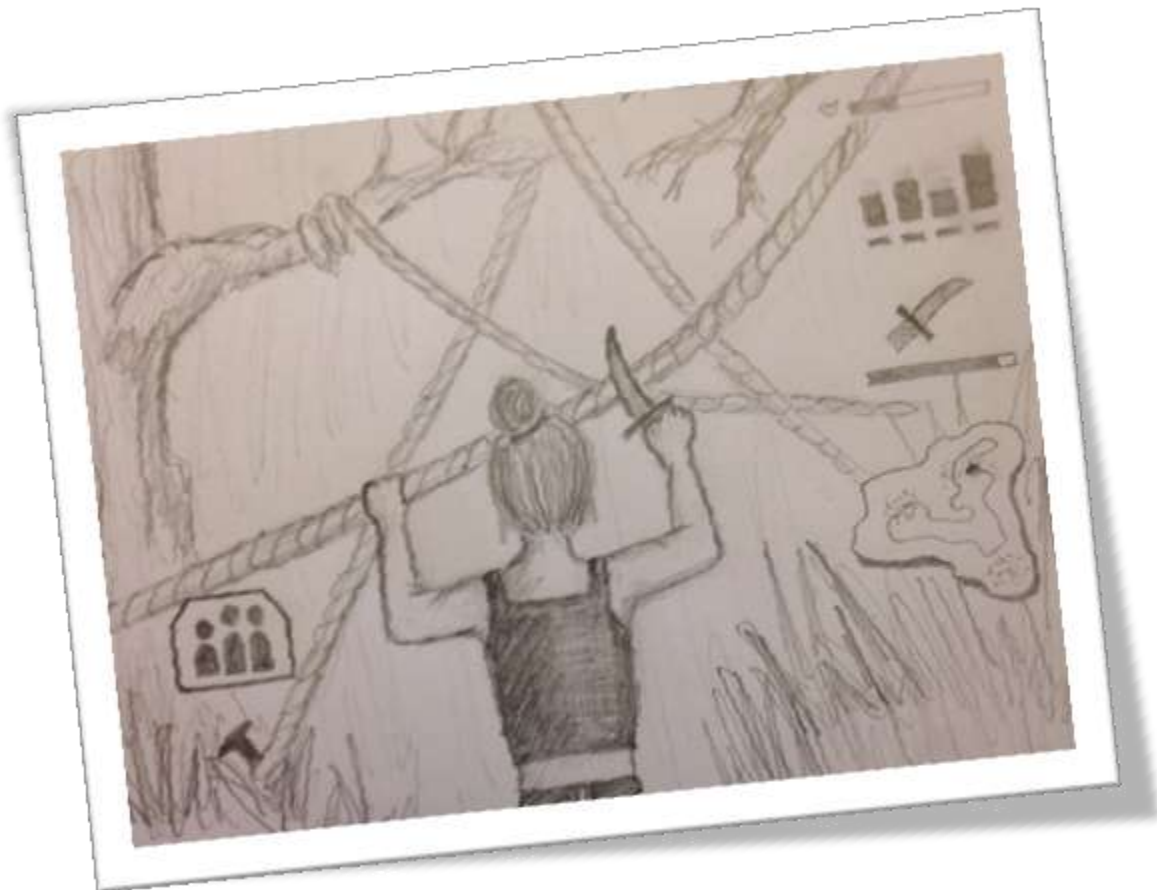


WORLD WALKER GAME DESIGN DOCUMENT (GDD)

**Megan Ireland
Amy Pirintr
Anima Bajracharya
Kate Phillips**



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GAME DESIGN FEATURES -

Title – World Walker

Description/feature set –

World Walker is a single-player RPG, set in our galaxy and time. A pan galactic war has spread to earth leaving destruction in its wake and the survivors of Earth taken as war trophies and slaves. The player is able to grow and sympathize with the main character Alex or Alice as they are forced to mature much faster than they ever thought they had to. World Walker promises to be a journey the player won't soon forget.

World Walker's features include the following:

- A completely immersive multi-threaded storyline.
- Cutting edge DirectX11 graphics and landscapes portraying unique new worlds.
- An advanced combat system that ranges from melee combat to guns to magic use.
- Celebrity voice actors.
- Soundtrack featuring contemporary artists with original tracks written specially for this game.
- English, Spanish, German, and Russian localization of all written and spoken dialog.

