game ready characters. He displays a strong ability for developing visual aesthetics within the level and design throughout the game. Dustin is not a procrastinator and prefers to jump right on task to finish the project at hand. He works well with others and lends a hand when one is needed.

Brooks Ream:

Brooks worked for Wal-Mart gaining valuable management skills. Brooks brings art skills and understanding of visual appeal. He has knowledge of making objects in 3D in 3DS Max and Maya. He has knowledge of wrapping and unwrapping 3D models in 3DS Max and apply maps. He is proficient at using Adobe Photoshop. He knows how to lighten the mood and keep everyone from getting too stressed out.

Matt Cates:

Currently "drafting" fiber optic cable for the Devil-worshiping conglomerate Verizon, Mr. Cates has been hard at work doing extensive level design for the project "Warlords". With Dustin's guidance on setting up switches and events, he was quick to program many aspects of the game, as well as writing NPC dialogue. In addition, he has been involved in almost every aspect of the game

design with the exception of concept art. Matt has been the strong-arm of the group, often forcing the group to come to a decision when time is crucial.

Jason Koenig:

Jason worked for Koenig Security and Electronics as a highly valued employee. I have experience working with fire, burglar, phone, network, and CCTV systems. Is on time and helped out whenever help was needed. I enjoy building real world environments and particle systems. Is skilled using 3Ds Max, Particle Illusion, Vue 6, Adobe Premier and moderate with Photoshop 8.

Mission Statement:

Develop a game with strong role playing characteristics that help the player immerse themselves into filling their role. Our game will captivate its audience and motivate them to play and develop their character. Stunning sprit graphics and enticing music keep them submerged. With these strong addictive game features which make our game stand out from the rest, who could resist being a kid again and playing a game?

Concept:

Role playing game where the character controls 4 "Dark Lords" who attempt to take over the world of Vezra. The human characters controlled by the player must face good forces of imps and other creatures that live within the cities and towns.

Game Play Overview:

The top three pillars of our game consist of character customization, top down 3-D environments, and interactive game play. The game will consist of linear, story-driven game with optional quest the player can take throughout the game. Due to the length of our game a player will be allowed to save their progress at any point in time. The pace gradually strains the player, forcing them to develop their own battle tactics for defeating the toughest of bosses. Elite weapons will reward those strong enough to overcome the obstacles.

Game Design Document:

- Matt Cates, Dustin Cochran, Brooks Ream, Jason Koenig

2: Concept:

- Role playing game where the character controls 4 "Dark Lords" who attempt to take over the world of Vezra. The human characters controlled by the player must face good forces of imps and other creatures that live within the cities and towns.

3. Story:

- For years the four warlords of Vezra wreaked havoc amongst their provinces. Their power grew and darkness spread throughout the land and hearts. All seemed to be in the dark lords' favor until the Kingdom of Satire fought back. Now the dark lords' must unite to topple the only Kingdom that stands in their way.

4. Market Conditions:

A: Self Assessment-

- i. Computer driven technology and 6 weeks to create the game.

B: Player Assessment-

- i. The game is directed for cheap people who want to download a free RPG maker game off the internet.
- ii. Through the internet

5. Player Characters:

A: Cates – Self-centered

Ream - Witty

Kid – Intelligent, Cautious

Dustin – Power hungry, lust for the kill

B: Cates will be a speed based character with condition sets.

Ream will be a priest based character who heals others and deals shadow based damage.

Kid will be a strong magic based character.

Dustin will be armor based with heavy attack damage but slow.

C: EVERYTHING can change.

- the stats will be adjustable, players will be able to adjust their stats after the character levels up.
- Inventory will change depending on the items gained
- Armor and weapon sets will change.

6. NPCs

A: there will be common town folk and enemy spawns.

B: the enemy spawn attributes will be adjusted based on the characters.

C: Boss characters will be strong then the players and will require tactics to beat.

7. Features of game play

A: throughout the game the character will have experiences such as leveling up, buying or gaining new weapons and items. The player will also have choices in which path to choose during the game.

B: The story will develop throughout the game. The player will be introduced to the concept at the beginning of the game and then completes the story as they travel throughout the game.

