Game Design Document

Outlaws of Orion

By
Late 4 Class Games

Index

Game Concept Summary

Outlaws of Orion is a co-op multiplayer game where 4 players, including you, can play the game together to complete the journey set forth for you by the old gods. The game would challenge you with combat\Puzzle elements in your path.

Genre(s)

- Co-op
- RPG
- Action
- Adventure

Player Experience and Game POV

- All the players in the game are space pirates; they are hustlers making a living out of the contracts and looting, which they do for a living.
- Each character is of a different race in the crew; they all have different backgrounds.
- The setting of the game is space travel and different planets that you explore.
- Characters have different abilities, which leads to more of the player fantasy we want from each of them.

  - o **Jesse:** A guy who is half cyborg, half lizard. Has the ability to hack machines and use them to his advantage. Uses a rifle for combat and has high agility.

  - o **Bali:** He is a muscular guy with a mace. His style consists of close-range combat and combos. He has more health than others. The Player has fun mowing down hordes of enemies.

  - o **Zenaida:** She's a mage and uses magic for combat, which can also be used by her to decipher ancient artefacts. Mage keeps a beast companion with her that helps her as well as others with passive healing and combat abilities, and can merge with it as well to unleash a powerful transformation.

  - o **Colton:** This character is a guy who uses air manoeuvrability to his advantage and has a crossbow for combat. Player fantasy here is to make him a low fire rate yet high damage long range character and use air movement to his advantage. He is also cowboy themed.

Platform(s) and Technology

- Game would be available on PC.
- It is a 3D game with an isometric View.
- Technology: Unreal Engine, Maya, Motion Builder, Blueprints and C++

Mechanics

CORE MECHANICS

- Basic Movement [WASD]

- Dodge Move [Shift]
    - o   All: Directional Dash [With internal cooldown of 1 sec]

- Jump [Space]
    - o   Double Jump for all & Charge Jump for Glider

- Primary Action [Left Mouse]
    - o   HACKER: Shoot Gun (*Medium-range*)
    - o   BRUTE: Light Slash (*Melee-range*)
    - o   GLIDER: Shoot Crossbow [Penetrating shots] (*Long-range*)
    - o   MAGE: Life Drain (*Close-range*)

- Secondary Action [Right Mouse]
    - o   HACKER: Aim Gun [Zoom out for range]
    - o   BRUTE: Sword Block
    - o   GLIDER: Aim Crossbow [Zoom out for range]
    - o   MAGE: Aim Assist / Target Lock

- Alternate Action [Middle Mouse]
    - o   HACKER: Shoot Alternate (*Grenade Launch*)
    - o   BRUTE: Heavy Slash [*Ground Slam with Knockback*]
    - o   GLIDER: Shoot Alternate (*fire a huge bolt that penetrates through enemies in the path of shot*)
    - o   MAGE: Multi target strike [*AEO Shot in frontal cone*]

- Interact [E]

- Ability [1, 2, 3]

- Ultimate [Q]

STATS
- HP
- Attack
- Speed
- Ability

CHARACTER SPECIFIC MECHANICS AND ABILITIES

Jesse the Hacker

COMBAT ABILITIES:
1. Slow Time Watch (Utility)
a. Slows enemies around it
2. Disarm EMP Bomb (Utility)
a. All enemies lose their ability to attack for a small duration.
3. Craft Turret (Offensive)
a. Summons a turret beside him that automatically attacks nearby enemies.
4. ULTIMATE: 360 Degree Shooting (Offensive)
a. Reaper rip-off

PASSIVE:
1. Hack Technology
2. High Speed

WEAKNESS:
1. Low HP

PUZZLE ABILITIES:
1. Hacking mini game
2. Shooting with continuous fire

WEAPON:
1. Energy Gun – AR

Bali the Brute

COMBAT ABILITIES:
1. Rhino Charge (Offensive)
a. Charge into enemies, taking them along with you and throw them off you at the end
2. Yank (Utility)
b. Pull a bunch of enemies in front of you
3. Explosive Battle Cry (Offensive)
c. A battle cry that creates an explosion of fire and activates his Passive Ability at the cost of reducing his own HP to 50%
4. ULTIMATE: Spherical Shield Fire (Defensive)
a. Protects all players in the bubble; no damage comes in but enemies can be damaged from inside. Enemies walking in will have fire DOT

PASSIVE:
1. High HP
2. No Knockback
3. High Attack Speed on Low Health

WEAKNESS:
1. Low Speed

PUZZLE ABILITIES:
1. Destroying weak walls
2. Pickup and drop heavy objects
3. Destroy structure to clear the way forward

WEAPON:
1. Fire Mace

Colton the Glider

COMBAT ABILITIES:
1. Diving Meteor Slam (Offensive)
   a. Dive on enemies with a damage AOE
2. Minefield (Offensive and Defensive)
   b. Sets a minefield in front of the Player that explodes when enemies approach it. It disappears after a certain time.
3. Tornado (Utility)
   a. Summons a tornado that blows away enemies. Tracks enemies.
4. ULTIMATE: Replicate (Utility-Offensive)
   a. Replicates a Clone AI from self that reaches further points from you and near to the attack target. Fires Shot where you are aiming. [Shoots primary and alternate fires]

PASSIVE:
1. High Range-Attack
2. Glide
3. Fast Alternate Charge in Air

WEAKNESS:
1. Slow Alternate Charge on Ground
2. Slow Fire Rate

PUZZLE ABILITIES:
1. High Platforming with gliding required
2. Shoots arrows that protrude from walls to serve as platforms to platform on.
3. Grapple a Grappling Hook to move towards that location. Resets one jump.

WEAPON:
1. Crossbow

Zenaida the Mage

COMBAT ABILITIES:
1. Anchor Of Healing Pulse (Defensive)
   a. Mage orders the pet to rest at a location and the pet creates a healing AOE around it, which heals allies for a certain duration.
2. Chain Life Drain (Offensive)
   b. Primary attack bounces to multiple nearby targets.
3. Pestilent Swarm (Utility and Offensive)
   a. Summons a Swarm of deadly insects that fly towards enemies.
5. ULTIMATE: Beast Transform (Offensive)
   a. Merges with Ruby to transform into a destructive new form - attacks [Light click - Left slam - Right slam, Right click – Energy beam from the mouth, Shift - Knockback]

PASSIVE:
1. Ruby exudes a Regenerative Aura that heals nearby allies. (Outside Combar only)
2. Pet has a radius around it that detects loot Objects *(Breakables, Chests)*

WEAKNESS:
1. Short Range

PUZZLE ABILITIES:
1. Decipher artefacts for clues
2. Accessing cramped areas with Ruby.