Purpose/application –

To engage players in a long lasting adventure that is customizable and story oriented. We want players to remember the adventure as if it were their own.

Premise/high concept –

Immediately following the destruction of Earth, you awake. Beaten and bound because you resisted capture, you find yourself in the cargo hold of an alien vessel where you quickly determine that you are separated from your family and that you must escape alien servitude if you are to survive. Taking the other surviving prisoners with you, and leaving a trail of blood your former captors cannot ignore, and a wizened alien being points you toward the world of Zira to rescue your nearest family member from their handlers. During this pan-galactic journey, you will stumble upon the mythology of ancient beings and unleash unforeseen powers that exist within you; the powers of the World Walkers.

Genre –

World Walker is a Sci-Fi/Adventure Role Playing game. The game will take place on a number of alien worlds, each with its unique species, races, and architectures.

Style –

The colors and appearances of the game will be semi-life-like, with an artistic pen, ink, and water color (like cell-animation) look to the environment similar to Borderlands, but more realistic. Models will be lifelike and to scale...Alex/Alice Stryder the hero/heroine will be customizable, yet proportionate to humans with a physique befitting a martial artist/arena fighter in good physical condition. Alien species will vary based on the environments of their home worlds. A low gravity world may produce creatures with a lithe appearance and be generally weak on typical worlds, while worlds with higher gravity may produce beings with more appendages and significantly greater strength when off-planet.

Platform –

World Walker is intended as a multi-platform release for the PC, Xbox 360 (360), and PlayStation 3 (PS3)

Audience/market –

The target audience for World Walker will be fans of role-playing adventure and sci-fi games. Gamers experienced in Action RPGs (players of Mass Effect, Skyrim, and other similar titles) will find familiarity in the game, and those looking for extended duration of play (longer than 100 hrs.) will find the game piquing their curiosity and interest.

Rating –

The expected target ESRB Rating for World Walker is “M” for Mature. This game will contain mature situations, violence, sexual references, language, and references to alcohol and fictional drugs. The content is determined to be for players entering adulthood, and is expressly not intended for children

Player mode –

World Walker will be a single-player adventure.

Time interval –

World Walker will be played in a checkpoint time interval. As with most games in the RPG genre, there will be no time limit to progression, and players are expected and encouraged to explore the game-world in its entirety.

Backstory –

Unknown to mankind, the galaxy is at war, with various factions laying claim to previously uncharted systems. With countless beings caught in the middle, some worlds know nothing of the war until they are invaded, their people enslaved, and their resources plundered. With no way to defend themselves from the technology of the invaders, backwater-worlds fall with ease to the mighty; their civilizations torn asunder or their worlds completely destroyed. Earth is one such backwater planet, and Zira is the closest of ‘civilized’ worlds known to space-faring beings. It is expected that those with the greatest technology will rule over those who are less technologically advanced, but the assailed are looking for a champion to their cause, and rumors abound of a being that will rise from their ranks and break the chains that shackle the galaxy.

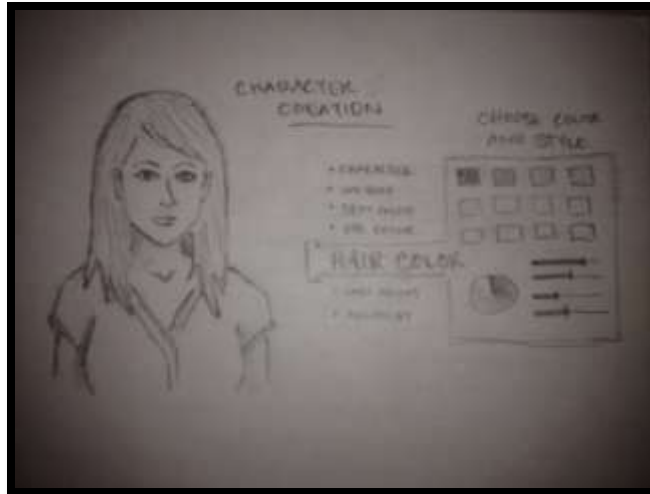
Character descriptions –

The following is a list of characters for World Walker. The first character is the main character which is playable. The other characters are Companion NPCs that the player may direct to help them through the game.