8.) Art and other research

a.) The time period is reminiscent of the middle ages.

b.) we start the adventure in a field and from their journey to Village of Brendil to stock up on supplies and of course wreak havoc. From there our anti-heroes travel through the mountain pass to reach the Kingdom of Satire to claim it as their own.

c.) the majority of the art will be sprites from Game Maker and barrowed sprites from other games.

9.) Game Play Mechanics

a.) Pillars: Unique story, Play as the bad guys, Mind blowing graphics

- b.) The player's moves are a bit repetitious but the rest of the game is broken up by different levels, enemies, and items.
- c.) Able to save and load the game.
- d.) Medium paced.

10.) Game Interface

- a.) Navigation: Basic controls are arrow keys for movement and enter and space bar to select actions. Also the mouse is usable. Controls can be customized.
- b.) Control of the PC: ability animations, walls, interactive signs, objects, and NPCs.
- c.) Orient themselves in the world: No map or compass....old school style.
- d.) Inventory Management: able to equip armor, weapons, and other miscellaneous gear. Item stored in mystic voodoo back.
- e.) Interact with NPCs: talk, traded, fight, act as walls, act as extras.
- f.) Track PC Statues: health and energy are represented by numbers, example full energy could be displayed as 100/100 and after some energy is used it could be 65/100.

Money is represented by Obsidian coins.

Experience is gained by defeating enemies. Experience gains players new skills and ability to buy better gear.
- g.) Switches will be used to trigger events during game play. We will use self event switches to control item events and treasure events so they only happen once. Doors will be used to transfer a player from one

level to the next or one area to the next. Devices such as keys will be used by the player to access certain areas. These will most likely need to be controlled by switches which will make the new event active once a key has been obtained.

- h.) Audio and video is based on the area that you are in and the buttons are the default up down left right escape or zero shows the main menu. Enter and the space bar is the action key.
- i.) You can continue your game from a previously save game by going to the main menu and saving your game.
- j.) There will be a manual that come with the game or for more information go to the web site.
- k.) The game pauses when you open the main menu. To exit close the game screen or go to the menu and exit

11. We have plains, marshes, mountainous, and town areas

12. RPG maker

13. Computer

14. Use the internet to download the game exe

Technical Design Document

Architecture:

The RPG Maker is responsible for managing the Graphical User Interfaces displayed throughout the game. The GUI includes pre-game menu option screen, a pause screen menu, and a game over screen.

Coding Standards:

Ruby will be the base coding for RPG Maker where RPG Maker will provide a GUI for simplistic coding.

Tools:

Microsoft Word will be used to provide these bloody documents regarding our project.

Adobe Photoshop will be used for managing and creating templates and sprites.

RPG Maker will be used for the creation of the game with assembling the levels, character stats, and interfaces.

Game Engine:

RPG Maker

Risk and Contingences:

Loss of Data – Back up files on different hard drives

Schedule Slips – Prioritize task to prevent any major slips if one person should miss, another can take over.

Third Party Dependences:

There is no third party plug-ins.

Security:

Our game will be created on an ITT Tech computer which is so bogged down no hacker will have the time or patience to steal our data.

Revision Control:

Our check out check in system will be slim for we have four people who know which is the most recent file. If we were to have more people we would have check ins and check outs of files to make sure the files are up to date and not being worked on by two people.

Artificial Intelligence:

This will be taken control of by the game engine. It will recognize the players point in space and be able to run events based on that point.

Input/Output:

Keyboard will be used for input and a computer monitor will be used for output.

Hardware Considerations:

This does not really apply to our game for ours is really low end and only uses 32-bit graphics. Most 5-10 year old computers will still be able to play our game.

Graphics:

32 bit, 640X480 pixels.

Research and Development:

Research the time period and use sprites related to that time period.

Localization:

Our target audience will be anyone who can access the internet. Age range would be between 10-30 years old. This will work on all systems and will not target any single one.

Sound:

File formats will be WMA and WAV and MIDI. No original music will be created.

Prototype:

Our prototype will be released for students attending ITT Tech.

Art Style Guide

Mood: The mood of the game is meant to be dark and evil. The characters are supposed to be seen as brings of doom and ruin.

Palette: 32-bit

Icons: There are no icons for combat or interactions. There are icons for items.

Menus: menus are similar to final fantasy VII. The menus are rounded blue boxes with white boards. The menus contain information such as attack, spells, items, inventory, and flee.

