

Superhuman Struggle: A Fight for Justice

Game Design Document

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Table of Contents

1. The One-Sheet.....	3
2. Title Page.....	4
3. Game Outline.....	5
4. Character.....	7
5. Gameplay.....	9
6. Game World.....	11
7. Game Experience.....	13
8. Gameplay Mechanics.....	13
9. Enemies.....	16
10. Multiplaayer and Bonus Metarials.....	18
11. Monetization.....	20
12. Gameplay progression.....	20
13. The Beat Chart.....	21

1)The One-Sheet

Superhuman Struggle: A Fight for Justice

PC / XBOX ONE / PS5

Target audience: 17+

Rating: M

Game Summary:

Get ready to unleash your inner superhero! Take on the role of the main character in this action-packed adventure, seeking revenge for his parents' wrongful death. With a range of superpowers at your fingertips, you'll battle fierce enemies, solve challenging puzzles, and unlock new abilities along the way. Your choices shape the story, leading to different outcomes and multiple endings. Will you choose to join the side of good or become an independent hero? The possibilities are amazing in this thrilling game, with plenty of replay value and the potential for future sequels.

Gameplay:

The explosion occurs in the laboratory, and as a result, people in the surrounding neighborhood gain various superpowers. After the main character's (Noah) family is killed by villains, he finds himself in Madhouse. Here he is exposed to various tortures and drugs, and as a result, he believes that he killed his family himself. Then, by playing various memories that come to his mind over time, he remembers what happened in the past and realizes that he is innocent. Later, he decides to take revenge. For this, he and his friends go to the final battle point of the game. In the final he fights for revenge with the villain's side. After that, the main story ends and side quests in the city can be continued.

USP(Unique Selling Points)

Single player Role-play Game

Fight with your unique super-powers

Multiplayer Battle Mode

Solve the mystery by playing adventurous memories!

Similar competitive Products:

Manhunt 2- Outlast- Control (2019)

2) Title Page

Game title:



Intended Game Systems:

PC/PS5/XBOX

Target Age of Players:

17+

Intended ESRB Rating:

M

Release Date:

5 June 2024

3)Game outline

Story

Introduction: The story starts with a flashback that shows how the neighborhood got superpowers. The players see the experiment that went wrong in 1816 and caused a huge blast. The blast released a gas that gave everyone who breathed it superpowers. The flashback takes place in a lab, where some scientists are trying to make a substance that can boost human abilities and strength. But something goes wrong, and the lab explodes. The gas spreads all over the neighborhood, affecting everyone who inhales it.

Part 1: The game starts with the players controlling the main character, who was born in 2000. The first mission is a training mission that shows the players how to move and fight. The players get familiar with the game's controls, and they learn how to jump, run, and use their character's powers. After the training, the main character learns about the world of the game. The players find out about the two groups that formed after people got superpowers – the heroes and the villains. The heroes are using their powers to help people and save the world, while the villains are using their powers to conquer everything and destroy anyone who opposes them.

Part 2: In 2017, the main character loses his parents because of the people on the villain's side. The main character is blamed for the crime and locked up in a mental hospital. As the main character advances through the game, he meets new friends who help him on his mission. Here, the main character endures a lot of pain and sees some horrible things. After a while, the main character thinks that he is the one who killed his family. The players control the main character as he attempts to break out of the mental hospital. The players have to use stealth to dodge the guards and solve riddles to move forward through the levels. The main character also has to fight enemies with his superpowers. As the main character escapes from the mental hospital, he discovers that he has new powers. He has telekinesis, which lets him move things with his mind.

Part 3: After getting out of the mental hospital, the main character recalls what really happened to his parents. He understands that he was set up by people on the villain's side. The players control the main character as he goes after the actual killers. The players have to finish missions and side tasks to collect proof and make a case against the actual killers. The main

character has to use his superpowers to infiltrate enemy locations and get information. The players also have to make logical decisions that affect how the story ends. For example, the players may have to decide whether to let go or kill an enemy, which can have effects later in the game. As the main character advances through the game, he meets new friends who help him on his mission. These friends have their own special abilities that can be mixed with the main character's powers to create powerful combinations.

Part 4: The villain's base is the scene of the final confrontation. The main character and his allies break into the base and face many enemies. The players have to apply all their skills and superpowers to overcome the enemy and get to the final boss. The final boss is the villain's leader, who has the strongest superpowers. The players have to use all their skills and superpowers to beat the boss and save the world. The boss fight is fierce, and the players have to use all their abilities to avoid attacks and harm the boss.

