

Final Project Concept Document:

Beyond the Rift

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My Eggz 2 Men

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Concept Document

Short Description:

Consumed by the demons of his past, Bjorn Ironhand grapples with his destiny of being a hero.

Paragraph Description:

Beyond the Rift will be a plot-driven action game where the player will play as Bjorn Ironhand, a warrior-in-training born with unprecedented powers. As the storyline progresses through Bjorn's life from teenage years to adulthood, his destiny will be at the players' mercy: who our warrior chooses to kill or save will be completely up to them. In addition to dialogue choices, gameplay performance will also affect the conclusion to Bjorn's tale - will he conquer his powers and come to terms with his destiny, or give in and walk a lonely path to his demise?

Mediums:

Unity Game Engine

Because we are planning to have a character who is a warrior as our protagonist, our intentions are to include action elements, on top of dialogue choices, in our game to have players relate to his warrior aspect. Thus, Unity is the best medium for our final project, as it allows for flexible game development where we can program not only a branching storyline, but a platformer game. Unity is also the most realistic method for our team to collaborate, as all team members have experience developing games in Unity through IAT 312 (Foundations of Game Design), and received excellent grades (A- and A+) on said games.

Photoshop

We are planning to develop all of our visual assets in Adobe Photoshop. All team members have experience using this program through several IAT courses, and one team member has experience in visual development and sprite animation through IAT 312.

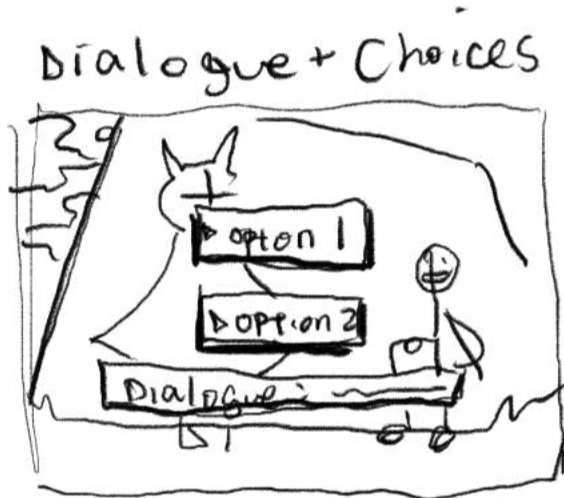
Concept Description:

The basis of our game will be a classic tale about a warrior in the medieval era with fantasy elements such as magic and curses, however, the overall spotlight will be on the main protagonist's conflict with his literal inner demon, so that on top of our game being primarily action, there will be elements of suspense.

The game will amalgamate elements of platformer gameplay and choice-based dialogue interactions, wherein users can click various dialogue options to either bolster or hinder their relationship with other characters. Such choices will determine the outcome of the fates of characters at the end of the game. Additionally, the aspect of platformer gameplay will be utilized during combat scenarios, where users will be able to experience the extent of Bjorn's powers. The controls will simply be moving, teleporting, and attacking.

There will be three possible endings: 1 bad ends, 1 neutral end, and 1 good end. As stated above, the dialogue options will greatly affect the players' experience, as they will be the primary means of determining an ending. The players' objective will be to guide Bjorn to the good ending, where most characters will survive.

Initial Sketches:



Player Perspective:

Although players will be following and controlling Bjorn throughout the game, the player's perspective will be more of a voyeur that has influence over the main character's fate.