Asset Lists and Dependencies

Asset ID	File	Description	Resolution	Number of Scene/mission	Level Found
1	Cates	Group leader; Thief	32-bit	all	-
2	Ream	Healer/minor damage; Shadow Priest	32-bit	all	-
3	Kid	High spell damage; Archimage	32-bit	all	-
4	Dustin	War-bringer; Warrior	32-bit	all	-
5	Imps	Small green humanoid creatures with pointy ears.	32-bit	1	Brendil
6	Gradozjin-Bogan	Tall red ogre like creature wielding a sword. Boss	32-bit	1	Brendil
7	Ghost	Looks like tattered sheets with teeth.	32-bit	1	The Field
8	Wolf	Pirate-werewolf type creature wielding a sword.	32-bit	3	Secret areas
9	Dryad	Earth elemental humanoid type creature. Looks like a primitive girl. Boss	32-bit	1	Forest
10	Small	Snake creature.	32-bit	1	Mountain

	Snake				cave
11	Leviathan	Large aquatic snake.	32-bit	1	Mountain cave
12	Bats	Bat.	32-bit	1	Mountain cave
13	Golem	Bell shaped stone creature with long arms. Sub boss	32-bit	1	Mountain cave
14	Water Elementals	An entity made of water that uses water and ice attacks. Boss	32-bit	1	Mountain cave
15	Thieves	Civilians that reside in Thief Town.	32-bit	1	Thief Town
16	Guardian Angels	Angelic creatures.	32-bit	1	Path to the Kingdom
17	Minor Demons	Lesser demon creatures.	32-bit	1	Path to the Kingdom
18	Fallen Angels	Dark Angelic creatures.	32-bit	1	Path to the Kingdom
19	Reaper of the Castle	Looks like the Grim Reaper. He guards the entry way in to the castle. Boss	32-bit	1	Path to the Kingdom
20	Royal Guards	Demons that where armor	32-bit	1	Kingdom
21	The Demon King	Large slender demon creature with an extra arm. Final Boss	32-bit	1	Kingdom
22	Grass texture	Grass image used for making fields	32-bit	6	Fields, Brendil, Forest, Rest area, Thief Town
23	Mountain texture	Mountain texture image for making mountain areas	32-bit	1	Rest area
24	Water	Used in making lakes and waterfall	32-bit	1	Rest area
25	Cave texture	Used to make caves	32-bit	1	Cave area
26	Ice	Used to make Ice cavern	32-bit	1	Ice Cavern
27	Grey Stone	Used in making road	32-bit	1	Path to the Kingdom

	Texture				
28	Sand texture	Uses in making desert	32-bit	1	Thief Town
29	Inner Cabin	Wooden cabin on the inside	32-bit	1	Brendil
30	Inner Tent	Looks like the inside of tent	32-bit	1	Field and Thief Town
31	Inner Castle Set	Set of textures used to make the inside of castle and secret area	32-bit	1	Castle and secret area (path to kingdom)
32	Trees	Looks like pine trees	32-bit	2	Fields and forest
33	Tent	Tent	32-bit	2	Field and Thief Town
34	Log Cabin	Log cabin	32-bit	2	Brendil
35	Picket Fence	Wooden picket fence	32-bit	1	Brendil
36	Baby	Small baby used as decoration in the baby farm	32-bit	1	Brendil
37	Towers	Gray Stone Towers	32-bit	1	Path to the Kingdom
38	Fire1	Small flare	32-bit	-	Player Move
39	Fire 2	Explosion type graphic	32-bit	-	Player Move
40	Fire 3	Large Explosion	32-bit	-	Player Move or Enemy Move
41	Ice1	Small ice shard	32-bit	-	Player Move or Enemy Move
42	Ice 2	Ice shard	32-bit	-	Player Move or Enemy Move
43	Ice 3	Raining ice shard	32-bit	-	Player Move or Enemy Move
44	Earth 1	A pillar of rock shoots up	32-bit	-	Player Move or Enemy Move
45	Earth 2	Multiple pillars shoot up	32-bit	-	Player Move or Enemy Move
46	Earth 3	Screen shakes,	32-bit	-	Player Move