1. Alex/Alice Stryder (Main Character) –



Play as Alice or Alex



Character Creation/Editing Screen

Alice/Alex Stryder is the main playable character in World Walker. They already have a preprogrammed/default facial structure though this character is fully customizable. You are given the ability to change body types, facial features, hair color, eye color, skin tone, makeup and add tattoos or accessories. This character is the eldest of 3 siblings. Alice/Alex was a troubled youth who got into a lot of fights in high school which gives them the edge they need with hand to hand combat in the game before they are able to learn skills from other characters and companions. As a World Walker Alice/Alex has the capability to discover and upgrade several magic abilities and also gains the ability to travel between worlds. This character has a variety of play through options. You, as the player, may choose to be unselfish, kind, and self-sacrificing. You may also play through as witty and sarcastic, or you may choose to play as greedy and mean.

2. Alyssa (Sister) –



Alyssa

Alice/Alex's younger sister is named Alyssa, but everyone calls her Lissy. She's 12 years old, stands about four and a half feet tall, and has a slim build. Her hair is strawberry blond and she wears it in a long braid. She is timid and shy at first, but once she gets to know you, she opens up and loves asking questions. She may not make any physical impression, but don't under estimate her. She is a very quick-witted and curious girl who spends most of her time with her nose in the latest gadget publication. She is Alice/Alex's partner in crime, mainly since s/he was usually the

one tasked with the babysitting duties. Finding Lissy would be of great benefit to Alice/Alex, because she has gathered information that will help Alice/Alex unlock her/his hidden abilities. She also has knowledge on many of the weapons they may face – how to use and counter them. Lissy's sound track consists of whimsy music and sounds. She walks with a skip in her step.

3. Lora (Companion for Alex) –



Lora

A Beautiful woman with black haired and slender body wearing long black coat meets Alex as his companion. Lora is kind hearted, confident and strong woman. She is shown using some kind of disappearing trick which helps Alex to get some items that makes Alex more powerful. Lora also have some unique combat abilities; Alex gets chance to learn new combat abilities from her which will help him in future. Alex and Lora also gets chance to pursue some romance. Lora has a normal walk cycle. When Alex and Lora meet for the first time they will have a soothing music.

4. Aric (Companion for Alice) –



Aric

A good looking man with short black hair and muscular body wearing long black coat meets Alice as her companion. Aric is a physically strong, bold and confident man. He is shown using some kind of disappearing trick which helps Alice to get some items that makes Alice more powerful. Aric have some unique combat abilities; Alice gets chance to learn new combat abilities from him

which will help her in future. Alice and Aric also gets chance to pursue some romance. Aric has a normal walk cycle. When Alice and Aric meet for the first time they will have a soothing music.

5. The Wizened Being (1st Companion for Alex/Alice) –



Wizened Being “We”

The Wizened Being is a symbiote of two species (one living within the other). The host being is a Renkari, stooped over with age (two legs, 4 arms) standing about 1.5m tall, gray-blue skinned, with a wrinkled face, gray-green eyes, and a few strands gray-blue hair atop his otherwise balding head. Within the Renkari lives a Dorall, a slug-like/amorphous being capable of resting within the body of another without discomfort to the host. This Dorall moves (wiggles) only when migrating from one host to another. The Renkari can roll into a defensive ball when needed, and will shy from combat activities due to age and the instinct to protect both its self and the Dorall inside of it. The Wizened Being will refer to itself as “We” but give no name. Alex/Alice will later name this character with a custom name that will persist throughout the game once selected. Later in the story, players will find themselves in a position to accept the Dorall into their Alex/Alice persona. The Wizened Being will walk with the gait of an elder biped, their lower arms will grasp a walking stick for balance, and their upper arms will be free to move while talking or to carry items/weapons when equipped.

Competitive analysis –

World Walker will be compared to Mass Effect (BioWare/EA), the Longest Journey (Funcom), and Fable (Lionhead Studios/Microsoft Game Studios). The following competitive analysis is provided for each of these titles:

1. Mass Effect –

This trilogy of games takes place in space where you play as Commander Shepard and as the Commander of the ship “The Normandy” it is your mission to fight alongside your companions against a mechanical race called the Reapers to save Earth. This game is a shooter/RPG with a customizable main character and allows the player to use two AI squad members. World Walker would attract a similar audience due to the Sci-Fi and RPG elements they both possess. World Walker will have a similar focus on storyline and upgrade capabilities.