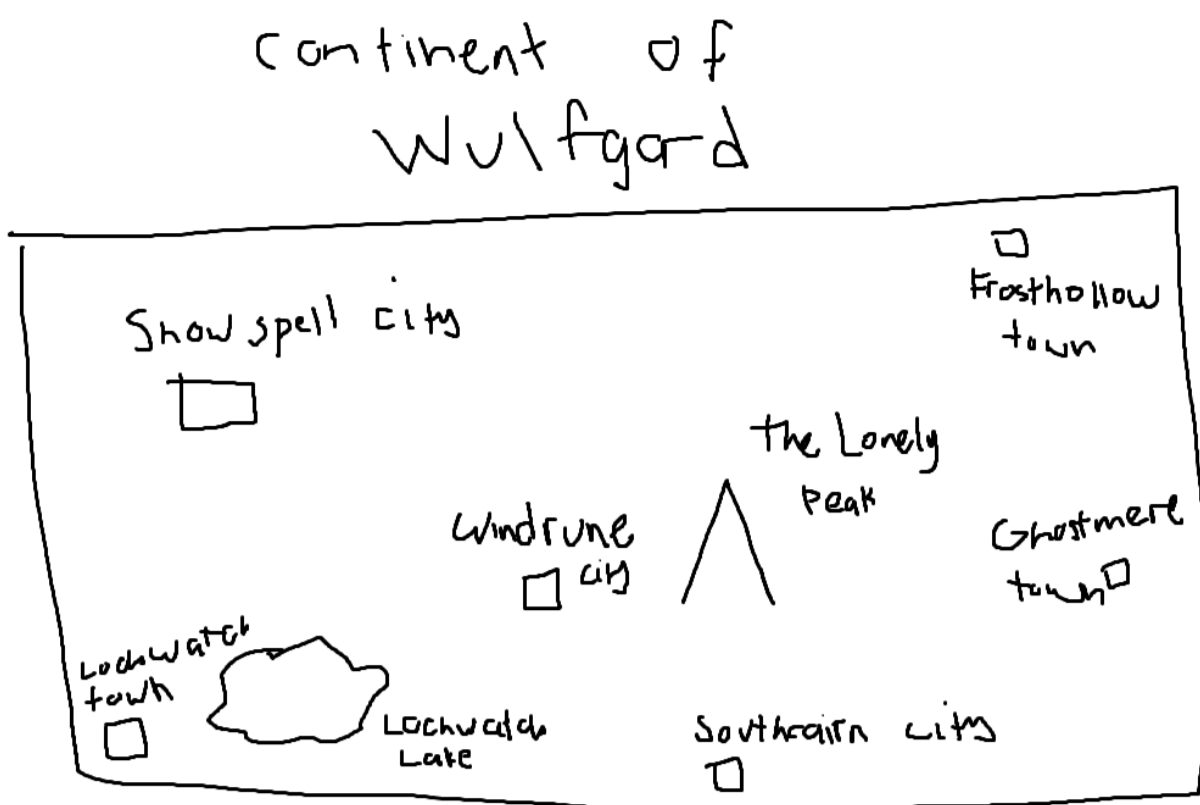
As seen in the "Story progression" sketch above, there will be narration as well as character dialogue to convey the story. Character dialogue will be written in the first person, as the characters are speaking to one another. Narration will be written in the third person.

As seen in all of the interface sketches above, the player's perspective as a voyeur is enforced by the third person perspective that this game will display. While the player is directly controlling and influencing Bjorn's fate, the player will never directly see through his eyes in a first person perspective.

Story Bible

Consumed by the demons of his past, Bjorn Ironhand grapples with his destiny of being a hero.

World & Story Lore:



Riftwalkers:

A guild of assassins with magical powers. Powers can range from teleportation, invisibility, mind control, etc. Riftwalkers take contracts to assassinate the menaces of society, ranging from bandits to thieves. Riftwalkers recruit children who are more physically adept than others. They train for years to hone skills such as swordsmanship and archery.

Once they reach of age, they undergo the Trial of the Rifts. This trial significantly enhances the physical and magical prowess of a Riftwalker; they gain enhanced stamina, eyesight, strength, and reflexes, along with unique magical powers.

This is all done through the Macrocosma, a magical relic that enables the wielder to open portals to parallel universes; rifts. These rifts contain monsters that have been sealed away a long time ago to protect the world. The energies from the rifts are absorbed by the Riftwalkers to grant them magical powers to supplement their other skillsets. Not all survive this process. Only the strongest survive the Trial.

The rifts should not be kept open for long, as the monsters may use the rifts as a gateway to enter into the world.

