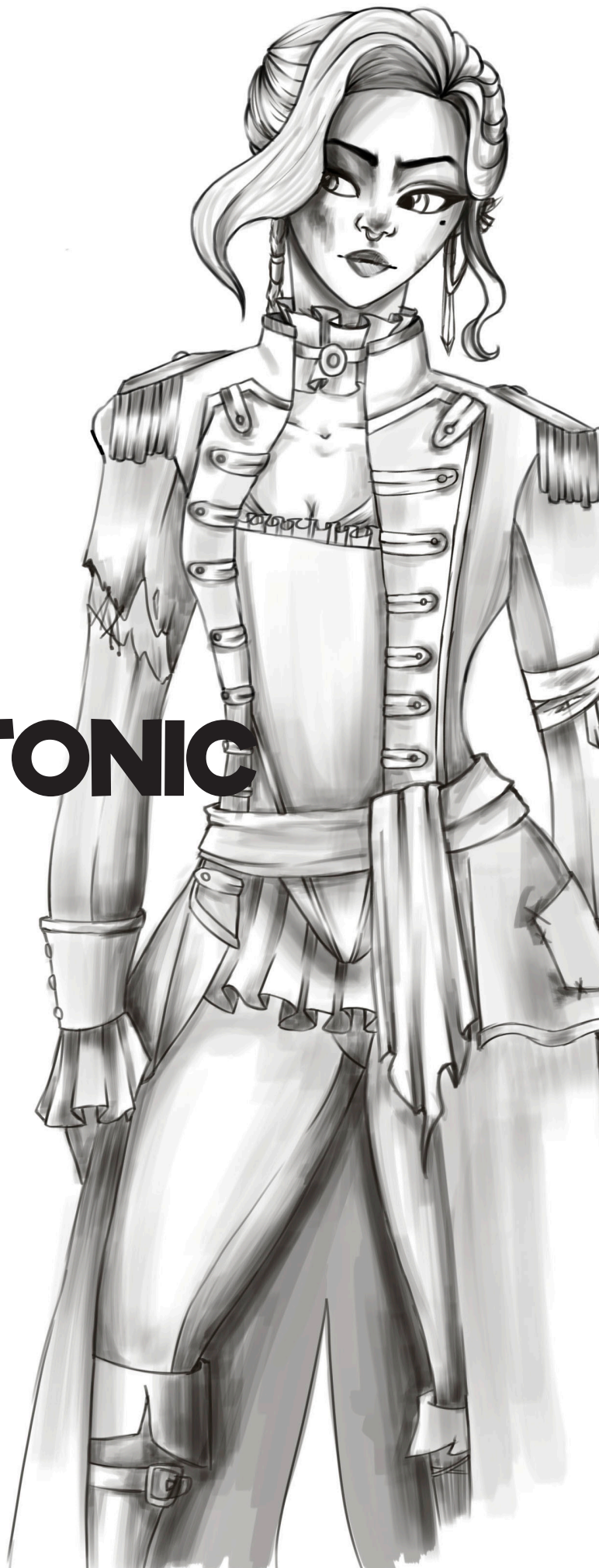


TECHTONIC



DOCUMENT: Tectonic game concept

AUTHOR: Víctor Gil
Antonio Moreno
Álvaro Tourón

GRUPO 1

INDEX

1. INTRODUCTION	3
1.1 GAME CONCEPT	3
1.1.1 BASIC INFO	3
1.1.2 DESCRIPTION	3
1.1.3 SETTING	3
1.1.4 MAIN FEATURES	4
1.1.5 RISKS	6
1.2 AESTHETICS	6
1.2.1 ART	6
1.2.2 MUSIC AND SOUND	6
2. MECHANICS	7
2.1 GAME FLOW	7
2.2 GAME WORLD	7
2.3 THE PLAYER	7
2.4 COMBAT	8
2.5 ITEMS/EQUIPMENT	8
2.6 BUILDING BLOCKS	8
3. SAMPLE CONTENT	9
4. INTERFACE	12
5. REFERENCES	13

1. INTRODUCTION

1.1 GAME CONCEPT

1.1.1 BASIC INFO

TITLE:	TECHTONIC
GENRE:	MULTIPLAYER/FPS
PLATFORM/S:	PlayStation, PC/Mac
TARGET AUDIENCE:	12+

1.1.2 DESCRIPTION

Techtonic is a **fast-paced multiplayer FPS** game where two teams of 3 players fight each other. Teams spawn in different islands on the sea, isolated from the enemy, which move towards the other until, after a brief time, they collide. When they do, an altar emerges from the sea between them. Before the collision players may reorganize blocks of obstacles strategically.