		multiple pillars			or Enemy Move
47	Wind 1	Small whirl effect	32-bit	-	Player Move or Enemy Move
48	Wind 2	Tornado type effect	32-bit	-	Player Move or Enemy Move
49	Wind 3	Large tornado and swirl effect	32-bit	-	Player Move or Enemy Move
50	Light 1	Light yellow geometric shape	32-bit	-	Player Move or Enemy Move
51	Light 2	More shapes	32-bit	-	Player Move or Enemy Move
52	Light 3	More shapes and on a larger scale	32-bit	-	Player Move or Enemy Move
53	Darkness 1	Small black and purple swirl	32-bit	-	Player Move or Enemy Move
54	Darkness 2	Small purple ghost	32-bit	-	Player Move or Enemy Move
55	Darkness 3	Swirls + ghost	32-bit	-	Player Move or Enemy Move
56	Power Strike	A 8 pointed star that signifies a physical hit	32-bit	-	Player Move or Enemy Move
57	Aqua Strike	Same as power strike except little bubble appear after the star.	32-bit	-	Player Move or Enemy Move
58	Multi Strike	3 consecutive power strikes that appear on the same spot	32-bit	-	Player Move or Enemy Move
59	Poison Strike	8 pointed start that signifies a physical hit. Small whitish purple dots appear	32-bit	-	Player Move or Enemy Move
60	Slash	Vertical slash	32-bit	-	Player Move

	attack				or Enemy Move
61	Poison	Small whitish purples	32-bit	-	Player Move or Enemy Move
62	Multi Strike 2	Multiple star shaped strikes that hit in different areas	32-bit	-	Player Move or Enemy Move
63	Evasive Up	Small circle appears and a ring that glows at feet	32-bit	-	Player Move or Enemy Move
64	Attack Up	Players turn red	32-bit	-	Player Move or Enemy Move
65	Spell Def up	Small circle appears and a ring that glows	32-bit	-	Player Move or Enemy Move
66	Heal 1	Ring that glows at feet and player flashes	32-bit	-	Player Move or Enemy Move
67	Heal 2	Ring that glows at feet and player flashes	32-bit	-	Player Move or Enemy Move
68	Heal 3	Ring that glows at feet and all players flashes	32-bit	-	Player Move or Enemy Move
69	Revive	Ring that glows at feet and players flashes + feathers fall	32-bit	-	Player Move or Enemy Move
70	Arcane Nova	White "energy" fills the screen with rainbow sphere flashes	32-bit	-	Player Move or Enemy Move
71	Grand Burst	Small ball of energy forms into a large white "energy" flash	32-bit	-	Player Move or Enemy Move
72	De-evasive	Small circle appears and a ring that glows at feet	32-bit	-	Player Move or Enemy Move
73	Lightning 1	A single bolt of lighting	32-bit	-	Player Move or Enemy Move
74	Lightning	Multiple bolts of	32-bit	-	Player Move

	2	lighting			or Enemy Move
75	Lightning 3	Large bolt of lighting	32-bit	-	Player Move or Enemy Move
76	Chest	A treasure chest	32-bit	-	Random
77	Table	Table	32-bit	2	Inside areas
78	Chairs	Chairs	32-bit	2	Inside areas
79	Fire (camp)	Small fire used for decoration	32-bit	5	Field, Brendil, cave, inside areas, castle
80	Sticks	Logs stacked for a fire	32-bit	1	Field
81	Bushes	Bushes	32-bit	1	Field

Sound Design Document

Sound Effects:

Our sound effects are guaranteed to give our game emotional depth. We will use stock mp3s or wav files to add ambient sound to the levels. We may have a windy costal area and to make the player more immersed in the level we will add a wind sound that plays during the level.

Soundtrack:

A soundtrack will not be release for we do not have an original score. We will be using stock sounds and music to add to our game. Our standard wave files are already released with all RPG Maker game engines.

Adaptive Audio:

Our game will not feature adaptive audio for we do not have the technology. Otherwise we would change the audio during the setting and changes in the environment.

Voiceover:

These will not apply in our game. I would like to however add our voices in place of the characters.

Game Interface

Text Form

The interface that the player will use will be an in-game menu screen. With this screen we will try to keep it dark following our character's traits. It will be designed with a black and red gradient hoping that the players will recognize it in their subconscious as darkness and blood.