Macrocosma:

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The Wraiths:

A race of demonic entities that want nothing but to possess every living soul and wreak havoc throughout the universe.

The War of the Macrocosma:

After Mace Ironhand was deceived into opening a rift that allowed hoards of Wraiths to enter into the continent of Wulfgard, a war began amongst these creatures and the Riftwalker guild. Khajit D'Amelio and Thoros Ironhand come together to help the Riftwalker guild close this rift. As the war went on, it turned out that the only way to close this rift was to kill Mace Ironhand.

The Characters:

Mace Ironhand:

Mace is Bjorn's deceased father. Mace's powers allow him to open rifts, which can summon monsters from other universes. The Wraiths spoke through the Macrocosma and offered Mace a chance to interact with Rayla's dead spirit. Mace was deceived, and fully opened the rifts. This allowed the Wraiths to invade the world and lead to The War of the Macrocosma. Mace was killed by Khajit D'Amelio. Khajit had to kill Mace in order to close the rifts and save the world from the Wraith invasion.

Rayla Ironhand:

Rayla is Bjorn's deceased mother. The Riftwalker guild unknowingly forced Rayla to undergo the trial without knowledge of her pregnancy. Rayla died during the Trial, and Mace resented the guild for it.

Thoros Ironhand:

Thoros is Bjorn's deceased uncle. Thoros was a retired Riftwalker who was convinced by Khajit D'Amelio to come out of retirement to help with the war against the Wraiths. His powers are invisibility and mind control. Thoros was killed at the hands of his brother, Mace Ironhand, during The War of the Macrocosma.

Bjorn Ironhand:

After The War of the Macrocosma ends, Khajit is notified that Rayla's child is alive. They found the baby on Thoros' bed teleporting around the room. Khajit takes in the child and names him Bjorn. With Khajit's training and guidance, Bjorn hones his teleportation abilities and eventually becomes adept enough to manipulate space-time.



Malakai:

A demonic entity that possessed Bjorn while he was still in his mother's womb. Bjorn's mother, Rayla Ironhand, took the Trial of the Rift while she was pregnant and died in the process. The energies she absorbed from the rift were instead absorbed by Bjorn in the womb, granting him powers such as teleportation and space-time manipulation. Despite this, Malakai constantly beckons Bjorn to unleash his full power, feeding off of rage and ultimately planning to use his body as a vessel for destruction. Bjorn tries to suppress the demon everyday to prevent such a calamity.

Khajit D'Amelio:

Khajit was once a famous bard who told stories at inns and taverns all over Wulfgard. One of his notable stories was "The Egg Knight and The Dame." Khajit was chosen by Thoros to be his apprentice as he neared the end of his time as a Riftwalker. With Thoros' mentorship, Khajit honed his super speed abilities. After the (insert name of final battle from Skill Building #2), he took Bjorn in to raise him as Bjorn's entire family is deceased.

Mjoll D'Amelio:

Khajit's adopted daughter. She was kidnapped by the rogue riftwalkers as a means to draw out Khajit to recruit him back into the guild.

Main Plot lines:

The main plot line that is being developed in this narrative, is Bjorn's relationship with Khajit, and Bjorn's journey of trying to cope with the consequences of his actions after the Snowspell City raid.

The first act allows players to determine their relationship with Khajit, and whether Bjorn was receptive towards Khajit's mentorship and guidance.

The second act begins by demonstrating the power that Bjorn holds within himself, and how much damage he can cause if he is too overcome with emotions. In the heat of the moment, he teleports himself away to live in isolation. He believes he is too dangerous to live amongst those in Wulfgard. After living many years in solitude, Khajit finds Bjorn at The Lonely Peak and asks for his help in saving Khajit's daughter, Mjoll. Here, the player decides whether they believe Bjorn will endanger Wulfgard once again by leaving his isolation and returning to battle. If the player agrees to help Khajit, this will lead to a third mini-game where the narrative outcome will be determined by the player's performance in the mini-game. This mini-game's difficulty will be affected by dialogue options and the player's performance in the first mini-game.