WEAPON:
1. Gauntlet

Experiential Pillars

- ## Co-op
  The game should have elements dependent on each class aspect, and you should play together while in combat, puzzles, or both with your crew.
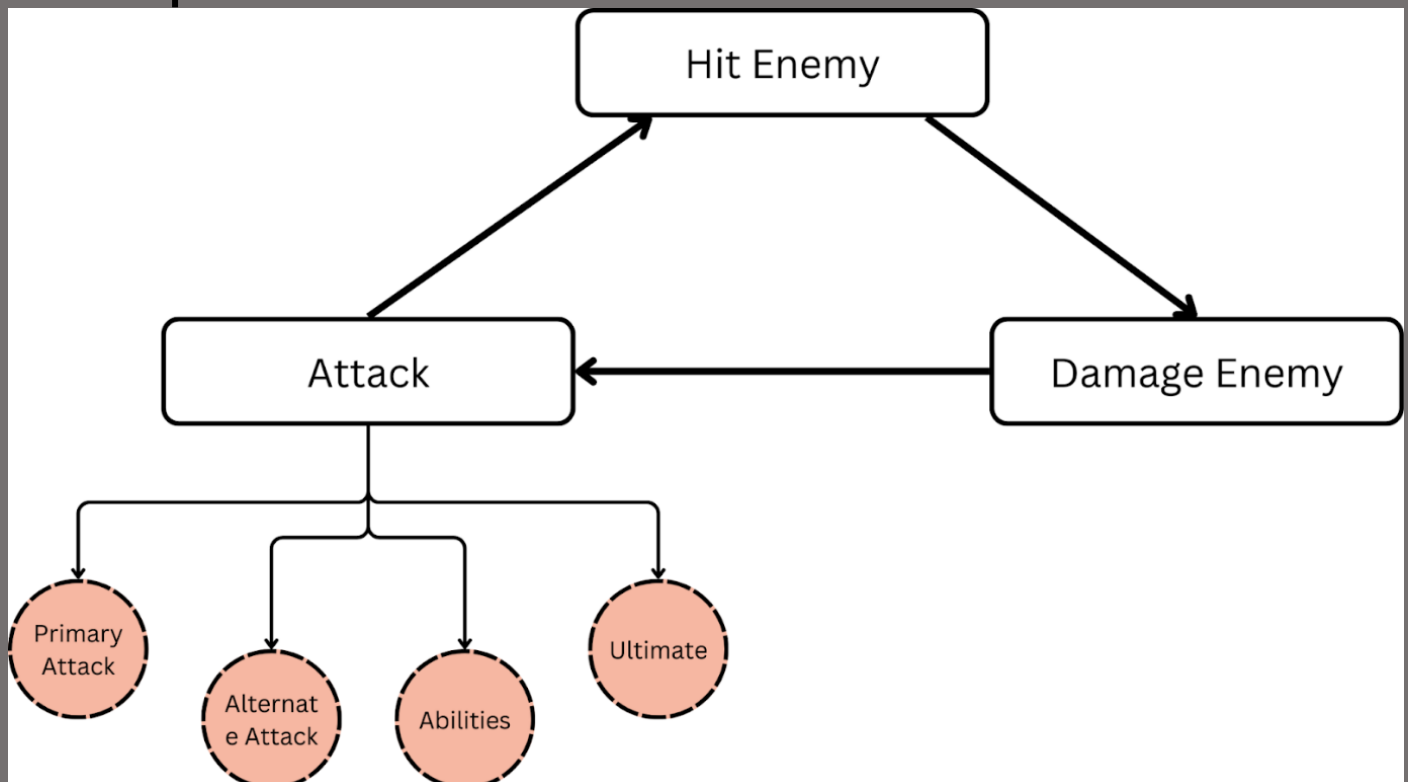
- ## Combat
  Combat system to be versatile and independent to every character. But there should be room to synergize combat with your teammates and enhance the experience.
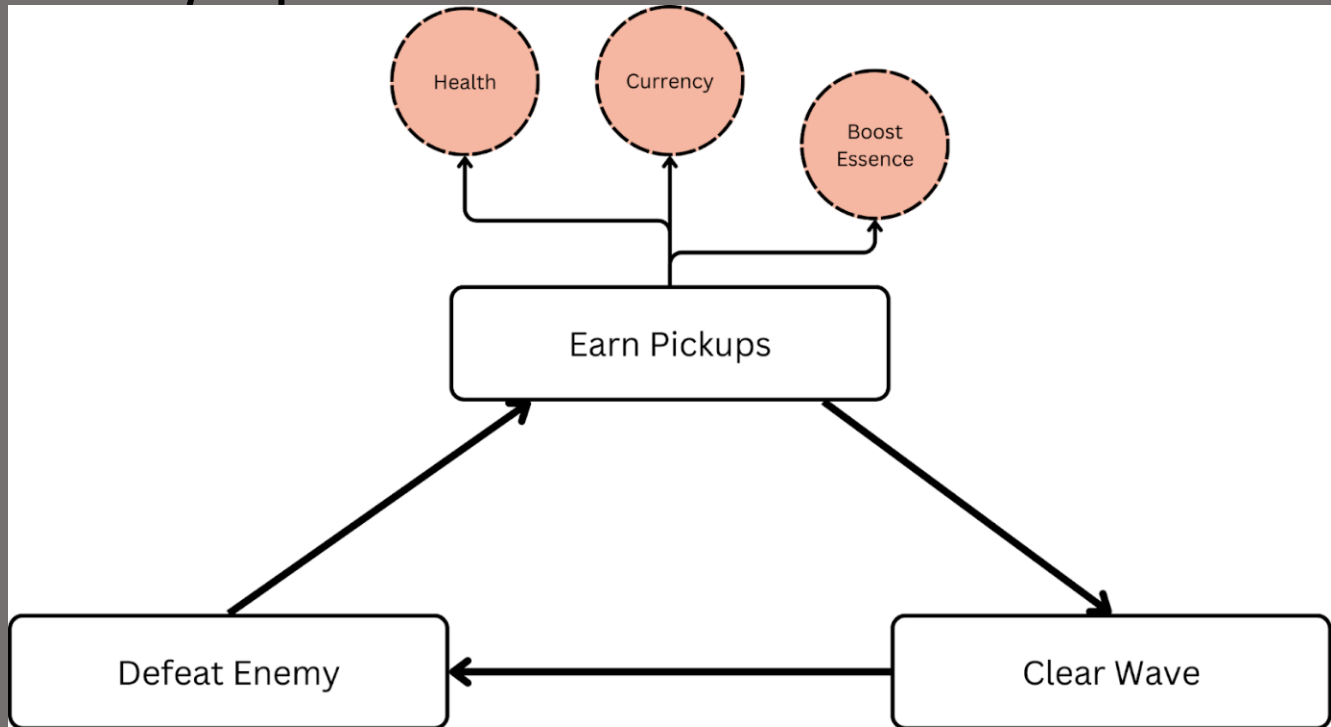
- ## Exploration
  There always has to be an option for the player to explore the world rather than go on a linear path in the main quest line. Provide multiple engaging playable paths for the player to explore and earn rewards.
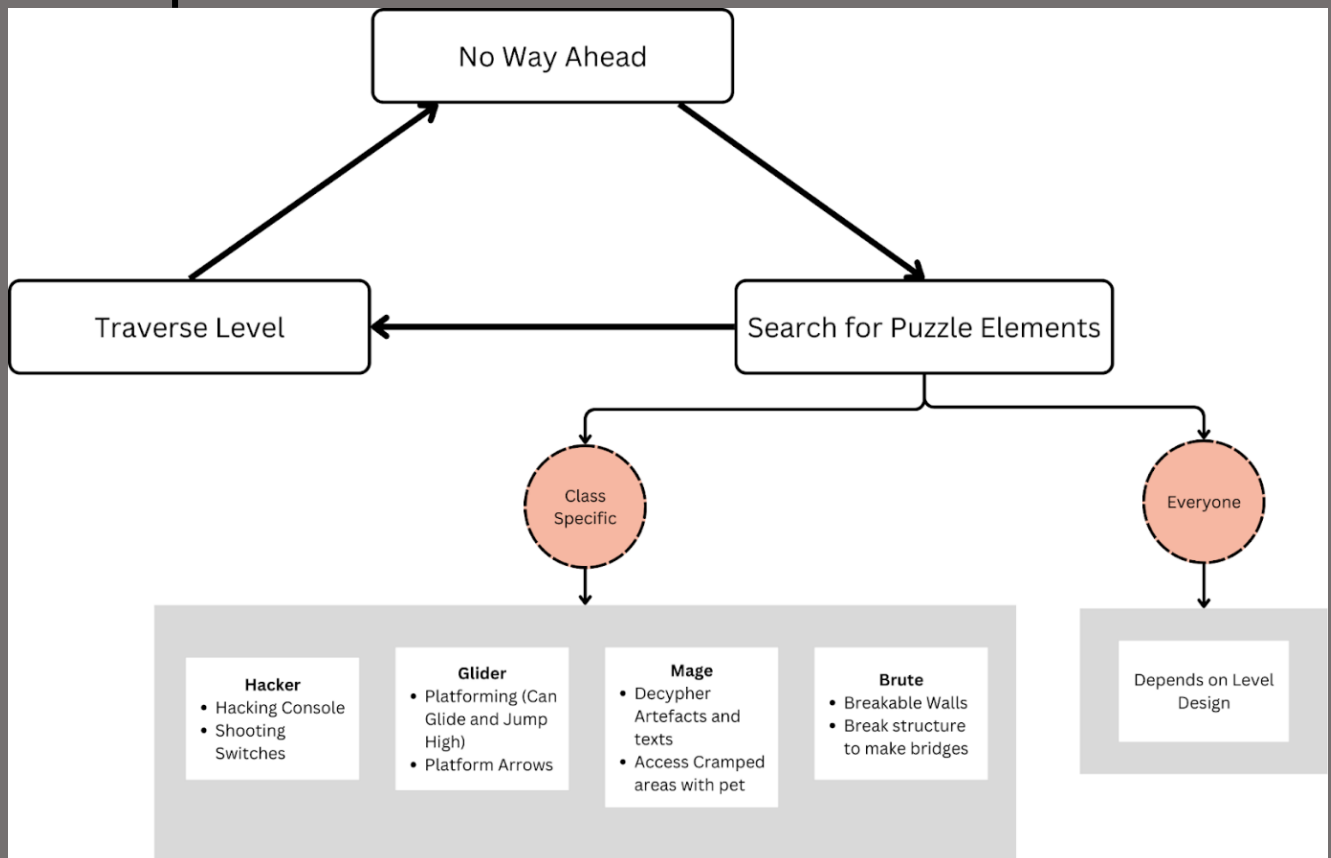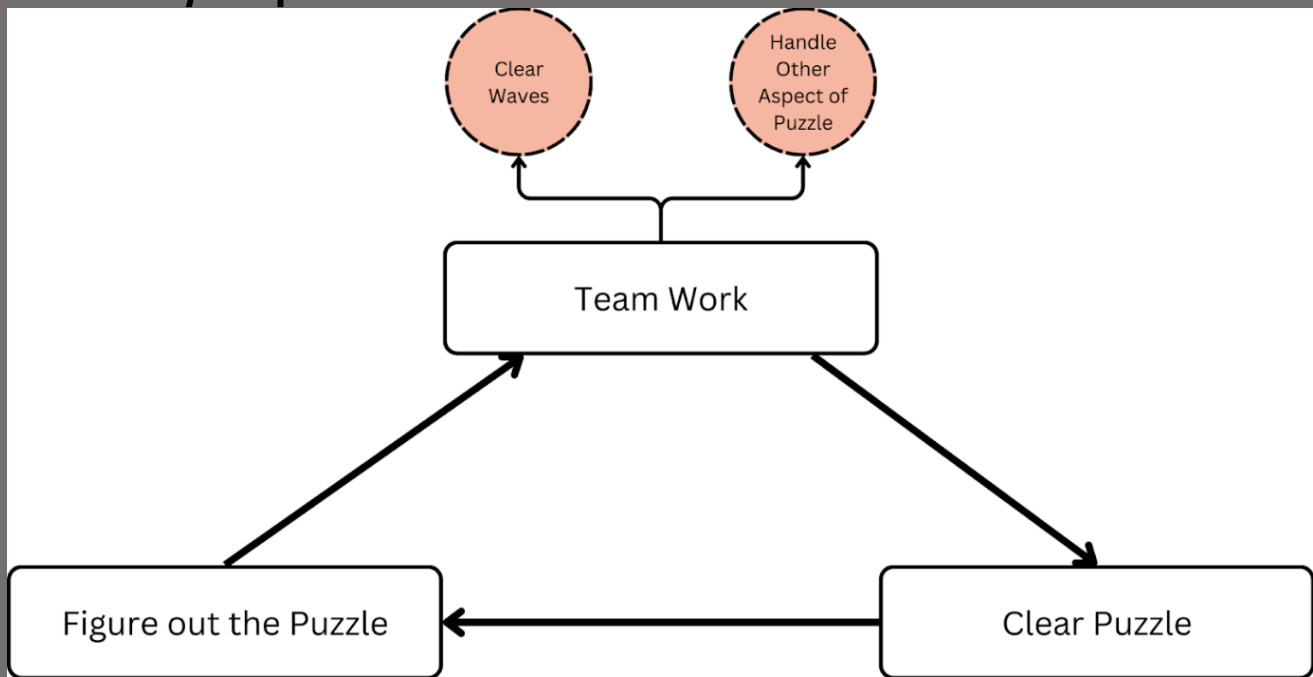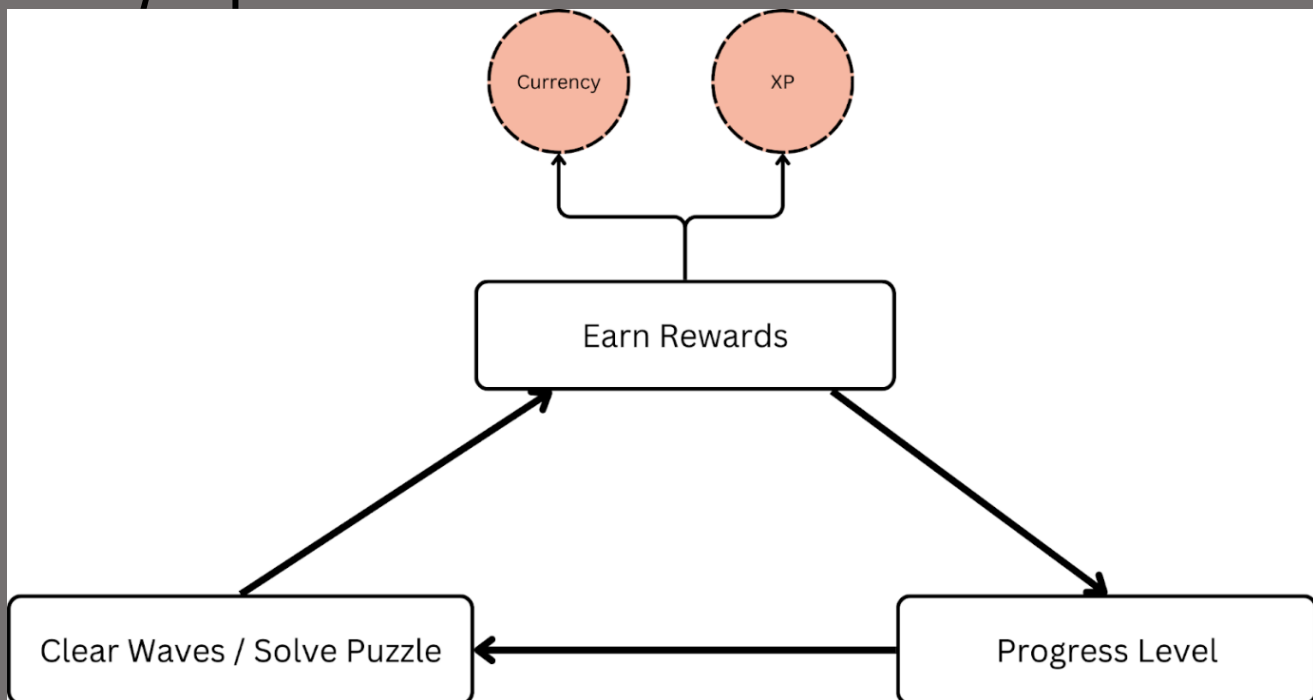
Game-Loops

