Project GrappleMania

Vertical Slice (Working Title)

Phase 1 – High Concept

High Concept

The Core
Players traverse and fight using grappling hook. Gather a score until the match ends. The score is tallied, and a winner is determined.

Genre
Multiplayer Competitive Action

Platform
Windows

Audience
The audience is teenagers and adults who enjoy freedom of movement and fast-paced competitive action-packed games both in local and online play.

Phase 2 – Second Level of Detail

High Concept
Fast-paced third person competitive action game with high freedom of movement in an environment with high verticality.

Audience
The target audience are teenagers and adults who enjoy freedom of movement and fast-paced competitive action games which can be played both in a local competitive mode with friends or online. The audience could consist also of players attracted to the general culture and themes of fantasy and science fiction genres.

Example of Games
The audience is likely to be already playing online competitive action games such as Apex Legends, Team Fortress, Overwatch, Chivalry: Medieval Warfare alongside games that offer a lot of freedom of movement such as Assassin's Creed, Just Cause 2, Attack on Titan 2, Overgrowth, Prototype 2.

Gameplay

- **Ranged Weapons:** Single shot weapon that takes time to reload, crossbow or flintlock (weapon that matches the time period to set). Constantly provides a threat for participating players, will reward mobile and punish stationary gameplay.
- **Grappling Hook:** Main way of movement in the game, the player can use their grappling hook to attach to all surfaces. It can also be used to grapple onto opponents, deals damage and pulling them towards you.
- **Melee Attack:** A fast, melee attack that deals a lot of damage. Efficient after grappling an opponent, or generally whenever getting close to your opponent.

Navigation

The navigation from main menu to gameplay should be as easy as possible. Main menu would lead to game setup, settings or quitting the game. Game setup would allow you to change the settings of the game mode prior to playing, select character loadout. After game setup is finished the game begins.

Navigation/tutorial in first interaction with gameplay should present a small area where the player is safe from harm and can try out the gameplay of the game while the countdown for the game start takes place.

Game World

The game world is a fantastical setting where the geography consists of perilous chasms, towering cliffs and deep canyons. There's also ruins and various vegetation in the world.

Art Style

Stylized, along the lines of Rime, Ashen, Mirage: Arcane Warfare and Decay of Logos. The art style will use large, contrasting color-fields, rendering the game easy to read; Player characters and items/areas of importance will be highly visible, which will be useful in a game with fast movement. Furthermore, the minimalist direction will work very well with the potential split-screen view.

Characters
Simple, masked characters.

Narrative

The narrative is minimal and only told through environment and man-made structures.

Interface

The games interface is kept minimalistic to avoid cluttering the screen with unnecessary information for the player to track.

Hardware

- Platform: Windows
- Control Schemes: Xbox Controller. Keyboard and mouse.

Software

- Game Engine: Unreal Engine
- 3D Model: Autodesk Maya
- Texture: Substance Designer, Substance Painter, Photoshop
- Sculpt: Zbrush
- Programming & Scripting: Visual Studio
- Project Management: Hacknplan

Phase 3 – The Vertical Slice

Minimal Viable Product

- 1 Level
- A menu
- Functional Hook System
- Functional Melee Combat System
- 3rd person Camera System
- 4-Player Split Screen (or) 4-Player Local Multiplayer

Stretch Goals

- Character Customization
- Power-ups
- Interactive Environmental Hazards

Playable Characters

The player avatar will all be based on the same base mesh with variant hard surface masks, armor pieces and colour profiles to distinguish them from each other.

Mechanics

- Movement System: Jump, run
- Grappling Hook System: Grapple surfaces and other players to pull yourself towards them
- Melee combat system

- ○ Basic swing attack
- ○ Health System
- ○ Power-ups

Height in contrast to Game World
- The game world and man-made structures will appear grand in scale compared to the characters and man-made props that occupy the world.

Animations
- Run
- Jumping
- Combat
  - ○ Shoot (Ranged attack)
  - ○ Melee attack
  - ○ Take damage
- Grappling
  - ○ "Shoot"
  - ○ "Airborne"
- Death
  - ○ Ragdoll
- Falling

Props
- Masks
- Melee weapon
- Grappling hook

Marketing
There has been an abundance of arena shooters recently deployed on the market, most noticeably the battle royale craze that rose up during the last couple of years. This offers a different experience as an arena brawler instead of a shooter with a twist.

Social Media
- Facebook
- Instagram
- Twitter
- Twitch
- Youtube

Online Store
- Itch.io
- Steam

Risks
There are several risks and uncertainties when it comes to the project.

Organisational Risks

- Majority of the team's 3D artists only have a limited experience in working in 3D and have not worked on any larger 3D projects in the past.
- Limited experience with Unreal Engine. First real Unreal Engine project for a number of team members.
- Majority of team members are using Hacknplan for the first time.

Game Design Risks

- Sound Effects and Music
- Grappling Hook Mechanic satisfaction
- Gameplay repetitiveness
- Player Interaction

Technical Risks

- Multiplayer Elements
- Version Control

Artistic Risks

- Animations

Teambuild

Roles and competence

- **Lina Femling:** Scrum Master, Level Designer, Quality Assurance & Playtest Manager.
- **Hampus Serrestam:** Product Owner, GUI/Level Designer, Playtester.
- **Patrik Lindkvist:** 3D Prop Artist, Environmental Artist, FX Artist, Character Animations.
- **Gunnlaugur Arnarson:** Concept Art, 3D Character Artist, Material & Texture Library Designer, Music & Sound Consultation.
- **Moa Bruus:** Concept Art, Environment Artist, 3D Prop Artist, UI design, Character Animations, Rigging and Skinning
- **Jeppe Willatzen:** Programmer (Soundsystem, Menu/U.I, Gamestate), Music (Composer, Producer), Sound Design.
- **Konrad Skagerberg:** Programmer (Multiplayer Functionality, Combat System, Movement, Animation), Unreal Engine Project Setup, Combat Designer, Version Control.

Justification of Team Size

The project is large and ambitious requiring at least three artists to produce the character, environment and prop assets for the game alongside providing the concept art and sketches to produce those assets. 3D Prop modeling, concept art and character animations are split between pairs of artists.

The project relies on extensive programming work for a functional movement and combat system with implemented animations for multiplayer with good visual and sound feedback to warrant two programmers for the tasks.

Level design is a major element in the game and carries heavy importance for the players engagement with the gameplay, requiring dedicated workforce to iterate and design.

The game requires extensive playtesting to assure that it is a quality product, as a result two individuals of the team will dedicate some portion of their time to test the gameplay internally and arrange playtests outside the development team.

Post-Vertical Slice

Depending on the outcome from when presenting the game at GGC, we may decide to continue development and potential official release of the game. The group has a unified commitment to investing time and effort to polish the product should it yield any interest from playtesters trying out the game at the conference. Decisions related on how to approach potential expansion of the game in this scenario has not been determined and will remain a possibility rather than a certainty until the product has proven to be promising.