The menu interface will allow the player to access their items, Special Techniques, Equipment, Status, Save the Game, and End the Game. It will also provide general information such as the player's active party, the character's energy, health, experience, and physical state. It will also show the players gold, step count, and time in the game.

Each category in the menu will allow the player to perform its stated ability. Items will allow the player to access their items and use them. Equip will allow the player to review their weapons and armor and equip them as necessary. Special Technique allows the player to use magic outside of battle to heal their in game characters. Status will show the players current state with all players. Save game will save the game and end game will end it.

Visual Form

Item					
Special Tech					
Equip					
Status					
Save					
End Game					
Play Time					
00:22:10					
Step Count					
565					
26174 Gold					
		Dustin	Warbringer		
		Lv 29	[Normal]	Health	3393 / 5665
		E	52914 / 55476	Mana	69 / 1725
		Ream	Shadow Priest		
		Lv 25	[Knockout]	Health	0 / 2426
		E	32914 / 33769	Mana	1362 / 2802
		Kid	Archimage		
		Lv 29	[Normal]	Health	1535 / 2349
		E	52914 / 55476	Mana	769 / 3600
		Cates	Death Knight		
		Lv 29	[Normal]	Health	941 / 3716
		E	52914 / 55476	Mana	3 / 2092

Staff Budget

Matt Cates: Video game technical director \$60,700

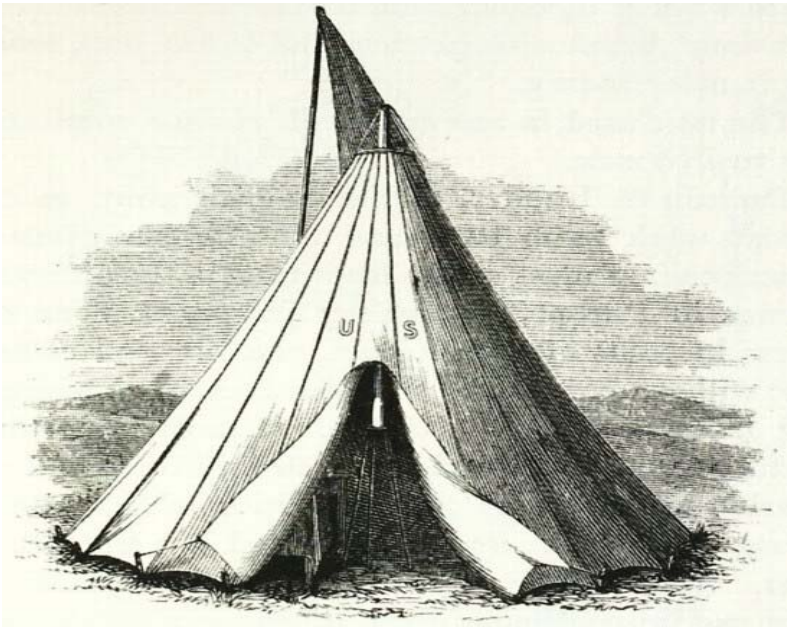
Dustin Cochran: Programmer, Game Tester \$66,000

Brooks Ream: Concept Artist \$41,500

Jason Koenig: Concept Artist, Lead QA, Tester \$60,000

Concept Art

Concept ideas for Field level:



Concept ideas for Brendil level:



Concept for baby farm:



Forest Concept:



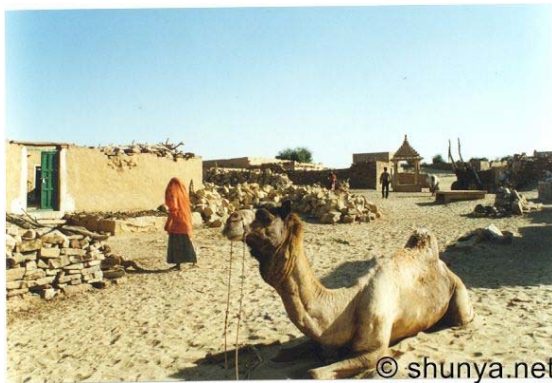
Mountain Pass concept:



Cave Concept:



Desert Village Concept:



Castle Concept:



Inside Castle Concept:



©2002 H.R.