Core Loop - Combat

Secondary Loop - Combat
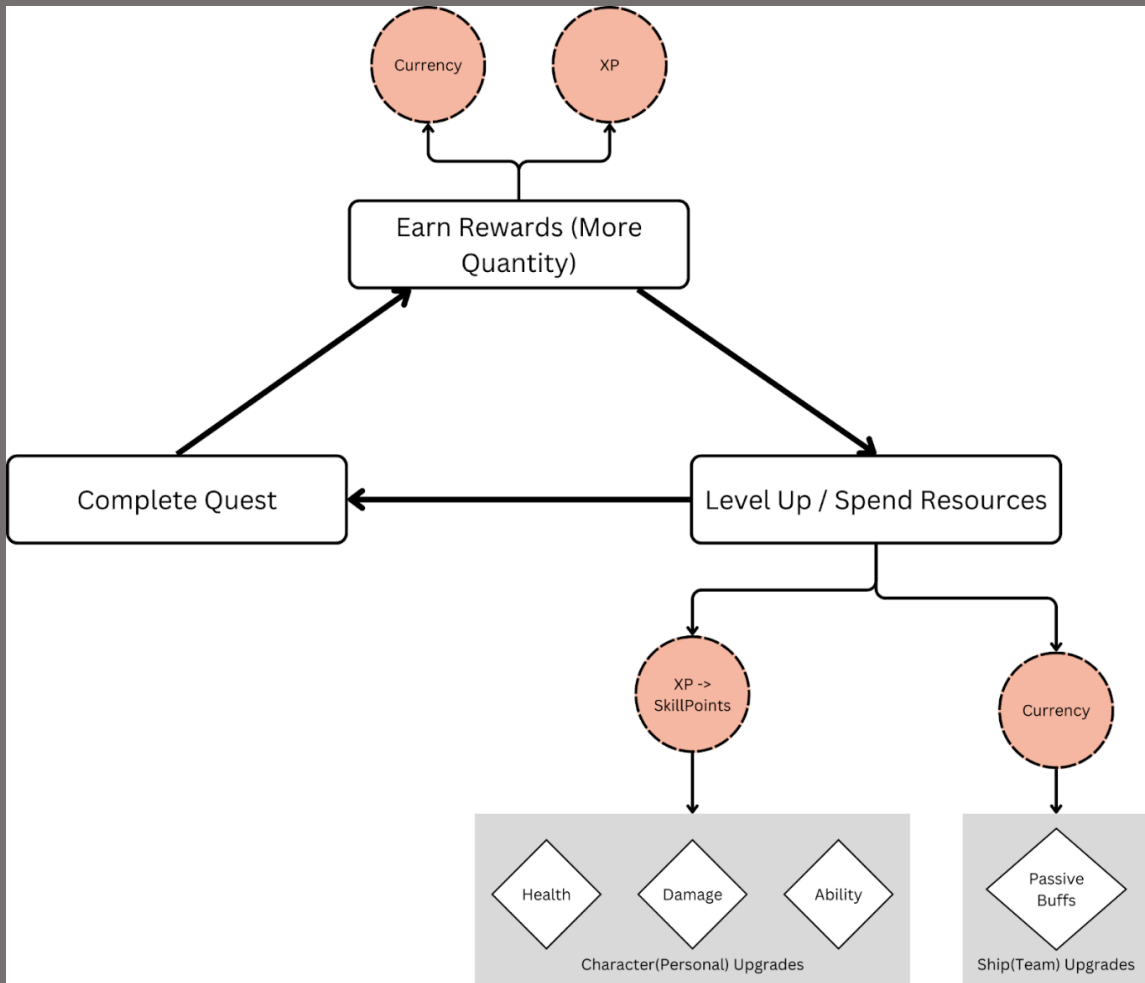

Core Loop - Puzzle
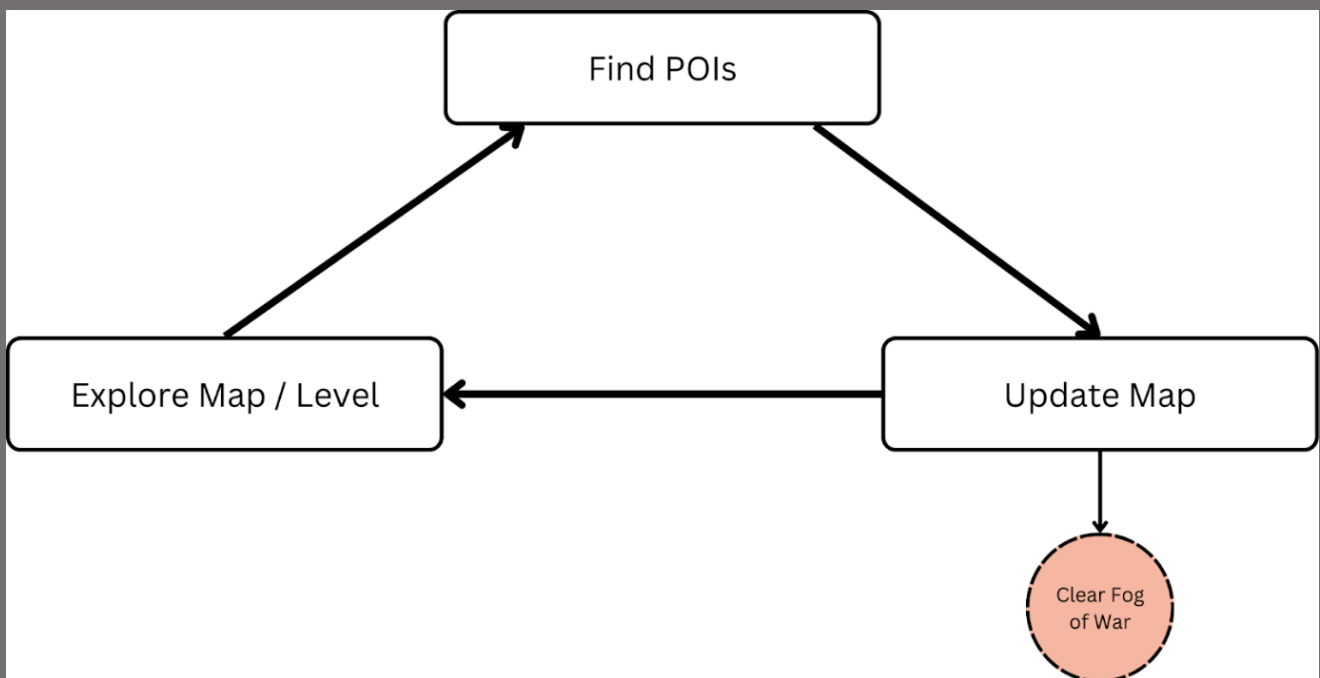
Secondary Loop - Puzzle

Tertiary Loop

Quaternary Loop

Other Loop(s) - Exploration

Rewards

Combat Rewards - XP & Skills Points

- o Level up - Unlock more abilities and ability upgrades
  - ▪ HP [breakpoints - Passives]
  - ▪ DMG [breakpoints - Weapon Passives]
  - ▪ Ability upgrade - [breakpoints - Ability upgrades]

PICKUPS

- o Health Essence [Drops provide +5 HP to all players, irrespective of who picks it up.]
  - ▪ Provides 5 health to the player
  - ▪ Minions - 1-3 orbs
  - ▪ Elite - 3-7 orbs
  - ▪ Mini-bosses - 10-15 orbs
  - ▪ Boss - 15-20 orbs
- o Boost Essence (Movement Speed, Attack Rate, Ability Cooldown)
  - ▪ Provides specific benefits from boost
  - ▪ 5% drop chance from minions
  - ▪ 20% drop chance from Elite
  - ▪ 50% drop chance from Mini-bosses
  - ▪ 80% drop on Boss
- o Currency
  - ▪ Used to upgrade the ship, which gives stat benefits to all characters equally.