Part 5: After winning the final battle, the main character and his allies go back to the good side's base, where they are welcomed as heroes. The players watch a cutscene that shows what happened after the battle. The good side is shown to be restoring the world and aiding those who suffered from the villain's actions. The main character is approached by the good side's leader, who invites him to join their organization. The players are given a choice: they can accept or decline. If they accept, they become a valuable member of their organization, using their skills and superpowers for good causes. The game continues with more missions that involve stopping minor threats and helping those in need. If they decline, they go on a different path. They become independent, using their skills and superpowers for their own purposes. The game continues with more side quests and challenges that allow them to explore the world and see how their actions affect it.

ENDING: The game concludes with the main character thinking about his journey and what he has learned. The players are given the option to play the game again with different choices and outcomes. The game also has a scene after the credits that suggests a possible sequel, where a new danger arises, and the main character has to use his skills and superpowers again to save the world. Overall, the game is an exciting adventure that mixes elements of action, adventure, and morality. The player's choices have a big impact on the story and how the game

ends, giving the game a lot of replay value. With its captivating story, dynamic characters, and fun gameplay, the game is sure to attract players and leave them wanting more.

Game Flow:

Superhuman Struggle: A Fight for Justice (2024) is a third-person horror-action game which we play that our main character, Noah Davis, is innocent and takes revenge on those who killed his family. Most of the story mode takes place in Madhouse. In Madhouse, we remember our own past memories and realize that we are innocent. While playing the story mode, we are looking for important clues that will remind us of some important events in the past memory as a challenge. There are also some challenges in the game such as researching murder files and archives or playing games on an arcade machine. After the story mode is over, there are some side quests that allow our character to explore the city. In the game, when he/she is successful in a mission in the story mode, as a reward system, the player is given an energy drink that provides the energy needed to use his/her superpower more effectively, and gold that allows us to buy a costume in the game market. In the multiplayer part, gold that can be spent in the market and xp points that increase the player's medal level are given as a reward at the end of the match. As the memories and quests progress, the clues become harder to find. The power of the people he has to kill in missions (such as a hospital worker) increases as the game progresses. Our victory condition is to clear the world of villains and take revenge. The main thing that keeps the player's motivation to win alive is that the multiplayer part of the game is opened when the story mode is over and the city is opened to exploration in the story mode.

4) Characters

Noah Davis (Main Character)



Superpower: Telekinesis (60 second limit) It can be used again when 80% of its energy is full. When the character uses his special power, he can control larger objects. (strength is increased by 100%.)

Backstory: His family has always evaded questions about Noah's special power, but when Noah accidentally hurt his next-door neighbor at the age of 9 due to his telekinesis power, his family now answered

all of Noah's questions. He goes to bed one night and hears screams coming from the garden. His mother and father were killed by the people on the villain's side.

Ethan Campbell



Superpower: controlling people (10 second limit) With his special power, he can control more than one person within the 100m limit.

Backstory: Ethan was sent to the orphanage as an unwanted child. Ethan went to the amusement park one day. There he was bullied by a team of 5 people. The man from the group had a powerful weapon in his hand. Ethan focused on the man and it happened. The man shot into the heart of his all friends who was there. Ethan did not know that he had such a feature before, and he could not overcome this situation and was directed to a mental hospital.

Tyler Jameson



Superpower: stopping the timeline Tyler can slow the time for himself by 5 seconds, killing the other person before they can see him. But he can't until he's re-energized. When he unlocks his special power, he can slow time for 10 seconds.

Backstory: One day, when our character Tyler was just a baby, he noticed that the channel on the TV stopped. Later, when he walked around the house, he saw that the whole world had stopped, not the TV channel. His mother stood there with the iron in her hand, and the man in the street was standing still in the middle of the road in a staggering position. Later, , his parents tried to teach him how to use this power, then showed him how to develop it. However, our character ended up in a mental hospital due to a tragic event.

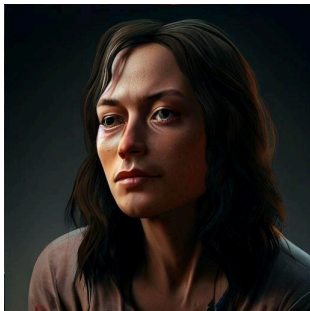
Madison Parker



Superpower: She can transform into people she's seen before. She can disguise as characters within range. When she unlocks her special power, her range from 50 meters to 100 meters.