2. The Longest Journey -

The Longest Journey is a point and click adventure game developed by Funcom. You play as a character named April who is an 18 year old student that learns that there are two worlds. There is the world of science and logic (our world a.k.a. Stark) and a world of Magic (Arcadia). The line

between the two worlds is growing thin which is causing chaos and letting elements of each world blend together April learns she is a shifter who can go between both worlds and it is her job to restore the balance between the worlds. This game has a very complex and intensive story line and both of the main characters have the ability to travel through time and space. World Walker will provide the player with many more options in where to take their game as well as have a higher focus on combat elements.

3. Fable –

Fable is your basic multiplatform RPG where the character is controlled from a third person perspective. When your town is burned to the ground and raided by bandits you hide as a child and luck should have it that someone from the Heroes Guild should find you. You discover you have innate abilities and the members of the Heroes' Guild take you in as a student and help teach you how to control and use your powers and abilities. The goal is to learn the fate of your family, earn your place as champion in the world of Albion and avenge your family by taking down Jack of Blades, a man who had a hand in the town's destruction. The focus on revenge as well as the RPG elements could draw members of the same audience to play World Walker. The main characters in each game share the same motivations and drive. While World Walker would have a more evolved combat system it still has the basic RPG elements.

Rules –

World Walker is a single player RPG. This game could take as little as a week to complete if the player chooses to stick to only the main quest. The expansive nature of this game allows the player to play the game at their own pace. The game's length could be as long as months or a year if they choose to pursue every quest storyline, try to gain all of the achievements, and complete all available downloadable content. In order to be successful at this game the player must make sure they visit all of the planets and gain all of the powers needed to beat certain bosses they will encounter in their journey. If the player is defeated in any combat encounter that will mean death for your character and the game will reload from your most recent save.

The main quest game play will follow the main character as they witness the destruction of Earth by alien spacecraft. You begin on a transport which will be where the tutorial will initiate; teaching the player how to use basic controls such as walking, looking around, finding gear (clothing, weapons, health) and how to "use" the gear from inventory. After the tutorial the character will do their first lock puzzle on the door to try to escape their compartment only to discover upon completion that there is someone on the other side. After trying to attack this character you are injected with a sleeping serum so that you don't awake until you are in prisoner's garb on the planet Zira.

Players must escape using what meager weapons you can find and the novice lock picking abilities you attained from the transport. Once you have done this you will be encountered by the Wizeden Being who intends to help you after witnessing your combat abilities, here you will gain a safe house and some combat training as well. After dialogue, the wizeden being becomes curious about your abilities and it is during this conversation that you gain your first power which allows you to fast travel between worlds. Now the main character is determined to find their remaining four family members and rescue them. Player must break into a mainframe, steal the passenger manifests and figure out where each family member was headed.

With the newly attained ability unlocked with the help of the Wizeden Being, the main character must travel to each planet starting with the one your sister is on. Upon arrival, a side quest will become available in order to gain your first companion, Lora/Aric. Find the location of your sister and break in to the facility. Uncover the storyline surrounding her circumstances. Complete timed challenges and get past doors with locks varying in difficulty. Defeat security along the way and the boss at the end of each mission to level up and advance your skill set. Do this for all four family members and as you get stronger so will your enemies as they level up along with the main character. At game end you will be faced with a choice whether you choose to accept the Doral from the dying Wizeden Being for

an option of added experience points. This decision will also massively tilt the character heavily towards either good or evil in the scale of the main character's alignment.

The game has 3 possible endings following a battle in which the goal is to fight through the enemy planet that was responsible for the destruction of Earth. In this battle you must fight your way up to the center of the main city in order to kill off the leader of that planet as revenge and stop this renegade planet from destroying any more quiet civilizations. The first ending is that you live out the remainder of your days in peaceful solitude with your surviving family members in peace. The second is that you leave your family in order to fulfill the destiny of a World Walker alone. The third is to use your power to bully and belittle other planets, leave your family and loved ones and avoid your destiny all together. The third allows for the character to gain extreme wealth and buy expensive properties that allow for alternate quests otherwise unavailable.

Challenges –

Below are four representative challenges that players will need to overcome in order to progress in World Walker. Many other challenges will be in the final product.