[More Details on Level up system are below in the Progression section.]

Gameplay Situations

Second-To-Second

- To dodge either left or right to avoid an enemy's attack and then counter it
- Deciding whether to use an offensive ability to clear the upcoming enemy wave or to use healing ability to heal your allies

Minute-To-Minute

- Trying to figure out a puzzle to open the gates to an alien temple

Hour-To-Hour

- Complete the main quest you and your crew are on

Progression

Game Progression to be saved on the Host side

- It helps with the multiplayer to singleplayer transfer.
- Keeps track of the progression of all the characters and gives a reset button to new players joining the game. [Reset button should have a cost associated with it if used once and still want to reset.]

Level Up system (Player progression)
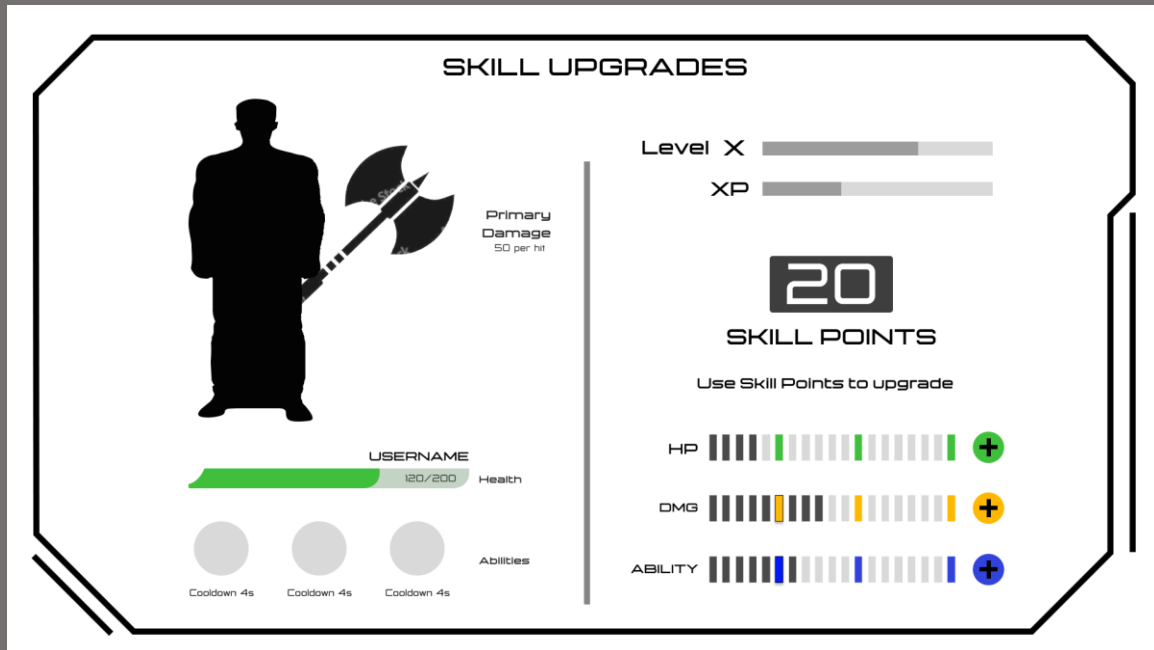
- We provide players with skill points for each level they have, and each skill point can be used to upgrade a particular progression bar.

  Progression Bars:

  - HP – Every notch on the progression bar unlocks a Passive Ability
    1. A
    2. B
    3. C

  - HP – Every notch on the progression bar unlocks a Weapon Passive Ability
    4. Higher weapon charge rate
    5. Additional functionality to primary attack
       Hacker – The last bullet of a magazine inflicts poison.
       Brute – Heavy Slam attacks adds fire DOT to enemies.
       Mage – Alternate attack becomes a 360-degree magic attack.
       Glider – Crossbow shots penetrate 3 enemies.
    6. Damage increase

  - ABILITY– Every notch on the progression bar unlocks an Ability
    7. Ability 2
    8. Ability 3
    9. Ultimate

  - TEAM – Every notch unlocks a Team Upgrade (can only be upgraded with a rare resource, can be unlocked in any order)
  o Ultimate recharge rate
  o Out of combat, move speed
  o Reduce respawn timer
  o Increased Time knockdown on the ground
  o XP gain increase

Objectives

- The game's main objective is to reach the narrative climax and defeat the final boss.
- On the way, there is a main quest line for players, which leads to different worlds and gives them different stories on each planet.
- Each planet has side quests associated to them, which they can return later if they reach the next planet in their main quest line.

Game-flow chart
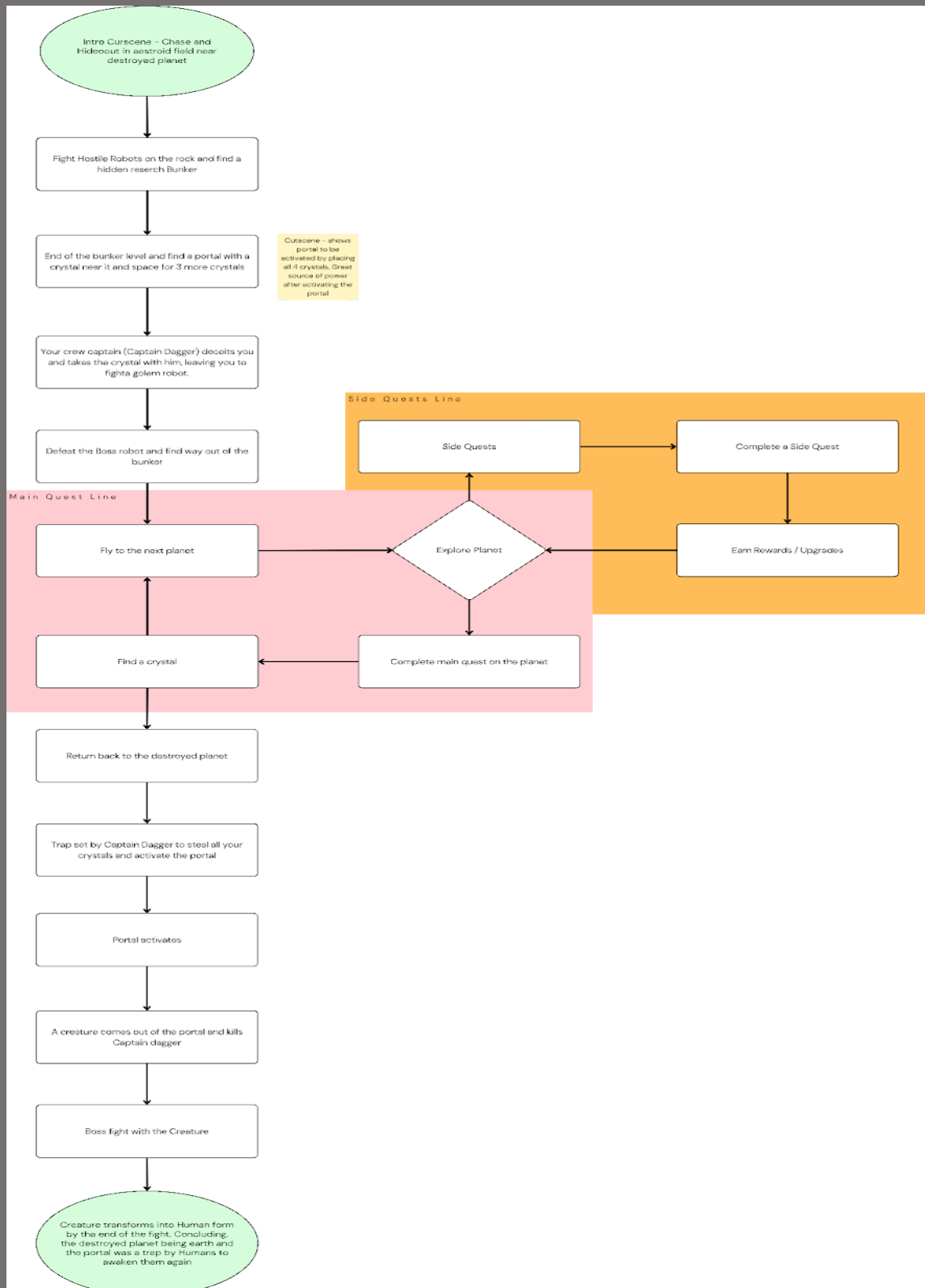
Enemies

Planet of the Gods (POG) -

Minions
1.   Robotic boxing Melee -
a.   Quick 2-Hit

Elites
1.   Ranged Brute -
a.   Laser beam gun [Star Wars] [Slower fire rate] [5%]
b.   4th shot Charges before fire for anticipation. High damage if hit [20%]

Bosses
      Rock Golem - 3x height than characters [3000HP]
1.   Hand Swipe - 70%
2.   Jump and Slam - On characters AOE - 30%
3.   Slams on the ground - Sends out a shockwave [after 50% HP]

Final Boss

The Final Boss is the Planet Eater, Faeh Planiti; a planet eating creature that was accidentally summoned on Earth in ancient times, that ultimately destroyed it. The four Energia Crystals open a portal to the creatures' home dimension, which allowed it cross over to our heroes' dimension.

- ## 1st Form: Planet Eater. (Only during cutscene.)
  A Planet creature with multiple mouths and long tentacles.

- 2nd Form: **Avatar Form**
 A giant torso emerging from the surface of the Planet Eater.

- 3rd Form: **Perfect Organism**
  The Planet Eater concentrates its power and creates another avatar of itself in the form of the Perfect Organism, an old God, a human.