Each team owns an ancient treasure that must be completed with two magical gems. These, spawn randomly, one in each island, forcing the player to search for them to win the game. Techtonic games last no more than 10 minutes, offering a clunky ranged combat and a tense gameplay.

1.1.3 SETTING

In an alternative world, a meteorite has struck the Earth and now just a single redoubt of every nation remains. Each one of them scattered in moving islands due to the slow but never ending movement of the tectonic plates.

When two islands collide, as people are an important resource, the fate of the factions is decided in a ritual. The chosens of each nation have to fight each other for the supremacy of their people.

Each faction owns a treasure that has to be completed with two gems. The first faction that places his completed treasure in the altar is considered the winner and his nation conquer the other.

1.1.4 MAIN FEATURES

◆ ISLANDS

Each team will spawn in a separate island of small size, limited by shores and cliffs. Each island will have its own terrain and relief properties. Before the collision, players can place blocks of obstacles in the terrain strategically.

◆ FACTIONS

Each team represents a nation. This has no effect in the game other than cosmetic differences.



COMBAT

Combatants fight each other with weapons that fire in a parabolic trajectory with low cadency.

TREASURES AND GEMS

Each team owns an incomplete treasure (according with their faction). In order to complete the treasure each team has to look for 2 gems that spawn randomly in the map and attach them to it.



Gem variation 1

Gem variation 2

Gem variation 3

OBJECTIVE/GAME MODE

Techtonic matches last no longer than 10 minutes. Both teams have to fight for the two gems that spawn on the island randomly in order to complete their treasure. The team that manages to bring their completed treasure to the Mighty Altar, located in the center, wins the game.



1.1.5 RISKS

PROGRAMMING

- Multiplayer (client-server issues)
- Lack of experience with online games.
- Anti-cheating measures.
- Technical limitations of a scenario with two moving islands.

ART

- The art approach is not friendly enough.
- Creating assets with too much detail.
- Too many assets may be required.

DESIGN

- The islands design and obstacles layout.
- Balancing the game ensuring different decisions with obstacles make sense and not only one layout is viable/clearly superior to any other.
- Not designing the game in a casual enough way.

1.2 AESTHETICS

1.2.1 ART

The major constraint for the art team is the cartoonish and friendly style the game should have. A realistic approach would not be within the scope of the project and would kill the carefree style of the game.

FACTIONS

Are inspired in a nation or collective (for instance samurais or pirates). Factions have to be easily differentiated from each other. In order to support the friendly mood of the game, clichés and references to the culture of each team should be added (always respecting cultures and minorities).

1.2.2 MUSIC AND SOUND

MUSIC

The game music should inspire adventure. When a team manages to complete his treasure, the music evolves and gains epicity.

- John Debney - Cutthroat Island Morgan's (1996, Renny Harlin)
<https://www.youtube.com/watch?v=SHvOsVJwE9c>

SOUND

- Special sounds for weapons shots and gems drops.
- Ambience sound such as waves and wind should have less priority (if any) than active features of combat (projectiles, footsteps, hops, etc.).
- There are no voices on the characters, just some sort of sounds as war whoops.

2. MECHANICS

2.1 GAME FLOW

At the beginning of the game, both islands are separated moving towards one another until they clash. When they do, an altar is summoned in the middle of the two islands.

Each team spawns in one island, isolated from the other. Teams have a treasure which is related to the faction they represent, for example pirates have a precious ancient skull. The treasure is located in the base of every team and they have to complete them with the two magic gems that spawn in both islands (one in each island).

Before the clash, which is imminent, players may place obstacles on the terrain anticipating the confrontation. In addition, both teams may search for the gem that has spawned randomly in their own island.

After the collision, the objective is to retrieve the other gem from the enemy team and attach both of them to your own treasure. Once one of the teams achieves that, a player has to carry the complete treasure to the Mighty Altar in the middle of the map to win. When he transports the treasure he can't shoot, giving a slightly advantage to the enemy to stop him. This isn't supposed to be easy, due to the way the weapons shoot, being precision a crucial skill in the game.

However, if the carrier dies, the treasure will remain on the floor to give the chance to an ally to pick it up. Nonetheless, if an enemy touch the treasure it will return to its base and the gems will remain on the ground where they can be picked. Dead players will respawn in their base after a certain short amount of time.

The game ends when a team manages to carry his completed treasure to the Mighty Altar, becoming the triumphant nation.

2.1 GAME WORLD

Both islands have different types of terrain and offer different kinds of confrontation opportunities. Decorations related to the factions can be found in the pertaining islands. Islands are limited by water where players are not allowed to go in because they will drown.