1. Ancient Door Puzzle –

Complete the puzzle to open the door. The puzzle will be pressing the 6 buttons. If you stop and think about this, it's not too hard as you look around you will find the clue about which button to press but for the thinking impaired here is the guide. The first button must be right, the second must be left, the third must be up, the fourth must be down, the fifth must be right again and the sixth must be left again.

2. Sequence-end Boss Challenge –

This is representative of the Boss challenge at the end of the breeding facility where Alyssa (the sister) is found. This boss is an alien in a doctor's lab coat.



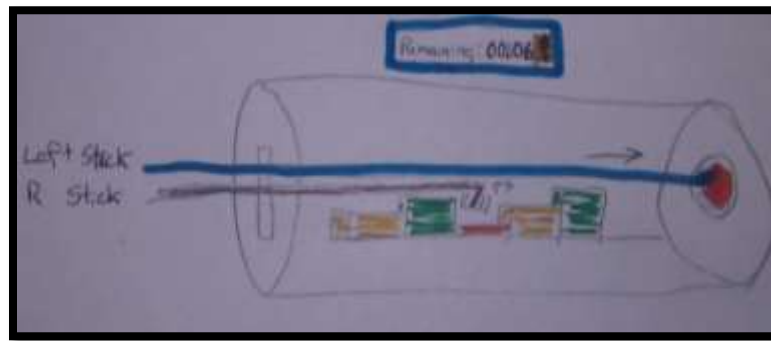
With this boss you must use a combination of magic and either melee or gun use to destroy. Alien has protective barrier so that you must use magic in order to take down barrier for a 5 second interval. Following the barrier effect, you must then use a knife, sword, or gun to lower enemy health before the barrier re-initiates. The boss regenerates health if left alone too long. The main character must take care to complete this challenge quickly and efficiently through the use of available equipment, skills, and timing.

3. Renkari Ruins Totem Challenge –

This challenge takes place on the planet Renkar where the wizened being was born. In the middle of a jungle lie the ruins to an ancient temple. The player must collect three components that when assembled together form a totem that will unlock a hidden World Walker ability. The base of the totem is found in the first level where the player must navigate a maze and collect ten Renkari coins within a limited amount of time. Once all of the coins are collected, the totem base is revealed and the player moves on to level two. Next, the player must jump across several moving platforms to get to the other side where the middle component sits. In level three the player must shoot at several swinging blades in your path. Once they are all destroyed, the last totem is unlocked from its casing and the totem is complete.

4. Box/Chest Lock-Picking challenge –

All box, locker, and chest with locks will have either an electronic or mechanical mechanism. The locks will require players to participate in a lock-picking mini-game, to gain access to the contents of the chest. This challenge represents the mechanical lock-pick mini-game, which simulates the picking of a real lock.



Using the XBox controller as an example, players will hold the left stick in the direction of the lock detent (far right in red) do move the blue rod depress the detent, and move it in a perpendicular direction to twist the lock. Prior to twisting the lock, the player manipulates the rights stick to move the black tool in and out of the mechanism to put the tumblers into the correct position. Tumblers not in position or knocked out of position through sloppy manipulation of the black tool will be in red (way off target) and yellow (slightly off target). The tumblers will light-up in green once they have been properly aligned to open the lock. A count down timer starts with 2 minutes in earlier levels, and players gain time by placing tumblers into a green state. However, players can fatigue their tools when knocking the tumblers into a red state. The lock pick tools may break if the player is sloppy...and locks with broken tools in them bar the player from further retries to open a chest. Critical items will not be in these chests.

In later stages of World Walker, less time, more tumblers, or tumblers with higher sensitivity will be put in place to increase the challenge to this mini-game. Lock pick tools are purchased through vendor NPCs or manufactured by the player or companions when the skill is trained and resources are available.

Strategies –

The following 3 strategies will drive gameplay and increase play duration.

1. Quick reflexes are necessary for all of the challenges as the player is acting and/or reacting to counter the events happening in the game.
2. Since this game is very focused on storytelling, exploration is an essential element of the game and crucial to the player learning about their abilities or gathering information to find their family.

3. Resource management comes into play as the player moves further into the story, they would have gathered information, weapons, and abilities. Knowing what tools to go to against which challenge/boss will aid in defeating the task at hand.