The third act has 3 different narrative paths which the player can end up with. If the player refuses to help Khajit, Bjorn eventually becomes overwhelmed with guilt and leaves The Lonely Peak to see if Khajit was able to rescue his daughter alone. When Bjorn reaches the battlefield, he sees Khajit's and Mjoll's remains. This causes Bjorn to become overwhelmed with rage and devastation, which allows Malakai to take advantage of his vulnerable state and fully possess him. If the player helps Khajit and is able to save Mjoll, Bjorn learns to share his past and emotions with Mjoll and they begin a family together whilst Bjorn rebuilds Snowspell City. If the player helps Khajit but is unable to defeat the rogue Riftwalkers in time, Mjoll dies. In a state of shock and melancholy, Bjorn suddenly teleports to another dimension after closing his eyes.

Design Document

Start Menu

Access:

When the game is launched, the player will be taken to the starting menu screen of the game.

Page Description:



The gear icon in the top right corner of this screen leads to an option menu where players can change various settings within the game, such as volume, dialogue text speed etc.

The player must press the space key to start the game, which is indicated by the text located at the bottom third of this screen.

Story Progression:

Access:

Whenever there is in-game narration, players will be able to read the story through dialogue boxes at the bottom of the screen. When there is character dialogue, players will be able to read the dialogue through text boxes that will be displayed next to the characters and will follow them as they move across the screen.

Page Description:



Functionality:

To advance the text, players must click on the screen to advance to the next section of narration or dialogue. If players reach a point where a dialogue decision can be made, options will appear as seen on the "Dialogue Choices" section below.

Dialogue Choices

Access:

During the dialogue scenes of this game, when the player reaches certain points in the dialogue, options will appear above the subtitle text.

Page Description:



This particular screen has dialogue options that lead to two different narrative paths, however not all dialogue options will lead towards a branch in the narrative. Some dialogue options will only affect character relationship points and will lead to branching dialogue paths that will eventually lead back to one major linear plot point.

Take me to your daughter:

If the player decides to help Khajit, it will lead the players to the third and final mini-game where the player must attempt to defeat the remaining rogue riftwalkers and save Mjoll.

I cannot give you the help you seek:

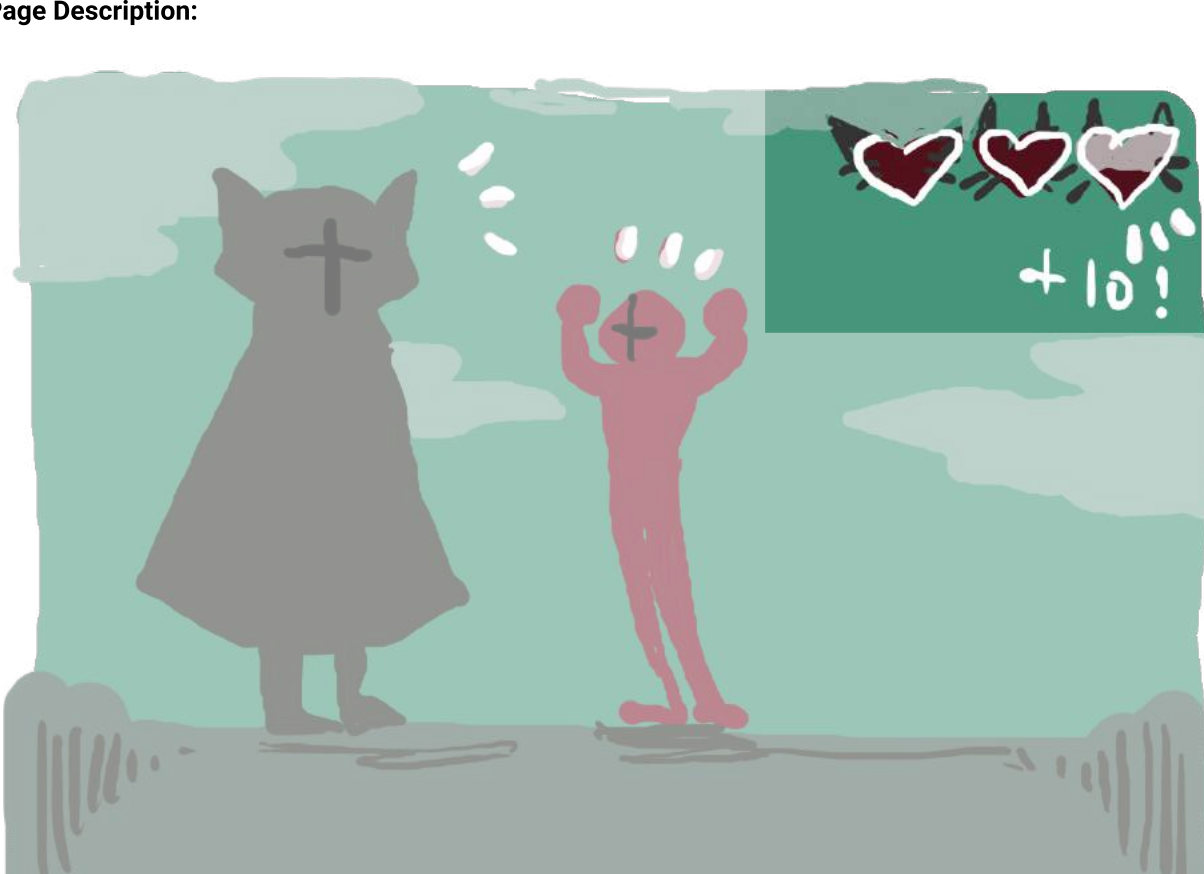
If the player refuses to help Khajit, it will lead the players to 1 of the 3 narrative ending branches.

RP

Access:

During the dialogue scenes of this game, when the player reaches certain points in the dialogue, options will appear above the subtitle text.

Page Description:



Functionality:

Throughout the entirety of the game, Bond Points will be available to gain through certain dialogue choices, or during the first mini-game. They will be a visual representation of the relationship between the protagonist and Khajit, and will play a role in the third mini-game where the time limit will be multiplied by the amount of Bond points the player possesses.

Interaction:

Although players will not be able to see what actions will help them gain the points, they will be able to see when they increase through a micro-animation on the HUD.

Final Mini-Game

Access:

If the player decides to help Khajit on his quest to save his daughter Mjoll, it will lead the players to this third and final mini-game.

Page Description:



All Mini-Game Controls:

During the mini-games, the player will be able to control Bjorn using basic controls such as movement, teleportation, and attacking. Movement will be achieved via the WASD keys, while teleportation will enable Bjorn to teleport a short distance by double-tapping any directional key. Players will left-click on enemies to transport them to another dimension (as a part of Bjorn's space-time manipulation powers) - this is his means of attacking.

Gameplay Leveling:

- **Level 1:** The player will learn how to control Bjorn's powers during this training session with Khajit. They will teleport around the map as well as transport training dummies to another dimension as a means to hone Bjorn's space-time manipulation powers.
- **Level 2:** As Snowspell City is raided by the rogue riftwalkers, they take Bjorn's girlfriend as hostage and kill her in front of him. Due to Bjorn's rage, Malakai is able to briefly possess him, greatly amplifying his powers. The player must massacre the entire city, as every NPC will be perceived as a threat due to Malakai's illusions. The controls remain the same - the player will move and teleport using the directional keys and left-click on enemies to teleport them to another dimension.
- **Level 3:** A time constraint will also be imposed on the player during this third mini-game, where they have to defeat enemies before the timer runs out. The timer will also be increased or decreased depending on the level of Bjorn's relationship with Khajit. Should they fail, the outcome of the ending will be altered.

Narrative Flow Chart

- Legend:**
- = Linear Plot Point
 - ◇ = Branching Plot Point
 - = Mini-Game
 - = Ending Path