When the islands clash the Mighty Altar appears on the middle of the two islands. This area is the win condition of the game, making crucial the control of it.

Each island has a pre established spawn point near the treasure base. If a player dies, he spawns here.

2.1 THE PLAYER

Players can move freely within the islands limits. However, players can not swim, so if a player gets into the water, dies.

Players die in one hit. After a death timer, they respawn on their starting island spawning point. If a player holds the treasure, he will not be able to fire his weapon. Players can only carry one gem at a time. If a player dies carrying a gem, the gem will remain on the ground.

2.4 COMBAT

Players have ranged weapons that fire in a kind of exaggerated parabolic trajectory. They start with two rounds of ammo. The recharge time is relatively high, being a few seconds between shots. When a player fires a weapon, the projectile remains on the ground and can be grabbed by any player on the same team. Players are limited to carry two rounds of ammunition.

This playstyle forces players to move to regain ammo, a shoot and move playstyle.

To summarize, the combat has an orientation of high risk and high reward.

2.5 ITEMS/EQUIPMENT

WEAPONS

Each player holds a weapon related with his faction. All weapons shoot in a parabolic trajectory. They can only carry two rounds of ammunition and can recover the projectiles they (or the enemy) shoot.

GEMS

There are two gems in total. Each one spawns randomly in a different island. They are needed to complete the treasure.

TREASURE:

Each team has a treasure related to his faction with different aesthetics.

2.6 BUILDING BLOCKS

The players may transform chunks of their island before they collide with the other one. This type of building consists of a set of blocks of different materials that every player has from the beginning of the game. They can place them wherever they like inside the boundaries of their island. Every player starts with a define number (for instance, 3 of each type) of this blocks in their power and they can't get more or edit the ones they already placed by themselves or their allies. The types of blocks are the following:

WOODEN BLOCK: It is a big square box that can be broken if it gets shot.

STONE BLOCK: It is a great rock that can be used for cover from the shots because it can't be destroyed.

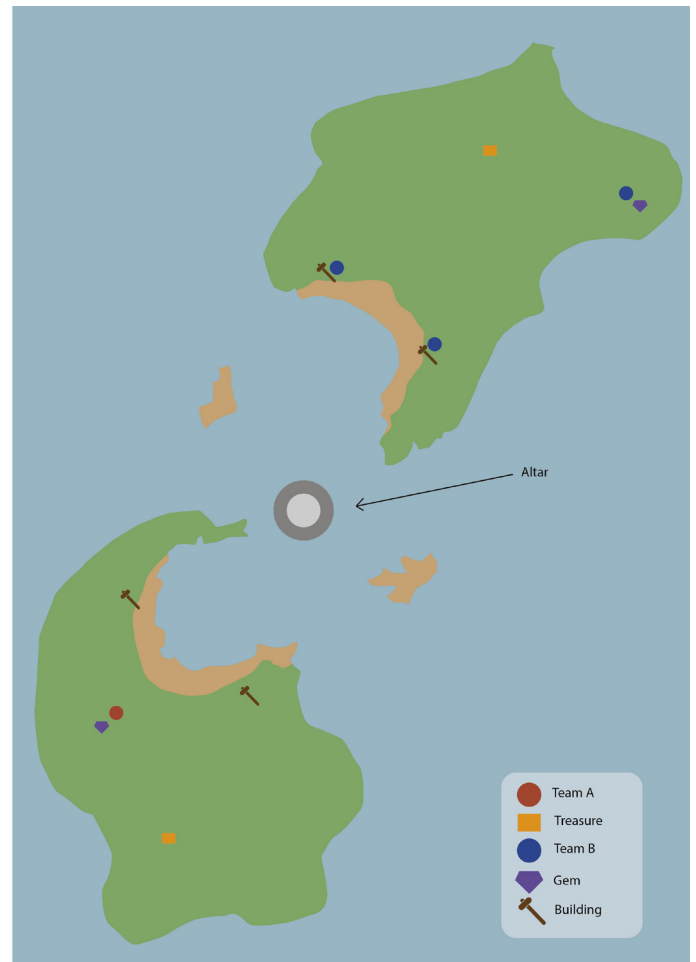
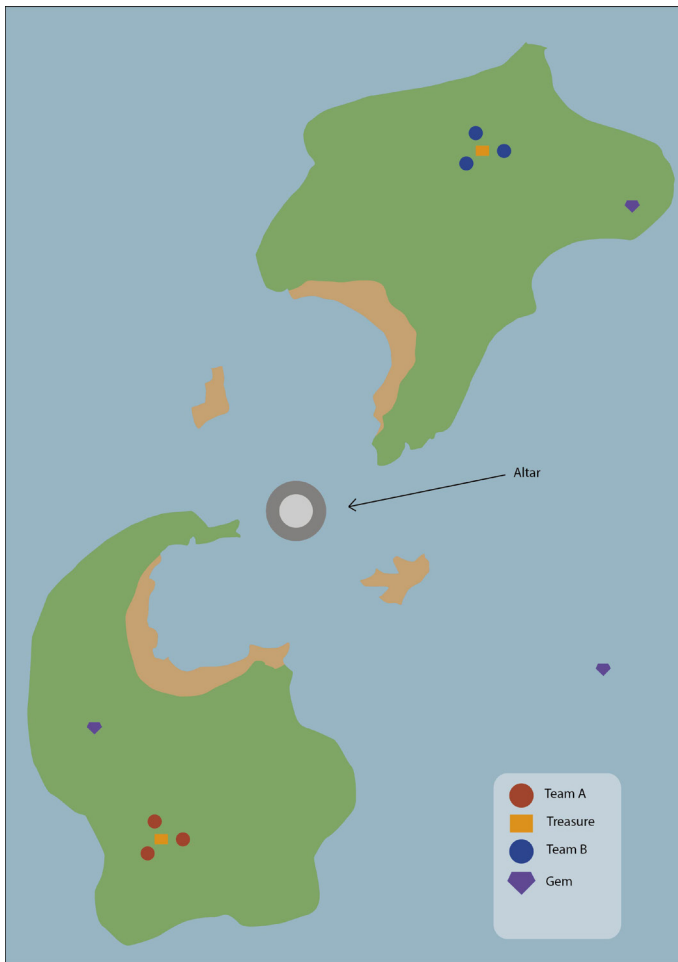
BUSH BLOCK: This is high bushes or grass that let the player hide from the sight of the enemy.