Backstory: Madison was raped by her grandfather when she was very young. Madison is someone who has no idea about her family and stays with her relatives all the time. Whoever Madison told about this terrible situation was silenced. Madison couldn't take it anymore and she thought that her talent should be used now. Madison turned into that smug grandfather one night and took a confession video on the phone as her grandfather. After shooting this video, Madison, who sent the video to the police team, finally had her grandfather arrested. For Madison, arresting her grandfather wasn't enough to comfort her. This horrible memory of rape continued to haunt her all the time, until she met Olivia.

Olivia Taylor



Superpower: Changing people's thoughts and memories in their minds. (15 second time limit) When she uses her special power, she can control people's thoughts and memories in multiplayer, story mode, which will last 25 seconds.

Backstory: Our character Olivia knew from the age of 6 that she has the power to change people's thoughts and memories. Olivia got this power from her family. Olivia got along very well with her elementary school friend, Madison. Confident that they were best friends, Madison told Olivia about the horrific event that had happened to her. This memory gave Madison a great deal of pain. Olivia couldn't stand her friend's suffering any longer, and one day, while her friend was sleeping on her desk, she erased this terrible memory from her mind. But she had also mistakenly taken Madison's feelings of happiness and sadness from her. After this, things got out of hand and Olivia lost her mind.

5)Gameplay



MEMORIES

Memories form an important part of the gameplay in the story mode of the game, where the character tries to learn the truth by giving various struggles.





Solving Crime Folders

These minigame are essential for progression in the story mode and offer the player a new type of murder-solving minigame experience. They use the "S" key to select character files and the "arrow keys" to examine the files.



Tetramania

The Tetramania game in the game can be played on arcade machines at some points of the game, if the player can achieve a certain score in the game, he will get an energy drink, which is of great importance for the game. For playing, player uses "Arrow keys".



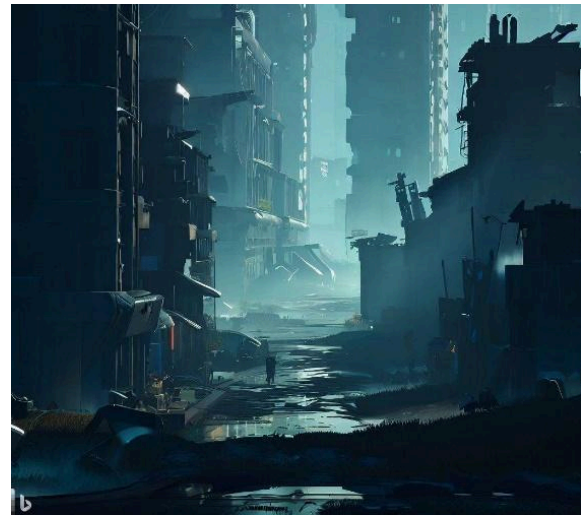
A picture from Multiplayer gameplay.

6) Game World

The city



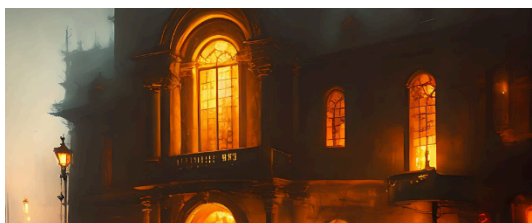
The final battleground in the story and also the multiplayer battle arena is in the left image. Along with the main character's 4 friends, there are 5 villains against the good ones on the opposite side. The Boss is the strongest of the villains here, and some of the tactics gained from the memories played to defeat need to be remembered. When this war is over, the story mode ends and the city where the side quests are located begins to explore. Below



are the city images.

The Madhouse

Madhouse is where our main character is accused and sent after his family is murdered. The staff in this hospital is managed by villains side and the staff torture the patients every day in the torture room on the ground floor. In addition, patients take drugs that have a lot of side effects every day. Our main character loses his memory as a result of these drugs and torture and believes that he killed his family. One night, after he stopped taking his medication and started hiding it in the hole in his room, his memories came to his mind one by one and he realized that he was innocent. Apart from memories, this hospital is where we will spend time in story mode, and the photos of the place are on the left and below.