Theory/game balance –

World Walker will place the player in several ethical dilemmas to move the game/story along, and utilize the prisoner's dilemma for the acquisition and loss of companion characters. The player will have no less than 3 choices in how to deal with each conversation, and certain points will be assigned to the decision and tallied for outcome at points where the storyline brakes into different threads.

20-sided die (D20) simulation systems will manage rolls for events needing to resolve random choice, conflict, or combat. Various bonuses and debuffs will contribute to systems as players find and equip certain gear, items, abilities, and ally themselves with companions. Without the proper gear, allies...etc. the player will not have the modifiers needed to overcome more potent threats and enemies in the game. Item drops will fall randomly off of all enemies and their potency will be determined by the player's progression and the level of the enemy NPCs or storage chests found. Items purchased through the in-game store will require the player to have progressed to certain points in the storyline to gain access to them, regardless of whether they are purchasing companions, gear, items, or abilities.

While players are not restricted to 'levels' and are free to travel anywhere in the game at any time, there are systems in place to bar unearned progress. Balance, access, and actual play progress will be controlled/maintained throughout the game as enemies becoming harder to defeat when players progress to different worlds or sections on planet. In the later sections of the game, the player will forced to gather the correct resources, best power-ups, strongest equipment and companions with specific abilities to overcome the increased resistance of the balance system.

Abilities gained through the main story or luck can only take a player so far. Proper management of the main character/companion team, world exploration, gathering, and progression through off-storyline quests will be required to gain abilities/equipment/artifacts/unlocks for players to be on the path to success. A player cannot hope to go from the starter world of Zira straight to the home world of the invading aliens and survive...They need to learn the ways of the World Walkers, and be forced to play through much of the content to win the game.

Perspective/game view –

In World Walker players will see the game world either through the eyes of the character, or zoomed out to give a 3rd-person-over-the-shoulder view. This is selectable by the player on the fly; the 3rd-person-over-the-shoulder view can be zoomed out to include the space about 10 feet behind the player to show attacks/attackers approaching from the rear.



3rd-Person-Over-The-Shoulder View

User interface –

World Walker will be played using the primary controller of the selected platform. PC will use either the Mouse/Keyboard or 360 controllers, the 360 will use its controller, and the PS3 will use the Six-Axis controller.

1. Controller Interface Map –

An example of the primary controller layout on 360, PS3, and PC can be envisioned using the key map below:

Action	360 Controller	PS3 Six-Axis	PC
Move	Left Stick	Left Stick	W,A,S,D
Toggle Crouch	Click Left Stick	Click Left Stick	C
Look	Right stick	Right stick	Mouse
Melee	Click Right Stick	Click Right Stick	Middle Mouse Button
Use/Pick-up	A	X	E
Jump	B	O	Spacebar
Reload	X	Square	R
Gather Adam / Harvest / Quick Hack	Y	Triangle	B
Use Ability	Left Trigger	L2	Right Mouse Button
Switch Ability	Left Bumper	L1	Q
Use Weapon	Right Trigger	R2	Left Mouse Button
Switch Weapon	Right Bumper	R1	Mouse Scroll Down
Maps / Messages / Goals / Help	Back Button	Select Button	M
Main Menu / Cancel / Pause	Start Button	Start Button	Esc
Use First Aid Kit	D-Pad Up	D-Pad Up	F
Iron Sights / Zoom	D-Pad Left	D-Pad Left	Ctrl
Enter/Exit Scout Mode	D-Pad Right	D-Pad Right	J
Play Newest Unread Diary Entry	D-Pad Down	D-Pad Down	L