WATER BLOCK: As the name suggest this one creates a body of water on the floor that negates the pass and kills anyone that try to cross it (due to the lack of swimming abilities of the pirates).

3. SAMPLE CONTENT

This is a sample from the point of view of “Player 1” in a 3v3 game (Team A: Player 1, Player 2 and Player 3 // Team B: Player 4, Player 5 and Player 6).

The game starts and Player 1 and his teammates from Team A spawn on their base, around their treasure. After the start signal, all players are now free to move.



For the next minute, Team A has to decide how to spend the time before the islands collide. Player 1 searches for the gem that has appeared on this island (red), while Player 2 and 3 decide to place their different obstacles on the island, seeking to create advantages over their enemies. During all this time both teams can't fight, till the island collide. Player 1 finds the red gem and places it in the treasure.

When that minute time ends, the islands clash and the Mighty Altar appears in the patch of land where both islands collided. Now Player 1 and his teammates can access the other island as well, and can also shoot their weapons. Placing obstacles on the island is not allowed anymore, neither edit the ones already placed.



Player 1 invades the enemy island and shoots two cannonballs to players from Team B. The first one misses, but the second one hits and kills Player 4, who was carrying the enemy gem (blue). The gem falls to the ground and Player 1 runs to pick it up.

After this, Player 1 runs back to his island trying to reach his treasure. In his way back, Player 5, who was hiding in a bush, shoots and hits him. Player 1 is now dead, and will respawn at his base in 10 seconds.

Meanwhile, a skirmish between the other members of Team A and Team B takes place. Player 2 manages to land a shot on Player 5, avenging the death of Player 1. However, the rest respond with 2 salvos of fire. Player 2, trying to avoid the shots, ends up falling into a pit of water and drowns to death. Taking advantage that the enemy has no ammunition, Player 3 gets out of cover and moves forward pushing the enemy back to their base.

Player 1, after respawning, runs back to the place where he died and picks the blue gem once more. Now he manages to go back to the treasure, attach the blue gem to it and grab the treasure himself.



While carrying the treasure, Player 1 cannot attack so he is covered by his teammates. Player 1 successfully reaches the Mighty Altar without getting killed and consequently Team A wins the game.

4. INTERFACE



* If the player is carrying the treasure, the weapon is swapped with the treasure.

5. REFERENCES

- The general concept of the game is vastly influenced by **Kings Arthur's Gold** (Transhuman Design, 2011)

<https://goo.gl/4W5c2y>

- **BlackWake** (Mastfire Studios Pty Ltd, 2017) <https://goo.gl/uAyLpJ>.

- **Sea of thieves** (Rare, 2018) for the aesthetics and the island theme

<https://goo.gl/AqwgQA>.

- The book and movie **Mortal engines** for the idea of different nations roaming the Earth

<https://goo.gl/1v9HdA>.