Art and Visuals

The Game's Art Style

The Art Style overall can be summarized as semi-stylized, sci-fi fantasy. The colors used are mostly "alien" to everyday life with characters being a soft teal, lizard green or even mystically blue. The environment also reflects this with elements of space using mysterious bright purples. Twinkling stars consistently hang overhead during the night which further drive the sense of the mystery and vastness of space, beckoning the Player to explore it and its planets. Alongside exotic colors, many VFX are put into place and really encapsulate the visual magic of the fantasy realm. Ultimately, the Art Style creates a domain of magic and technology, grounding the familiar legends of old in the space-bound adventures of the future.
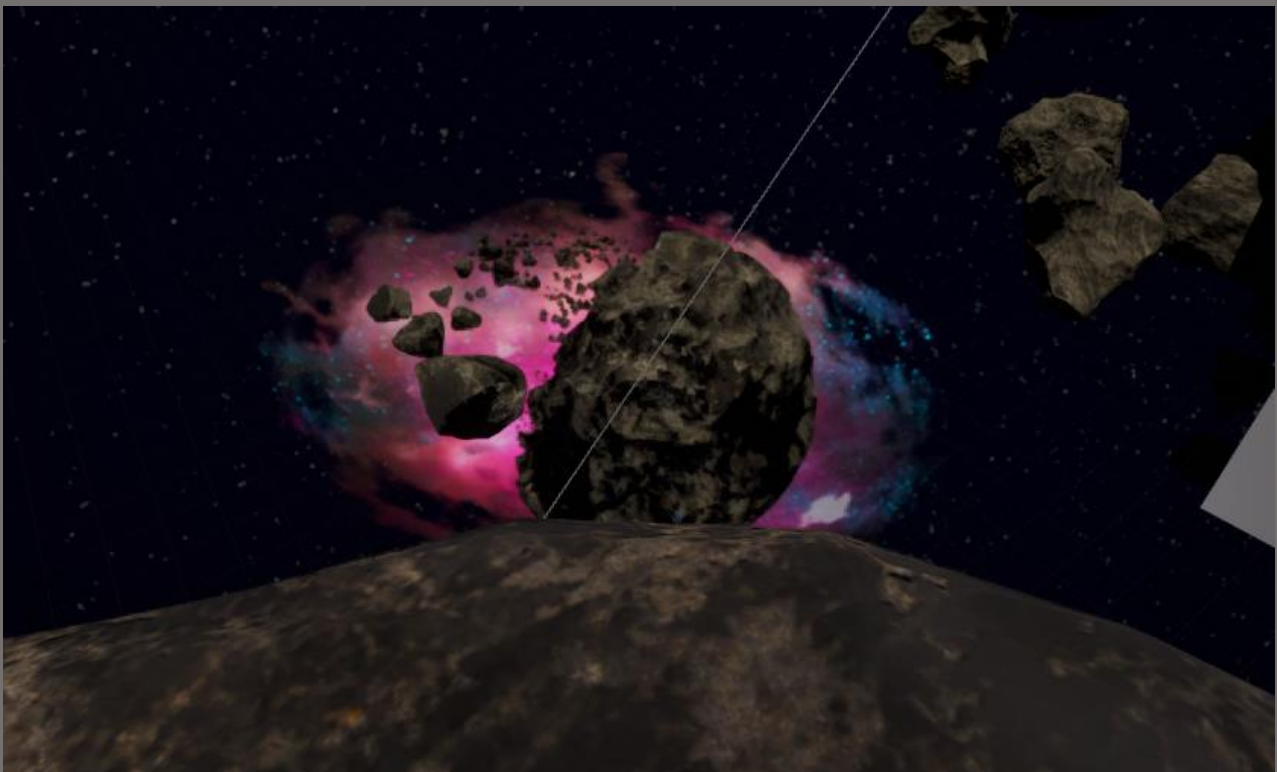

Character Designs

The unique alien designs of our heroes are meant to inspire awe and drive the imagination. They are inspired by both real-world hero fantasies like the cowboy and the super capable hacker, but also from classic fantasy elements like the orc and the demon-taming sorcerer. The Player is meant to feel cool playing as one of the heroes as they live out their fantasy.
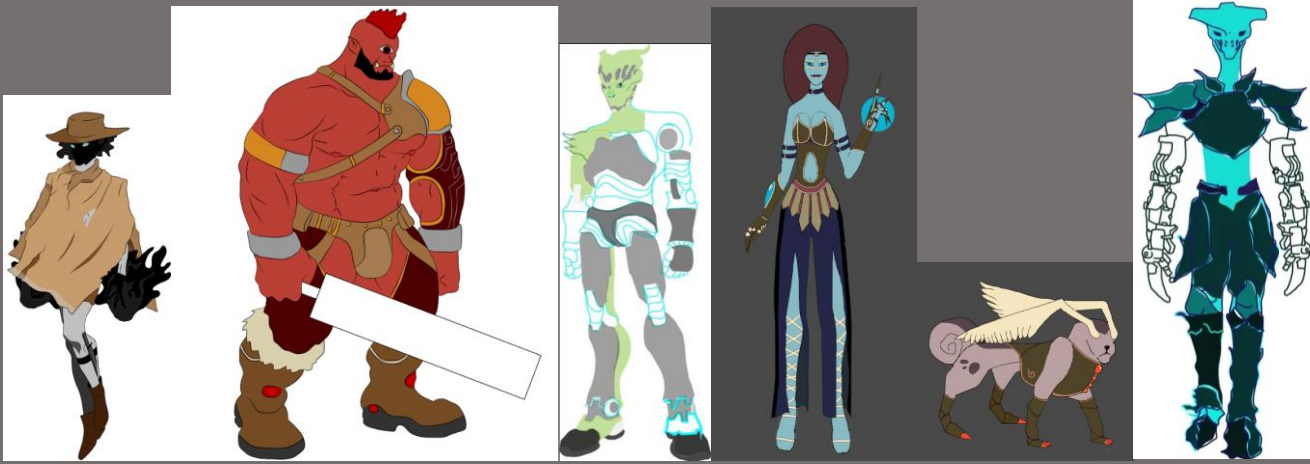
Environmental Aesthetics

The Game provides a variety of environments such as a mysterious broken up planet, a planet that has frozen over, and even a planet made up entirely of a sentient computer inhabiting an omnipotent AI God. However, a common thread exist wherein every location is shrouded in mystery, and inhabited by fantastical creatures, and millennia-old alien civilizations.
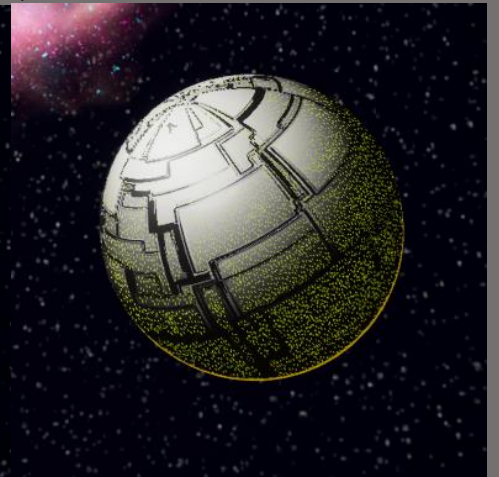
A)
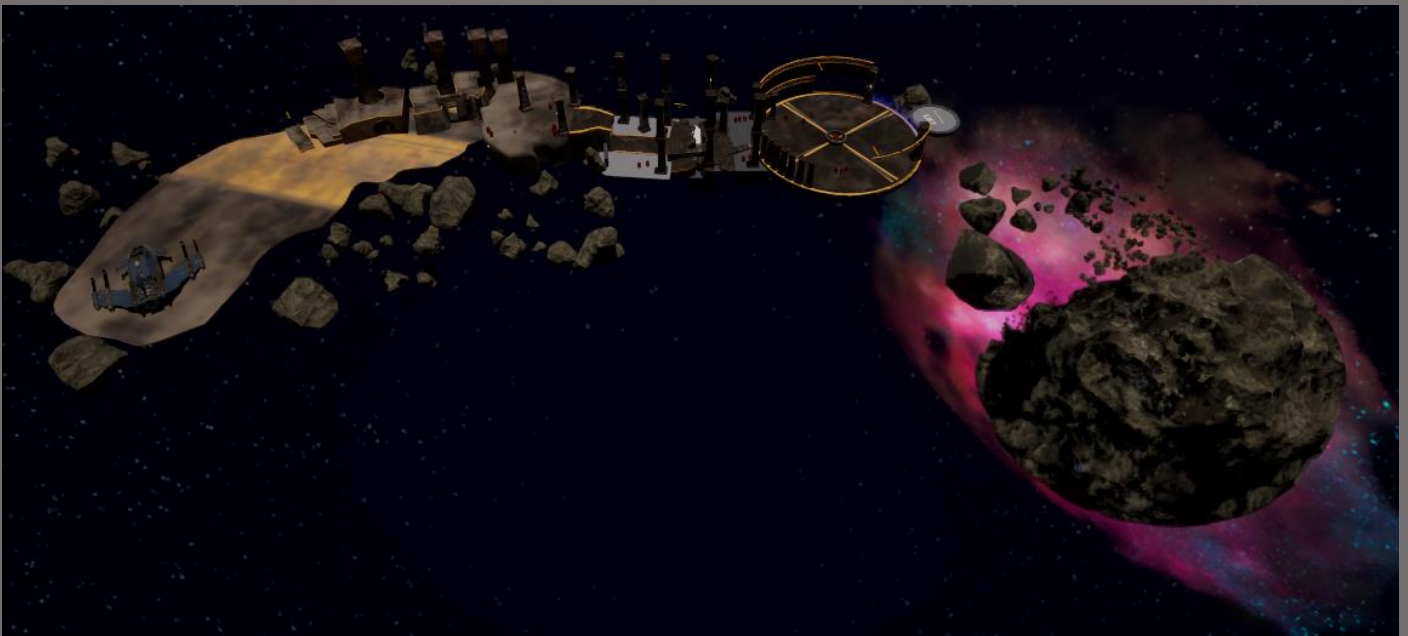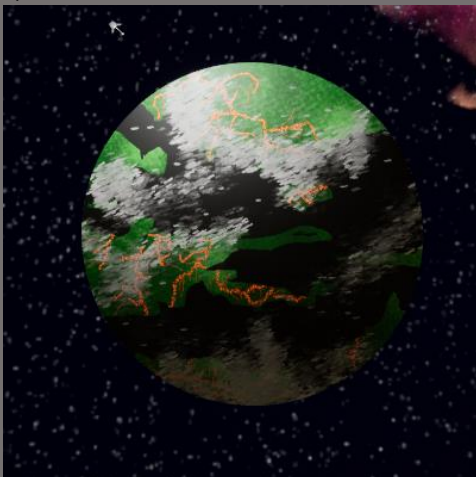
B)   C)   D)

Visual and Audio Style of each Planet

Visuals are going to be a variety of environments and aesthetics for multiple planets.