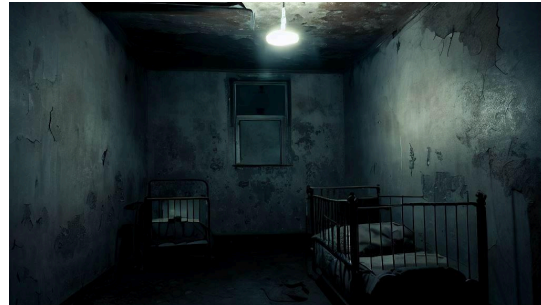
Lobby



Hallway



Patient's Room



Headmaster's Office

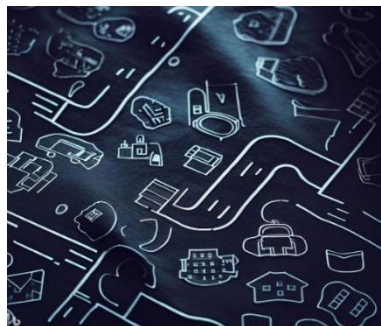
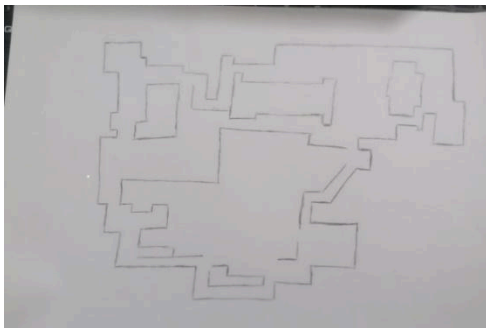


The Encrypted Meeting Room



Basement Lab's Torture Room

Minimap Design

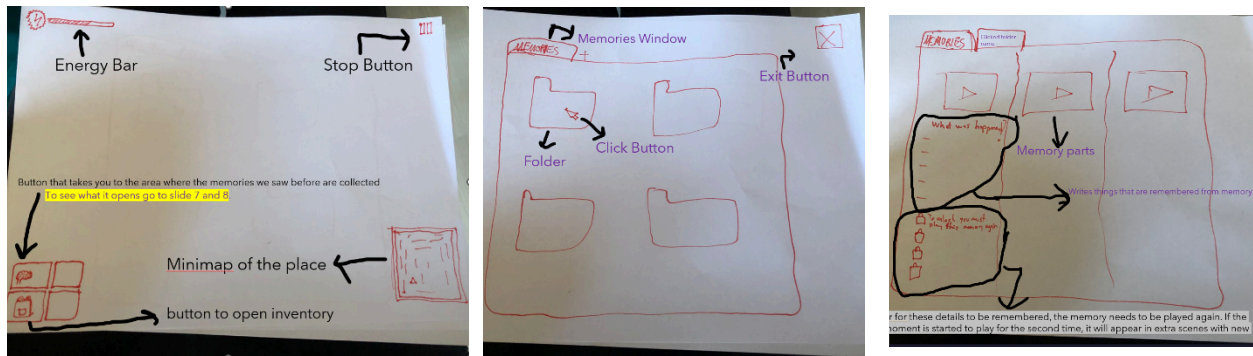


A mini map of the city where part of our story takes place. Some of the tasks we need to do will be marked on the streets, and the clues we get from

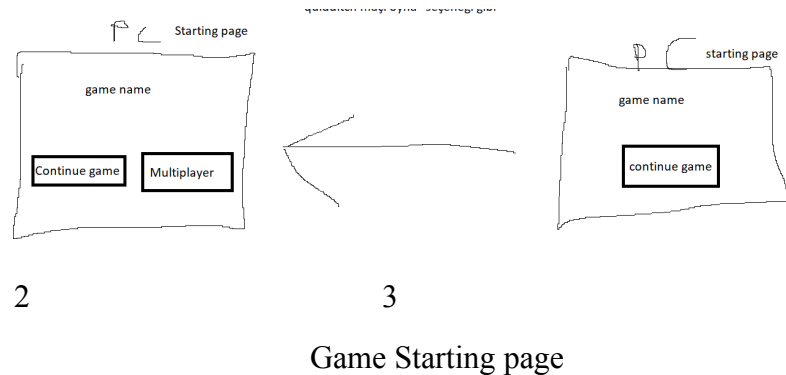
these

will lead us to the enemies.

