

MonoDome

Game Design Document

Team Spheros

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Document History

- 06/05/2015: Began to write the design document, filled out all the necessary parts for team to look at for information
- 19/05/2015: Redid the main concept of the game such as the art style, filled in missing areas and completed a finished draft of the design document

Synopsis

“MonoDome” is an isometric twin stick wave based action game. MonoDome revolves around a slave man that must fight in arenas for his survival. The player must fight off waves of enemies attempting to and survive for as long as possible. The player is able to progress in levels too, increasing the size of their weapon, maximum health or damage. The player is able to throw their weapon at enemies and pick up other weapons. MonoDome will revolve around arenas each with unique aspects to them. The player’s level however is reset after they lose the game, creating a rogue like element. The player will control the characters movement with the left analogue stick and the characters sword with the right analogue stick. The player thrusts the right analogue stick forward in the direction of an enemy to do a piercing attack and swipes the analogue stick in the direction of an enemy to perform a sweeping attack.

Art Style/Aesthetic

MonoDome borrows heavily from the art style portrayed in “Escape Plan”. It is a very simple art style with a fantastic look, perfect for a 6 week project. Blood is the only thing coloured in MonoDome, when an enemy is struck their blood will paint the floor and walls similar to that of “MadWorld”.



- See above moodboards

Gameplay Features/Mechanics

Swordplay:

Swordplay is the fundamental mechanic in MonoDome. It is controlled using the right analogue stick on a controller. The player has full control of their weapon with the analogue stick. When the player inputs the right gestures such as swiping the stick or thrusting the stick the character attacks in that direction. This gives the player complete control of the weapon making them feel as though they are in charge and have the power. Swiping the weapon causes less damage to the enemies but is an AOE attack, hitting multiple enemies if the player is overwhelmed. Thrusting the weapon hits one enemy but deals the most amount of damage, it is harder to hit with this attack.

Movement:

Movement is controlled via the left analogue stick. The character translates and walks in the direction of which the player is pushing the stick. This limits the player's movement capabilities on purpose making the swordplay much more intractable and exciting.

Weapons:

Weapons in MonoDome are throwable meaning there must be a wide variety. Each weapon will deal different amounts of damage to enemies meaning some weapons are a more viable option than others. Throwing a weapon instantly kills an enemy; this gives the player incentive to throw their weapon. The player is able to retrieve their weapon after throwing it too, creating a viable and risky tactic for the player.

Leveling:

The player gains experience points depending on how many enemies they kill. Each level the player is able to increase the size of their swipe attack, increase the damage of their attacks, increase their maximum health and increase the length on the thrust attack, hitting multiple enemies.

Waves:

MonoDome is a wave based game, increasing in difficulty each time a wave is completed. It is essential that the player upgrade their character between waves to keep on top. If the player does not do this they will be outmatched by the enemies and lose.

Health:

The health of the player decreases each time they are hit, there are pickups that spawn at the beginning of each round to give the player health. If the player upgrades their health through leveling up it will be fully restored.

Genre/Demographic

MonoDome is classified as an isometric twin stick wave based action game. Considering MonoDome contains a large amount of violence it will be rated MA15+. People who are fans of twin stick shooters such as “Hotline Miami” and games like “MadWorld” will be attracted to this game.

Games/media similar to MonoDome;

- Hotline Miami
- Luftrausers
- Mad Max
- Escape Plan
- MadWorld
- Wasteland 2
- Fallout

Risk Analysis

- It is possible that the art style present in MonoDome will not appeal to most people. To fix this the team at Spheros are constantly working at making the art style as appealing as possible hopefully bringing in more of an audience then having them shy away
- Combat and multiple weapons may pose a bit of a risk as having multiple weapons that do multiple things may take a long time. To fix this we would seek outside help to model and create animations for all of the weapons. If worse comes to worse we would cut down how many weapons are in the game and polish them
- The twin stick market is not a very popular market, to combat this we will make MonoDome stand out among all other games. This gives the incentive for people to purchase MonoDome and give it a chance

Competitor Analysis

Hotline Miami:

Hotline Miami was well received; unfortunately there is no data on sales available. MonoDome is going to be as fun and rewarding to play as Hotline Miami. The team works tirelessly to give the player as much feedback as possible through movements and attacks.