- **A) Planet of the Old Gods:** Ancient ruined earth with interesting artefacts on the surface thought the planet being barren.

- **B) Jungle Planet:** Planet where Brute originated from, it is a planet of warriors and they abide in having championships and glory

- **C) Ice Planet:** A planet home to your fifth crewmate, who backstabs you for a treasure you're all in pursuit of. Planet is covered with icy and water terrain, and taken over by space pirates as refuge

- **D) AI Radioactive Planet:** Planet was run by a powerful AI in the glory of these species, but the AI went too far and destroyed life. Planet is currently inactive along with the AI, you land on the planet and activate the AI again, leading to a manhunt on you and your crew with AI sentient beings.

Visual Language

A common theme of the game is the juxtaposition of the ancient and magical, and the futuristic and technological. When it comes to the remnants of the past, they all share the same artistic flavor, that being of an impactful black and gold art deco. On the other side of the spectrum, anything futuristic is characterized by gritty and dirty technology highlighted by a bright neon emissiveness. The Player can count on the visual elements staying consistent with the narrative elements they are associated with, and this is meant to convey things to the Player without explicitly stating them.
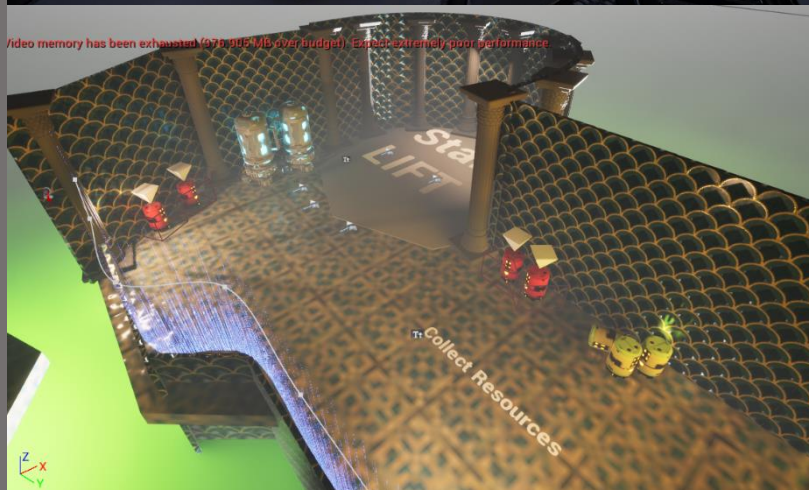
Narrative

The Story

On the remnants of an ancient and destroyed planet called the Planet of the Old Gods, our heroes are betrayed by their Captain, with whom they then race against to collect the four Energia Crystals, treasures left behind by the Old Gods. The heroes go from planet to planet and collect all four, but are ambushed in the end by their ex-Captain, who takes the Energia Crystals and unknowingly summons Faeh Planiti, a creature that eats planets, and it serves as the final boss. In the end, the heroes retire by selling Faeh Planitis' core and live the rest of their life in endless wealth.

Overarching Tone

The game is at times light and humorous, and at others dark and can deal with mature subject matter. This isn't unlike the emotional pacing of a Marvel movie, with the two tones are interchanged freely.

The Characters

Bali the Brute

Origin: Born on Yaar, he is part of an ancient gladiator civilization that worship the Old Gods.

Character Traits: Mature, Emotionally Intelligent, Spiritual

Jessie the Hacker

Origin: Half cyborg, half lizard, he was in love with Dagger.

Character Traits: Funny, Flirty, Insecure

Colton the Glider

Origin: Was a member of a secret creed of assassins until he joined the Bokensha.

Character Traits: Assassin, Broody, Dark Humour

Zenaida the Mage

Origin: Grew up without parents but surrounded by Nature and secluded from society.

Character Traits: Motherly, Warrior, Leader

Ruby the Pet

Origin: Her and Zenaida share a special bond allowing them to fuse temporarily

Character Traits: Mischievous, Loyal, Mystical

Dagger the Traitor

Origin: Grew up poor and became the leader of a gang on his home planet

Character Traits: Ambitious, Graceful, Greedy

Music and Sound Design

The music of *Outlaws of Orion* is crucial to setting the tone and the atmosphere. As such, it ranges from mystical melodies, beating battle drums to electronic sounds, according to situational context and it does so dynamically. This means that as the Player engages in the different aspects of the gameplay, the music will change to best compliment that situation. In other words, one minute the Player will be exploring a fantastic landscape and they will be listening to slower, more melodic tunes, but the next they are ambushed by the enemy and the music changes to a fast paced, action-packed rhythm.

When it comes to the Sound Design as a whole, it is electronically inclined in the sense that most SFX will sound "futuristic" to reflect the overarching visual aesthetic of the game, which is sci-fi fantasy set in the distant future.
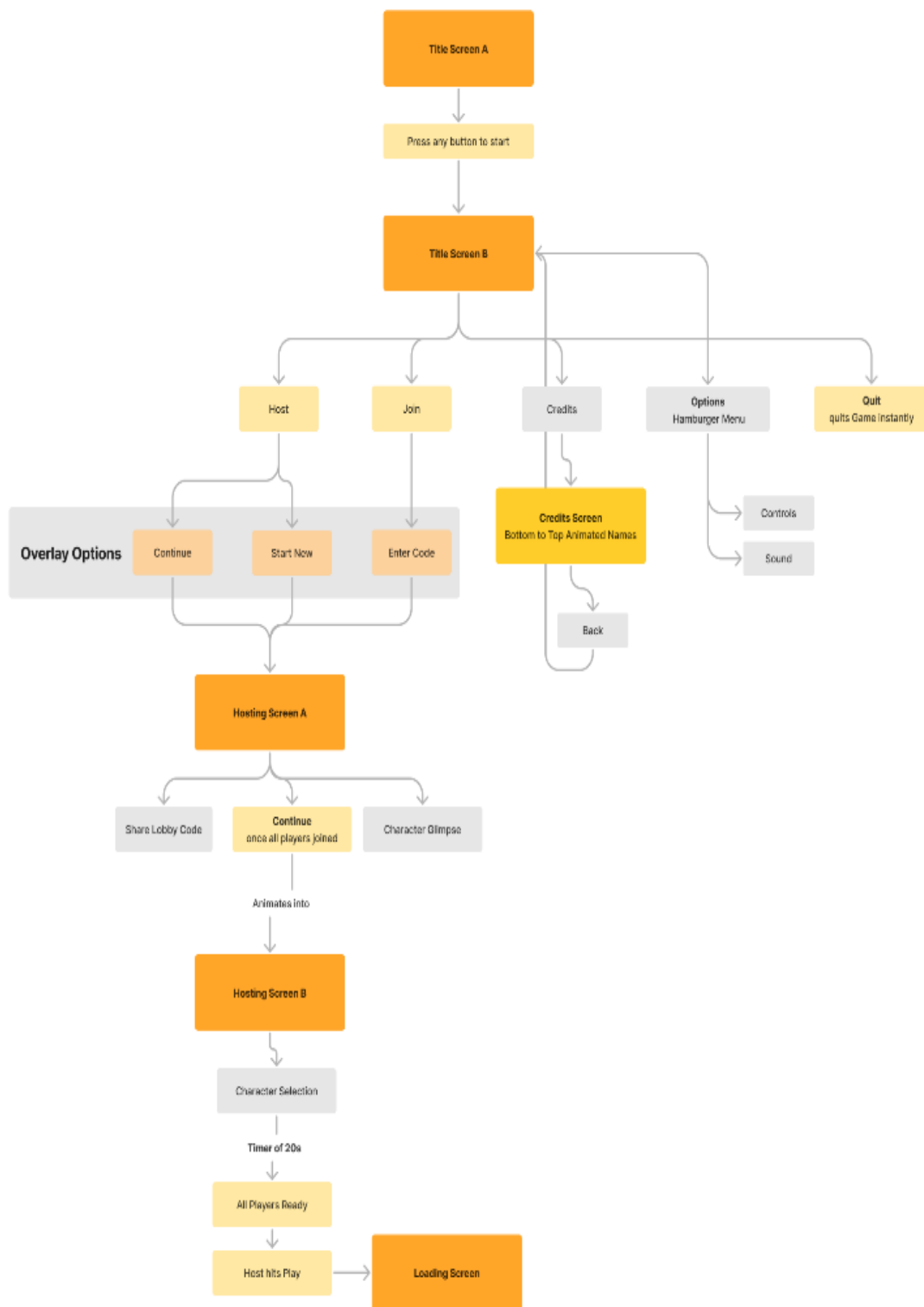
Additionally, every cut-scene of the game is fully voice acted.