Interface



Story mode interfaces 1



PauseMenu

7) Game Experience

The feeling of fear in the game passes to the player from the atmosphere and places in the game. The music on the game's home screen prepares the player for the theme of horror. There are also horror-themed objects and paintings in the game. The tension is reinforced in the game by sudden unexpected surprises. For example, chasing us by hospital staff who torture patients who leave suddenly increases the tension. In the game, during the war, the player's fear of himself and at the same time remembering the necessary and learned combo moves to defeat the



other side increases the excitement. The Permdeath system in Multiplayer mode increases the excitement of the game.

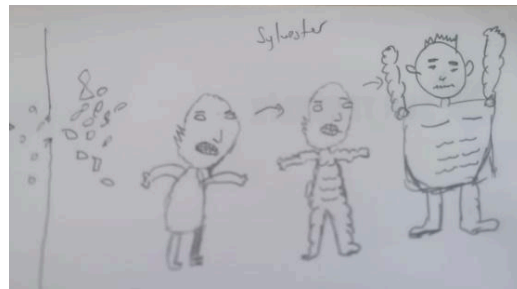
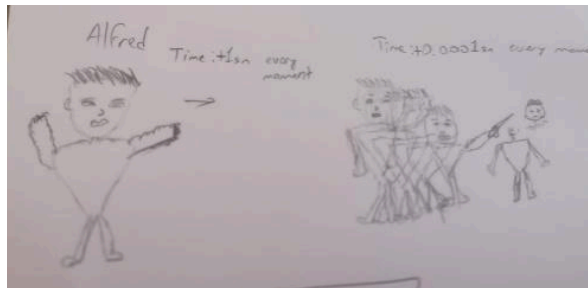
8) Gameplay Mechanics

8.1) Trade Mechanic:

We have various mechanics in the game. There is a store where players can buy costumes and patterns by loading money into the game. Also, the weapon and ammo store of the multiplayer mode, where they can buy in-game weapons, is also a trade mechanic. Detailed images are in the Multiplayer and Bonus Materials section.

8.2) Battle Mechanic

We have added the battle mechanics of the characters to the images below. The characters can aim and shoot with weapons. Some characters can slow down time, some can take the form of enemies, can use telekinesis, can shoot lasers from their eyes, etc. They have mechanics.



8.3) Control mechanics:

In the memory part, the character moves with the arrow keys, opens the inventory with the "Tab" key, uses his special power with "E" and can aim with "Right click". A yellowed hue is used in the memories to emphasize the past. "B" Equipment market. These controls also can be used for in madhouse , city and multiplayer gameplay.

8.4) Progression mechanic:

Memories are not all clear at once. They are unlocked depending on the progress of the story mode. Also, playing a memory once in story mode is not enough to remember all the

details. When you click on the brain image from the game interface, the memories that are played can be selected and replayed to learn more details in the memory menu that opens.

8.5) Social interaction:

Multiplayer part includes social interaction. Inviting friends, talking with your teammates, giving rewards.

8.6) Learning mechanic:

We add exercise part to teach to how to control your superpower in game. (In the 3rd memory in the story mode)

8.7) Reward and punishment:

As players complete missions and the story progresses energy and in game currency are awarded as reward mechanics. Players can spend their game currency in Marketplace. As you win a match, the xp points earned determine the levels of the badges. As you lose a match, your xp points decrease and if your badge does not meet the minimum xp points, you will be promoted to a lower rank. 20 xp is taken for every match won, opponents lose 20 xp. In addition, 3xp is gained for each person you hit.

8.8) Permadeath:

Players who die in multiplayer will not respawn.

8.9) Leaderboards:

In multiplayer parts, after the game leaderboard shows us player's arrangement.



8.10) Virtual currency:

The currency uses in the game to buy special costumes to enrich character's superpower features like rise of energy bar and appearance.

In the madhouse part of the game, we go back to our past memories and play our memories. When the moment is over and we go back to the madhouse, we come back with some

items. Items such as costume pieces or weapons earned while playing this moment can be sold in the market or exchanged for other items in the market.

9) Enemies



Michael Brown

Superpower : eye radiation , destroys everything in its path. When the attack feature is activated, it fires a beam that is 10 times stronger than its normal beam.

Backstory: One day, they attacked him in a city he passed. By chance Boss and Sylvester were passing by, they rescued the almost dead Michael and Boss took him with him.

Sylvester Smith



Superpower: He can disguise as characters within range. When he unlocks his special power, his range from 50 meters to 100 meters. He can use the power of the characters he transforms. But he can only stay for 5 minutes and cannot use it until his energy is restored.