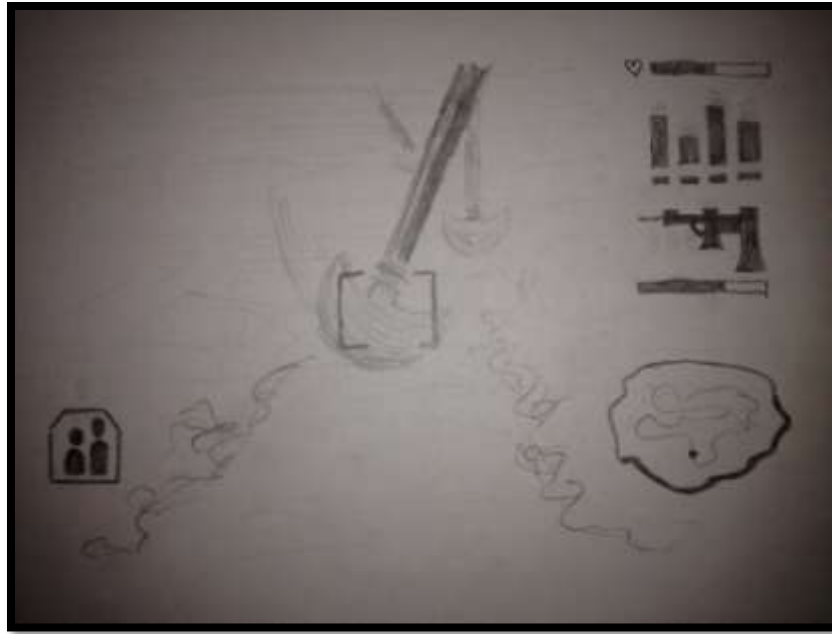
2. Shell Menus –

Shell/Main Menu driven interfaces will follow these examples:

Play	Configure	Downloadable Content	Documentation
Play Level 1	Configure L1	DLC Level 1	Docs Level 1
New Game	Controls	Buy Online Store	Manual
Load Game	Audio	Installed DLC	Credits
New Game - Play L2	Video		EULA
Play as Alex	Logon		
Play as Alice	Controls - Configure L2		
Customize character	Select Primary Controller		
Load Game - Play L2	Customize Controls		
Select Saved Game (scrolling list)	Customize Controls - Configure L3		
Import saved game (choose source)	Allows players to reassign: Right Stick Right Stick Click Left Stick Left Stick Click A B X Y buttons D-Pad ^ v < > buttons (If PC all keys may be reassigned) DEFAULT - This resets all controls		
	Audio - Configure L2		
	Volume Sliders - Main Ambient Music High Quality Low Quality (PC Only) Surround		
	Video (PC Only) - Configure L2		
	Resolution High Quality Low Quality Custom Custom (grayed out unless selected) contains: Anti-Aliasing Texture Shadows Sync Motion Blur Texture Filtering SSAO		

3. The HUD –

The Heads-Up Display (HUD) will consist of health meters, current assigned weapon, and current ability on the left for the selected companions. Center screen will contain the targeting/use reticle. On the top right, the HUD will reflect the health meter, ability power level, current selected ability, current selected weapon, and ammo count. The lower right corner will contain the mini-map/radar device used for locating companions, NPCs, points of interest, quest waypoints, and enemies. The HUD itself will be a passive interface with the exception being the targeting/use reticle in the middle. The reticle will be placed over enemies or objects to engage them using the desired keys as listed above. This HUD design is familiar to players of RPGs and shooters; this familiarity will let a majority of our target audience jump into the action with little complexity and allow them to fully immerse themselves in the game from beginning to end.



The HUD

4. User Manual –

The User Manual will cover the following elements:

1. System requirements – System Requirements for PC, network connection requirements for consoles, and current status of Xbox Live and PlayStation Network will be detailed. The space required for installation of the game for the given platform will be given, and health warnings for taking frequent breaks from the game, photo-sensitivity/epilepsy, and need for healthy eating when playing video games.
2. Backstory - Players will be given the backstory of the game.
3. Controls - Use of the primary controller, its default settings, and how to customize the key/button map will be diagrammed. Movement and conversation navigation between the player and NPCs will be introduced.
4. Menus - Navigation of the in-game menus will be exposed, but not drilled down to details.
5. Combat and object manipulation - Basic combat mechanics will be explained along with the use of various in-game containers, doors, and objects.
6. World Walker mythology and the skill system - A brief discussion on the importance of finding artifacts related to World Walker mythology, and acquisition of artifacts will be provided to familiarize players with how to make their character and companions more powerful.
7. Abilities and companion control - Finally, players will be introduced to base level abilities, the available low-level skill-tree combinations, and the deployment and control of companion characters.
8. Credits – Credits for the game will be included in the manual. All acknowledgement, remarks, and dedications will be placed within the in-game credits.

Audio –

World Walker will incorporate a full range of audio elements commonly used in sci-fi titles. Background music and sounds will be unique and adaptive/reactive according to location and player interaction. Sound effects for everything from wet footfalls to planetary explosions envelop the player in a realistic auditory range suspending reality, and drawing them further into the game.