Bastion:

Bastion has sold around 2 million copies spread across the Xbox 360, PS3 and PC. Spheros are creating a very visually pleasing game like Bastion to appeal to a larger audience and draw people in.

MadWorld:

MadWorld sold 760 000 copies worldwide. The art style conveyed in MadWorld is what the team at Spheros strives to achieve.

To have MonoDome stand out among these games the team at Spheros have implemented fun and exciting mechanics into the game. MonoDome will keep people coming back for more and more. With extensive polish and testing Spheros will create a game that is interesting to look at and amazing to play, appealing to a wide array of people.

Release Details

Platforms:

MonoDome will be released on Steam

Business Model:

MonoDome will be released on Steam, PS4 and Xbox One; it will be priced at \$9.99

Project Scope:

Initial Release:

The target of units sold within MonoDomes launch weekend is between 50,000 to 100,000 units sold.

Eventual Master:

MonoDome is expected to sell around 200,000 units after its initial release.

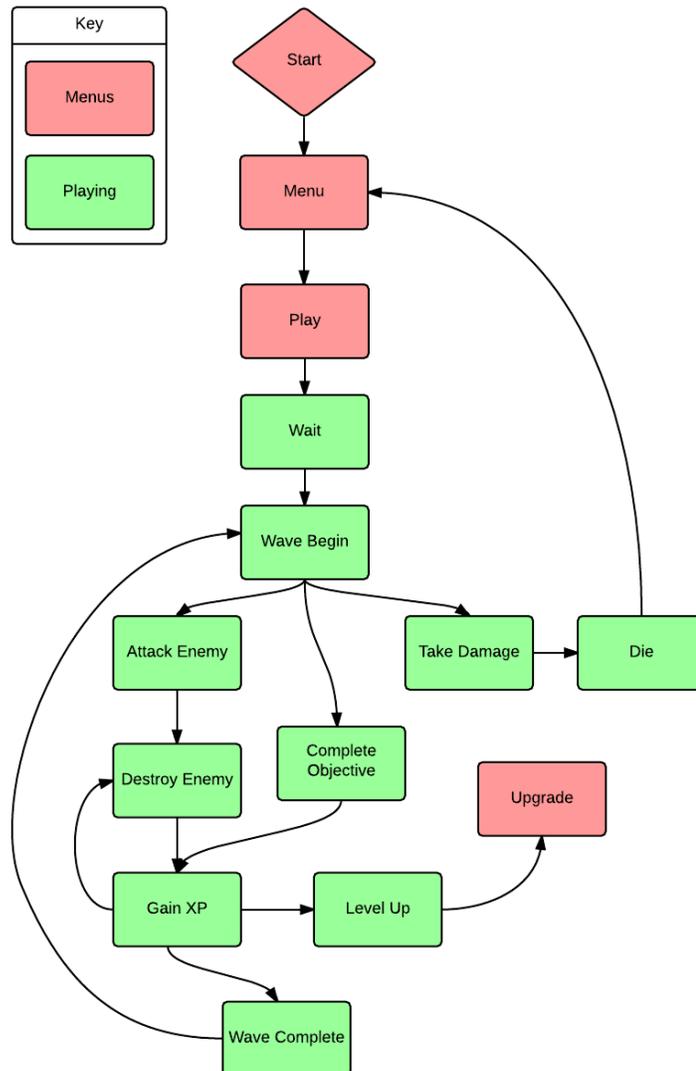
Editor/Engine

MonoDome utilizes the Unity engine as it is an easily accessible engine, free and easy to teach people.

Languages:

- English
- Dutch
- Spanish
- French
- Japanese
- Swedish
- Italian

Gameplay



Interface

Menu:

(Insert Art Here)

HUD:

(Insert Art Here)

Level Up:

(Insert Art Here)

Camera:

The camera in MonoDome is isometric and is always in front of the player.

Controls:



Sound

Music:

- Arena 1
- Arena 2
- Arena 3
- Arena 4
- Arena 5
- Menus

SFX List:

- Attack
- Hit
- Blood
- Vocals
- Clang
- Walking
- Swiping
- Missing
- Throwing
- Level Up
- Menu press

Iteration/Timeline

06/05/2015 - Created the first build of the game, got player movement working and attacks partially working. Artists were assigned their jobs and began work on concepting.

20/05/2015 -