Backstory: Sylvester was stealing underground. Sylvester tried to rob the Boss while he was having a drink at the bar. Boss caught him, Sylvester made him an offer. proposed to commit a robbery together. Boss accepted. after that, they were killing the underground bosses one by one.

Alfred Miller



Superpower: He can change the perception of time. Alfred can slow the time for himself by 5 seconds, killing the other person before they can see him. But he can't until he's re-energized. When he unlocks his special power, he can slow time for 10 seconds.

Backstory: Alfred was caught and thrown into a state prison for very dangerous criminals. One night, when Boss was in a fit of rage, he came to the prison and slaughtered everyone. Alfred pleaded with him and the Boss had a fit of rage. Alfred wanted to join him and joined Boss' team.

Cindy Anderson



Superpower: She has the ability to see the future. She can see up to 30 seconds later. She sees what the enemy will do and attacks accordingly. When she turns on the feature, she can see the next 1 minute.

Backstory: When Cindy was 14, her powerful and cruel stepfather killed her while arguing with her mother. Cindy had seen this, and just as she was about to warn her mother, she saw him die. Cindy achieved to escape from her stepfather's castle after seeing this, and she swore vengeance that night. She traveled the country for a while. She encountered Boss and her crew during her journey. Boss took her with him to help him and helped Cindy kill her stepdad.

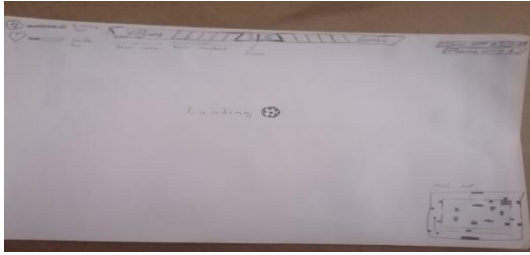
The Boss



Superpower: Iron fists destroy anything in front of them. Boss never gets tired, doesn't need sleep, doesn't get hungry, doesn't get thirsty. When he turns on the feature, this monster with ultra features gains 50% more power for 1 minute. In addition, He is the only known person with 2 features. The other feature is that he can steal the energy of the other person and feed his own power.

Backstory: Boss was born on the night of the explosion 200 years ago. No one knows his name, age, or where he is from. He could smash stones with his iron fists. He was always excluded because of his abnormal childhood. After the explosion, people who had become different in their villages were looting their houses and shops and they were fighting each other. One night, a group came to his house and they wanted to kidnap him and build a war machine for themselves. They killed his family and when they were going to kidnap him the boss went crazy and killed them all. After that he had to live on the street. He was now committing robberies and going to other groups and killing them. He wanted to be the biggest in town. Because those who learned of his power would go after him and kill him like his family. After what happened to boss's family, his psychology was so bad he was turning into a cruel. But the boss realized that he couldn't conquer the city alone because other special people and gangs wanted to take over the city as well.

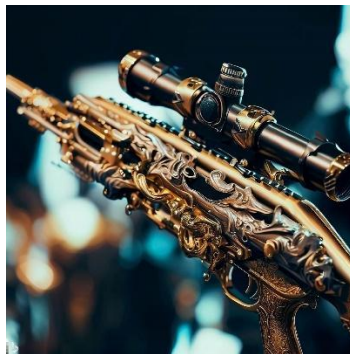
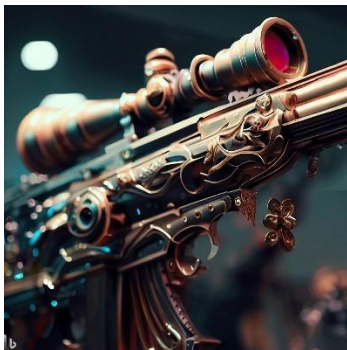
10) Multiplayer and Bonus Metaterials



You are encouraged to play the game again with badge. Other

players can see the badges and achievements you have won. They enter with a motivation to be prestigious. In the game, you fight in two teams with 5 enemy characters and 5 hero characters. Players start the game by entering one of these two teams. Since there is permadeath mechanics in the game, you start a new match when you die. Everyone is given a certain amount of gold. Players choose their weapons and materials before the match starts. players fight for energy drinks in certain places. energy is of great importance as it is necessary to use the special powers of the characters

Snipers



1000 gold

Deals 35 damage to the torso, 55 to the head, and 13 to the feet.