UI/UX

The overall feel of the UI is mean to be simplistic and to the point, and tries to convey as much information as possible with the least amount of effort. This can be seen with the HUD.
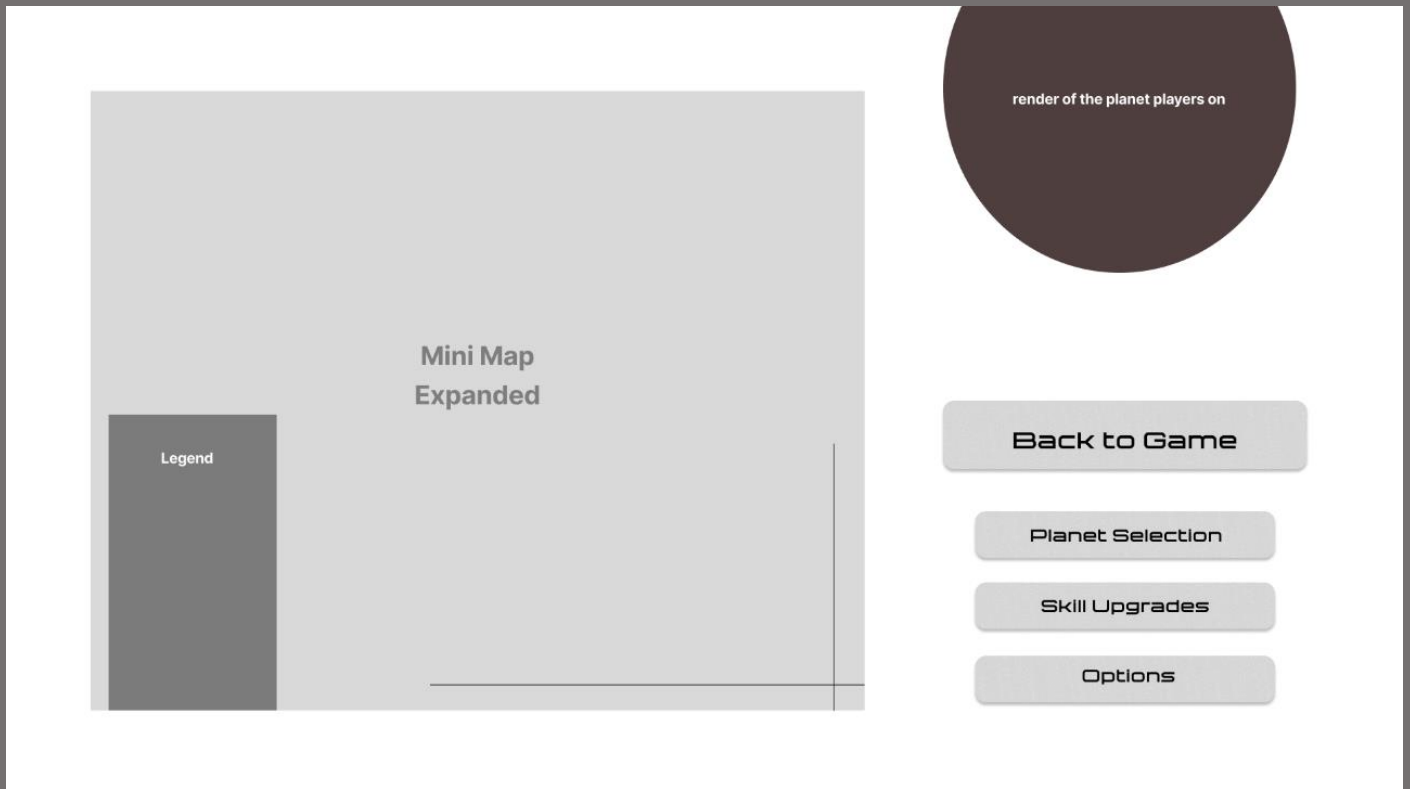

To get into the game, the Player will go through a series of UI screens, starting with the Title screens, the Host screen and then the Character Select screen. These are organised as shown below.

Title Screen A

Press any button to start

Title Screen B

Host — Join — Credits — Options (Hamburger Menu) — Quit (quits Game Instantly)

Overlay Options: Continue — Start Now — Enter Code

Credits Screen (Bottom to Top Animated Names)

Controls — Sound

Back

Hosting Screen A

Share Lobby Code — Continue (once all players joined) — Character Glimpse

Animates into

Hosting Screen B

Character Selection

Timer of 20s

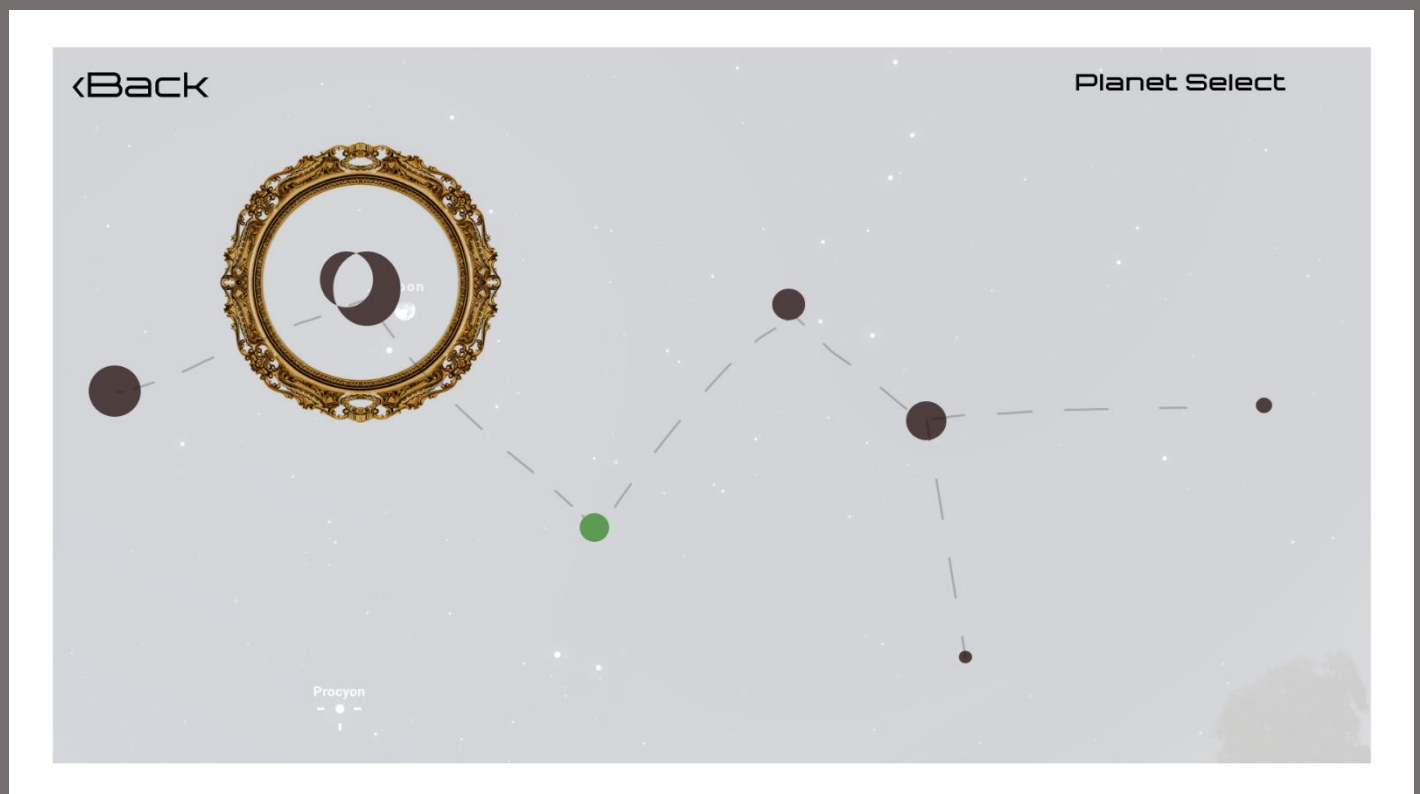All Players Ready

Host hits Play — Loading Screen

The intended experience is for the Player to feel as immersed into the world as possible, so the UI is meant to be as non-invasive as possible.
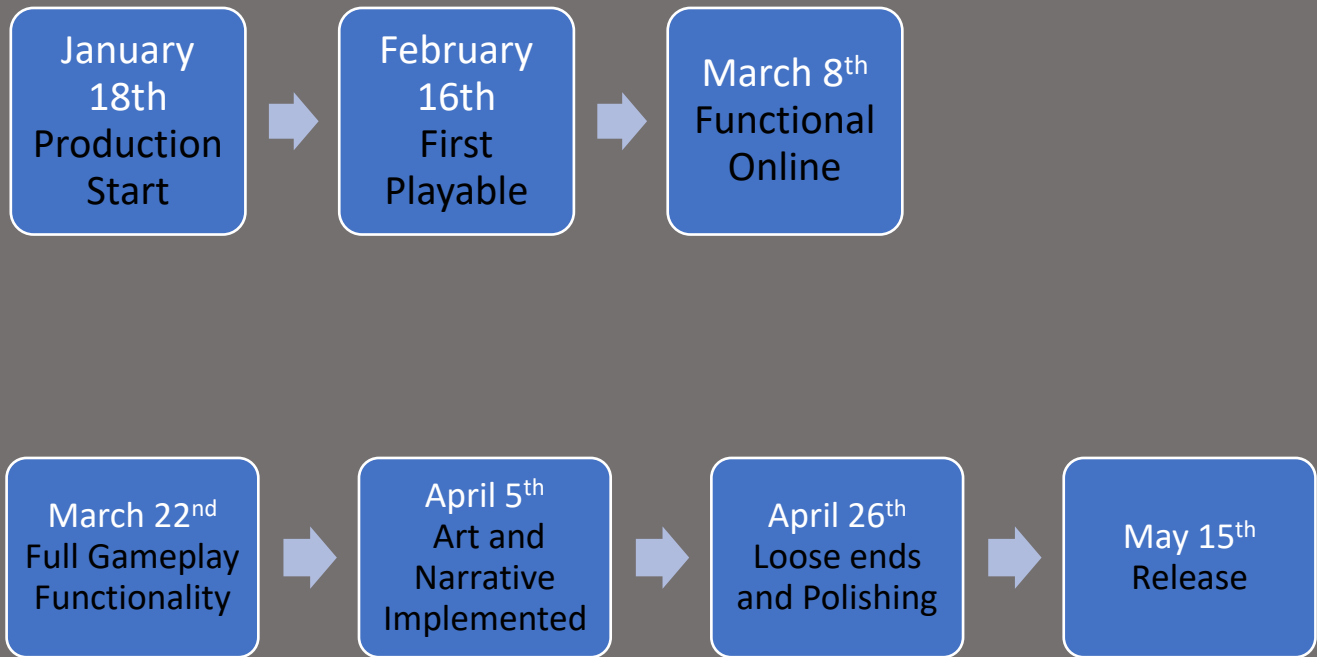
Pause Menu:

render of the planet players on

Mini Map
Expanded

Legend

Back to Game

Planet Selection

Skill Upgrades

Options

Fast-Travel Menu:

‹Back

Planet Select

Procyon

Production Milestones

January 18th Production Start	→	February 16th First Playable	→	March 8th Functional Online

March 22nd Full Gameplay Functionality	→	April 5th Art and Narrative Implemented	→	April 26th Loose ends and Polishing	→	May 15th Release

Who We Are

LATE4CLASS GAMES

We are the Fall 2024 Lasalle Game and Level Design graduates, and we make games that we love. Don't let the name fool you, we are a tightly-nit group of 18 multi-talented and driven individuals, you might even say, the professionals of tomorrow. We are Late 4 Class Games.


