Game Design Document (GDD)

Game Title

(TBD - Decide on a name that captures the competitive, skill-based nature)

Genre

Top-down Competitive PvP Action Game

Platform

PC (Unreal Engine 5)

Target Audience

Competitive gamers who enjoy skill-based PvP action, fans of fast-paced combat with a mix of melee and ability-based gameplay.

Art Style

- Semi-anime, semi-realistic character designs.
- Metahuman models with anime outline shader.
- Futuristic setting with a mix of advanced technology, magic, and raw power.

Core Gameplay

- Top-down PvP combat, inspired by Rampant Reborn.
- Players choose from a roster of diverse characters.
- Each character has:
    - Unique weapons with distinct attack speed and damage.
    - Unique skills/abilities, which can be melee or have ranged effects.

    - A set of 3 active abilities (E, R, F).
    - An ultimate ability (Q).
    - A passive ability unique to the character.
    - Balanced stats (no upgrades or gear progression).
- Skill-based combat: Winning depends entirely on player skill and character knowledge.
- No character upgrades; only cosmetic skins are unlockable.

Combat System

- Fast-paced melee combat with skill-based abilities.
- Each character has basic attacks, three active abilities, a passive ability, and an ultimate ability.
- Shift is used for dodging.
- Ctrl is used for swapping between running and walking.
- No pure ranged characters, but some melee characters may have ranged abilities.
- Parrying, dodging, and timing are critical for success.

Game Modes

- 1v1 Duels
- Team Battles (2v2, 3v3)
- Free-for-All
- (Possibly more modes in future updates)

Character Design

- Diverse roster of characters, each with a distinct playstyle.

- Balanced for skill-based combat, no pay-to-win mechanics.
- Character customization limited to skins and visual effects.

Progression System

- No stat upgrades, no gear progression.
- Players unlock cosmetic skins for characters through gameplay or premium currency.

Monetization

- Three main currencies:
    - Shula (free currency earned through gameplay).
    - Stardust (premium currency purchasable with real money).
    - Spectral Dream (special currency for rare skins, earned through gacha or duplicates).
- Eternal Tokens (ET) are used to unlock characters.
    - Players can exchange Shula or Stardust for ET.
    - Test-drive characters before unlocking.
- Season Pass (8 weeks, with weekly and daily quests).
    - Costs Stardust but returns spent Stardust upon completion.
- Extensive cosmetic collection (skins, visual effects, emotes).
- Gacha system for skins/emotes (no pay-to-win mechanics).
    - Duplicate skins convert to Spectral Dream.

Art and Visuals

- Metahuman characters with stylized anime shader.
- Futuristic environments with a mix of technological and magical elements.

- Dynamic, visually stunning special effects for character abilities.

Lore and Setting

- A futuristic world blending advanced technology, ancient magic, and supernatural abilities.
- Characters are powerful warriors, each with a unique background and skill set.
- (Lore details can be expanded later)

Audio Design

- Intense, fast-paced sound design.
- Unique sound effects for each character's abilities.
- Energetic, dynamic soundtrack that builds excitement in combat.

Technical Details

- Built using Unreal Engine 5.
- Highly optimized for smooth, fast-paced gameplay.
- Dedicated servers for low-latency PvP.

Development Timeline

(TBD - To be defined based on team capabilities and resources)

Team

AphroSphere team (define roles and responsibilities)