A magazine holds 4 rounds.

Recoil(momentum)= 18 m.v

Helmet and Armor



Armor reduces damage taken by 30.

Helmet reduces damage taken by 20.

Armor 450 gold, Helmet 300 gold

Pistols



300 gold. Deals 9 damage to the trunk, 20 to the head, and 4 to the feet.

A battery can be fired 10 times.

It can fire 1 bullet per second.

Recoil(momentum)= 11 m.v

Heavy machine guns



900 gold

Deals 15 damage to the trunk, 25 to the head, and 4 to the feet.

One magazine holds 35 rounds.

Recoil(momentum)= 14 m.v

Submachine guns



700 gold

Deals 9 damage to the trunk, 20 to the head, and 4 to the feet.



5 rounds
= 9m.v
d per sc

Knives

Grenade

Medkit

20 damage when the blades hit the body 40 damage when hitting the head

100- 200 gold depending on the design (same damages)

(When you right click, the knife comes to head level so you can hit the knife on the head)

When the grenade falls, it deals 50 damage within 3 meters, 20 damage up to 6 meters and does no damage after 6 meters.

150 gold

Badges

1500xp

1000xp

850xp

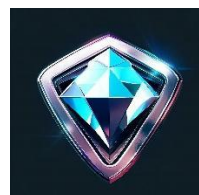
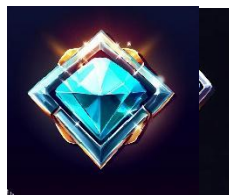
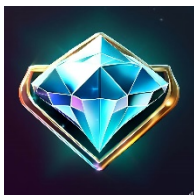
650xp

Diamond 1

Diamond 2

Diamond 3

Diamond 4



200 gold

50% health boost

Gold 1



500xp

Gold 2



400xp

Gold 3



200xp

Gold 4



100xp

11) Monetization

To play the game, you have to buy the game with real money (paid game). The cost of the game will be \$70. Extra content such as costumes can be purchased after purchasing the game. These costumes can be used in both story mode and multiplayer mode and are for cosmetic purposes only.

12) Gameplay Progression

In *Superhuman Struggle: A Fight for Justice*, we start the game by waking up in a mental hospital after a laboratory explosion cutscene that occurred in the past years. At the beginning of the game, we only have basic fighting skills and can do walking and clicking movements. Afterwards, we remember our special power thanks to the moments we played and we can use our special power in the game. In order to fully use our special power, we need to find energy drinks hidden in the hospital and memories or earned through minigames. In memory progressions, we focus more on important places every time we find clues, and by playing the memory more than once, we can understand the events in the most detailed way. In the Multiplayer Part, the character can use all his features, but he must find enough energy drinks before his opponents to do it. In the Multiplayer section, at the end of each match, the rank of the medals that are not at the beginning but received as you win the match can be increased with the xp points earned.

13) The Beat Chart

Here are 2 example:

Memory 1: Infancy Times	Memory 3: Trainig
Tod: Morning based	Tod: Afternoon
Story:In the first memory, we will play our main character's infancy times. The memory will teach us where we are came from and what and what type of family we have.	Story: Our character learned and remembered the feature (Telekinesis) he had in the second memory. This moment is more about developing it.
Progression: In this memory player will learn how they can find clues in memories and this memory include some basic combats.	Progression: In the third memory, we will do some practice in our childhoold years.This memory also important to know about our skill features well to use it whenever we need. This memory should play more than once for more poractice(replay value).
Est. Play Time: 45 min	Est. Play Time: Each trainig 25 mix x 4
Enemies: Some bully children.	Enemies: Some Villains (not main Villains)
Mechanics: openable cabinets, legible texts, an explorable house, opening gate(lock,door), hidden clues, energy drink asprize.	Mechanics: openable cabinets, legible texts, an explorable house, opening gate(lock,door), hidden clues, energy drink asprize.
Power-Ups: Coin, Energy up, health	Power-Ups: Coin, Energy up and useage, health
Abilities: hitting, breaking, simple combat	Abilities: Special power hits, throwing objects,
Economy: 200 coin , 1 energy drink	Economy: 40 coin , 1 energy drink in each trainig
Bonus materials: N/A	Bonus metarial: N/A
Music track: N/A	Music track: N/A

In the game ,we have music in the starting menu only. The Music can be found in this link: <https://www.premiumbeat.com/tr/royalty-free-tracks/entering-the-tomb>