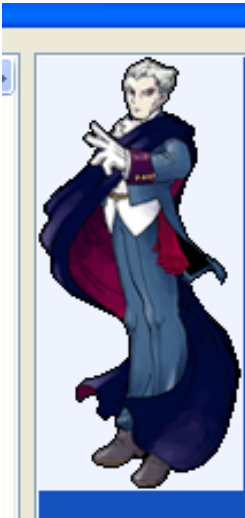


Main Characters:

Ream



Kid



Cates



Dustin



Bosses:

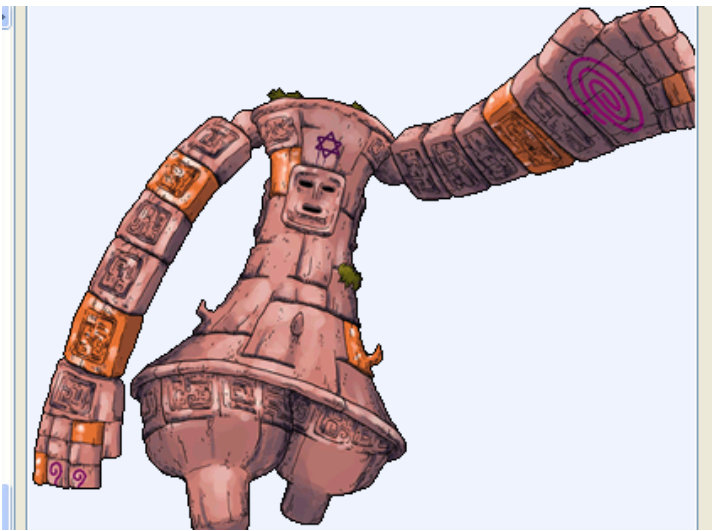
Gradozjin-Bogan (Brendil Boss):



Dryad (Forest sub-boss):



Golem (Cave Sub-Boss):



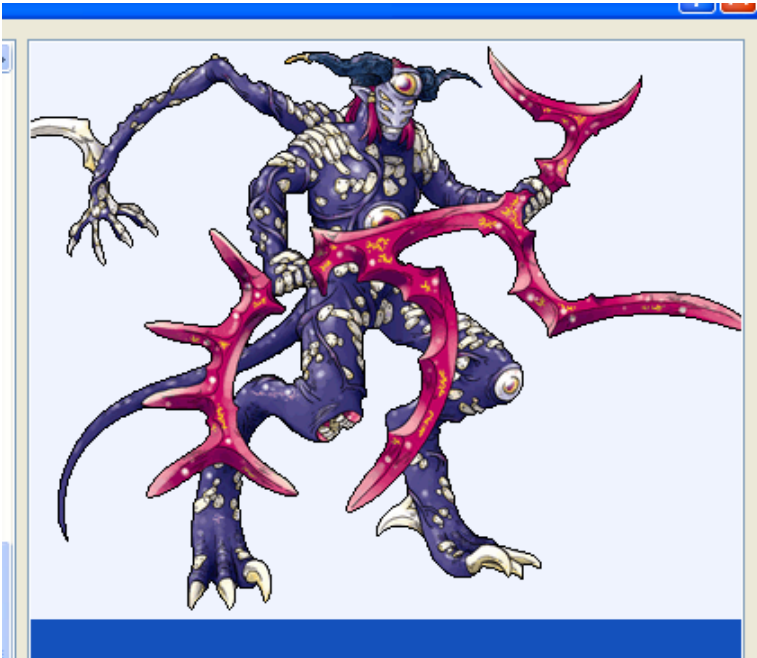
Aqua (Cave Boss):



Lich (Castle Path Boss):



Diabolos (Castle Final Boss):



Seraphim (Extra Ending Boss):



Wolve (Secrete Area Boss):



Levels:

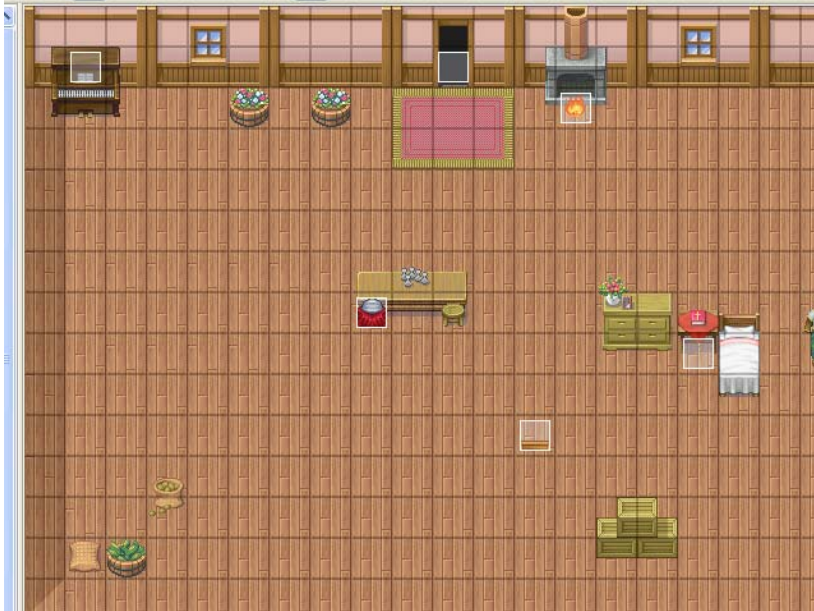
Field:



Brendil:



House Inside 1:



House Inside 2:



House Inside 3:



Forest:



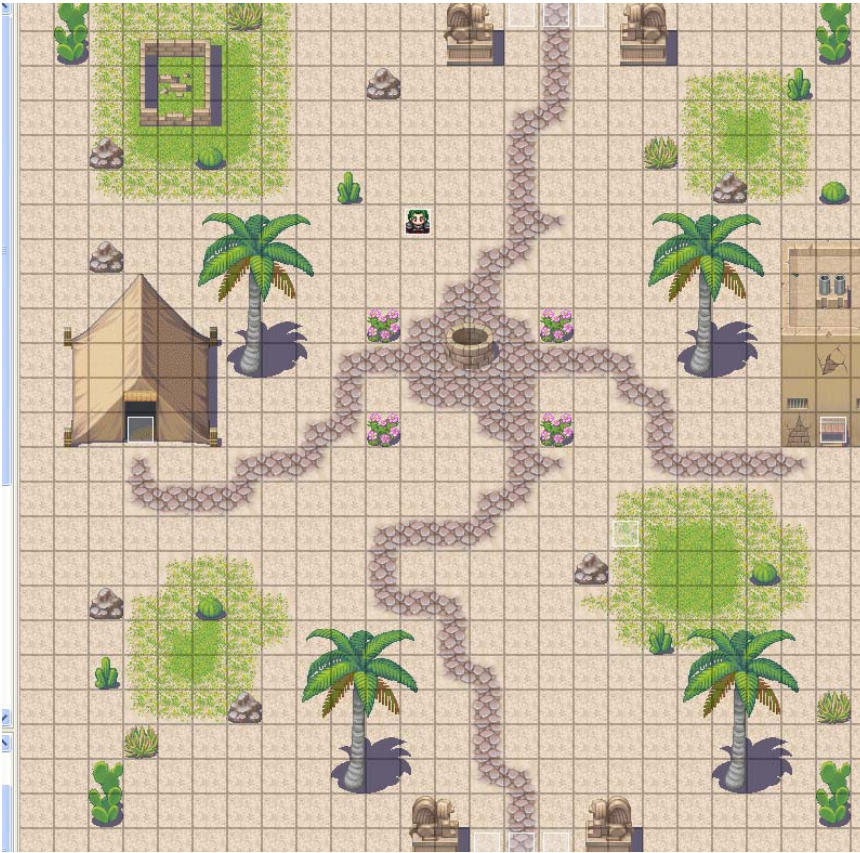
Entrance to mountain pass:



Mountain Pass exit (Ice Cave):



Desert Town:



Inside 1:



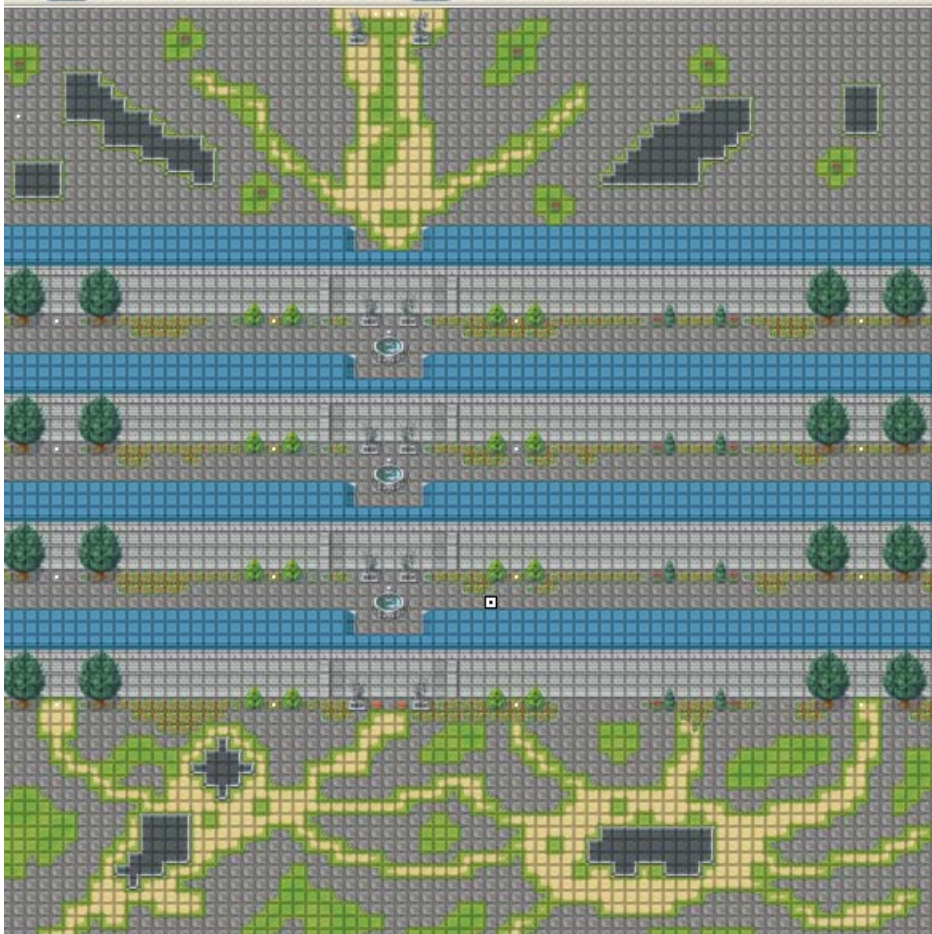
Inside 2:



Castle Path:



Castle Gates:



Inside Castle:



Crystal Chamber:



<!-------Game Start ----->

>

<!--start-->

<!--setting: valley-->

*The four lords meet in front of a tent

Dustin: The forces from the North grow stronger.

Kid: They are planning for our attack on the castle.

Dustin: Let's not disappoint them.

Kid: Not so fast, we do not know their numbers.

Cates: I would have no trouble with their numbers.

Ream: You would have no trouble if I was with you.

Cates: Wake from your slumber, I don't need your help.

Kid: Enough of your tongue, we must draw out their forces.

Ream: The Town of Brendil lies just to the west of here.

Dustin: A perfect opportunity to test the sharpness of my axe.

<!--characters join and march to the Village of Brendil-->

<!--Boss fight in the center of Brendil, Orge and his knights are stationed in the

center of the town. Once the party gets so close to Orge a "Touch Event"

occurs.-->

<touchevent>

Ogre: Leave here at once, you are not welcome in our town.

Ream: You are the one in our town. We shall smite you where you stand.

Ogre: If you will not leave we shall make you! Prepare thyselfves.

--Battle--

Ogre: You will never succeed; we have the power of the crystal!

Kid: Their outpost has fallen. The forces from the castle should soon be on the move.

Dustin: North to the forest! Spare no quarter!

</touchevent>

<!--The Team travels to Dryad's Forest-->

<touchevent>

--Dryad Battle--

Dryad: This is not over! You may have dispersed me...Sister...avenge me...

</touchevent>

<!--The Team travels to an Ice Cave-->

Ice Den:

Ice Whisp: You killed my sister! I shall have your head!

<!--The down the long path to the castle and enter-->

Castle Interior:

Diablo: Greetings mortals. My power is unmatched. It is futile to resist my Will.

Cates: Your Will will be broken by my daggers! Prepare yourself demon!

Diablo: Mortal, the power of the Crystal empowers me! Death will come on swift wings to deliver you to your untimely graves!