(Left to Right)

First Row: Natarajan Kalaiazhagan, Umang Vinay Panchal

Second Row: Kartike Kohli, Saryat Sarwar Khan, Richard Schwambach

Third Row: Harshita Pramod Wadpally, Katia Zenava, Dora Ines Cuan Acosta

Fourth Row: Mithran Narayanan, Douglas Anthony Dickenson, Nicolas St-Onge, Dhairya Sheel Rawal, Cristian Mihai Calugaru, George Dimtirakis, Shivang Semwal, Mohammed Salman Salim, Lucio Emanuel Navarro Claure, Manyu Vikrant Kumar

Team Structure
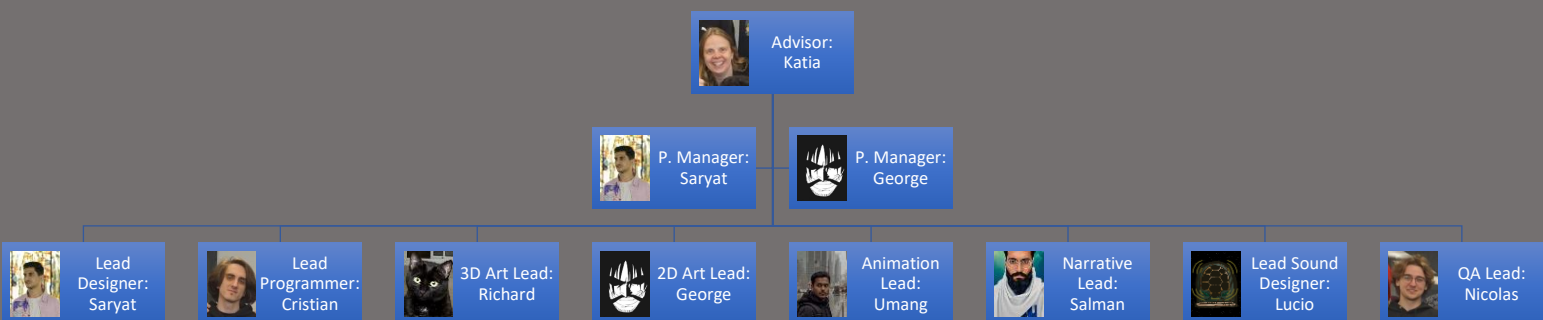
The Team is lead by our two Project Managers, under the guidance of our advisor Katia Zenava, a veteran of the video game industry and a teacher of Game Design at Lasalle College.
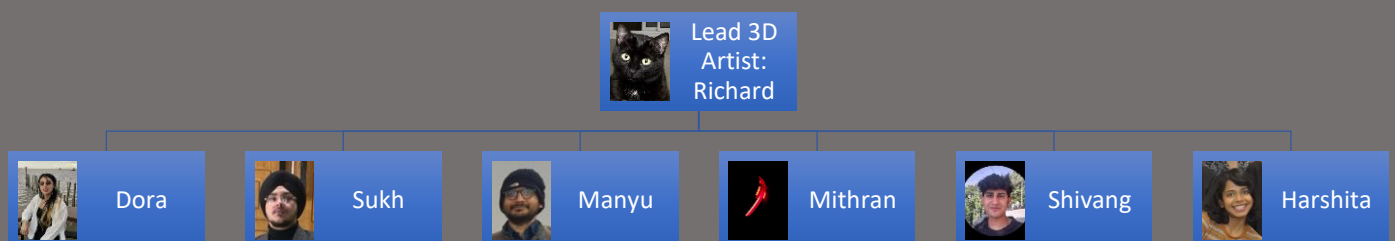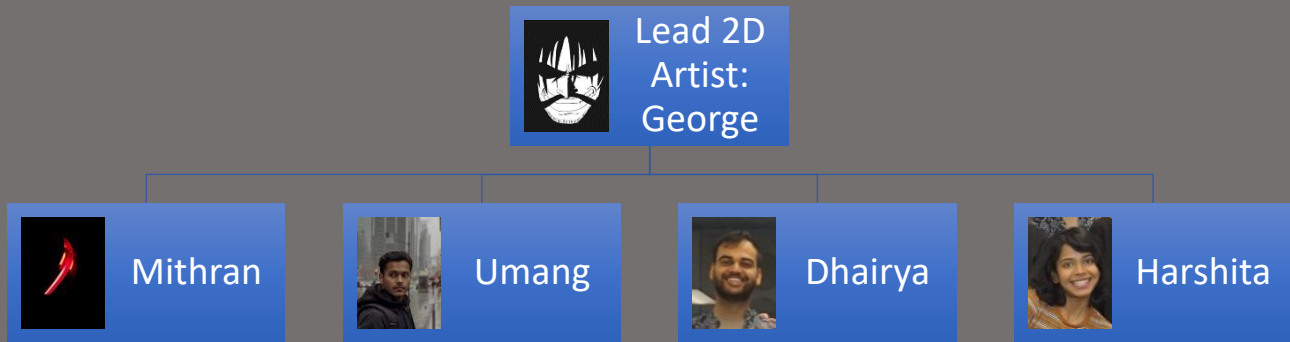
The Teams are as follows:

Design Team

Lead Designer: Saryat

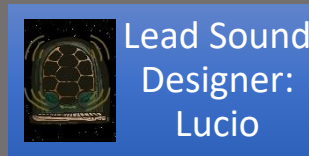Cristian   Douglas   Sukh   Dhairya   Salman

Programming Team

Lead Programmer: Cristian

Douglas   Kartike   Saryat   Nicolas

3D Art Team

Lead 3D Artist: Richard

Dora   Sukh   Manyu   Mithran   Shivang   Harshita

2D Art Team

Lead 2D Artist: George

Mithran | Umang | Dhairya | Harshita

Animation Team

Lead Animator: Umang

Cristian | Natarajan | Nicolas

Narrative Team

Lead Narrative Designer: Salman

George | Natarajan | Harshita | Dhairya | Umang

Sound Design Team

Lead Sound Designer: Lucio

QA Team

Lead QA: Nicolas

George

Art Committee

Art Director: George

 Natarajan
 Umang
 Harshita
 Dhairya
 Cristian
 Shivang
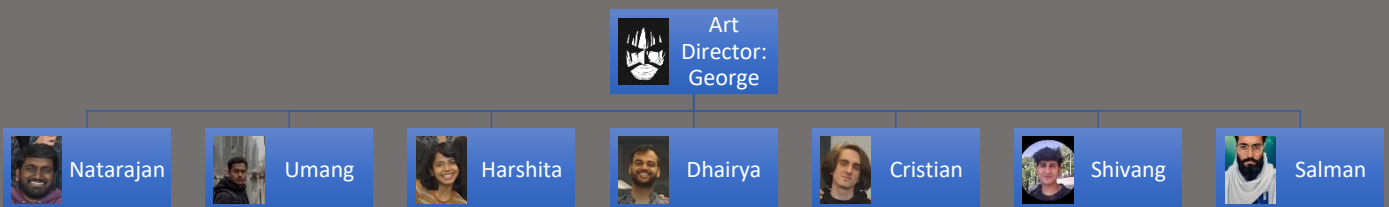 Salman

The Art Committee was put into place to ensure the overall cohesion of all art assets, but also as a general thinking-pool for all things art related.

Monetization

Production Wages Cost

($20 an hour) x (6 Hours a day) = $120 a day per Person

($120 a day) x (18 People) = $2160 a day

($2160 a day) x (60 days) = $129600

$129600 total to pay our wages

Marketing

A budget of $10 000 is reserved to pay Twitch streamers to play our game before its release. We plan on invited 20 popular streamers at varying costs depending on channel size.

Investment Price

Required Investment: $139600

How much we make
Game price: $6.99
Steam Charge: 20%
Income per sale: $5.6
Investor Charge: 20%

Income per sale for us: $4.2
Income per sale for investor: $1.4
Sales for investor to break even: $99714 or 14265 copies sold.

Above $1,000,000 made epic games will take 5% cut of all sales.
Final Income per sale for us after $1,000,000 sales: $3.85
Final Income per sale for investor after $1,000,000 sales: $1.33

Target Audience

- People who enjoy fast-paced co-operative combat, Shooter games, games with longer narratives and action-adventure games with some exploration and RPG mechanics.

- PC Players - We will release it on PC

- Steam Players - We will sell it on Steam

- Midcore to Hardcore Players - The length of the game and the depth of the mechanics are more catered to experienced gamers who enjoy a slight challenge.

- 16+ year olds – The game features violence and mature subject matter.

Similar Games

In terms of visual and overall gameplay, Outlaws of Orion draws inspiration from games like Darksiders Genesis,

Darksiders Genesis:

and Spacepunks,

Spacepunks:

Both share a similar approach to Player POV as well as to Co-Op play.

Additionally, the game shares similarities with Marvel's Guardians of the Galaxy when it comes to its traversal; often the Players cannot progress unless a specific character interacts with their environment to open the way forward.

Marvel's Guardians of the Galaxy:

However, what sets Outlaws of Orion apart is the unique blend of Sci-fi and Fantasy, as well as the experiential characteristics of the Narrative.

Unique Selling Point

- There are very few games on the market that offer a co-op action RPG game that can be played with 4 players at a time.
- Market has games with RPG and MMORPG elements, but this game makes it unique by giving a narrative based adventure aspect to it in an open world RPG fashion.