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Single Player

Strategy Role Playing

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I. ExecutiveSummary -

Game Genre:

Tactical Role Playing Game, War game, fiction and factions.

Goal:

After 7 consecutive chapters, the story leads up to an incident that will define the sequel. The main character you play as murders the opposing faction's main character in self defense and runs away. This causes the factions to join, in honor of the victim, achieving their intended goal, and establishing the sequel's story.

Market Audience for game:

This game is intended for teens and adults. There won't be any nudity, but there will be suggestive themes and murder.

Unique Selling Point:

The game's unique selling points is it's change of aesthetics. During field movement, the aesthetics show the players in foam, plastic, and cardboard. So it retains a childish look, but during an action sequence, the battle becomes realistic and gruesome. With characters donning realistic garbs and true to life Sci-Fi armor.

II. Competitive Analysis -

Game 1: Fire Emblem

GrimLarp and Fire Emblem share an extremely amount of features. Both have sentries you control to take down the enemy. And both feature similar combat mechanics. The difference being their take on battle aesthetics. GrimLarp features dynamic combat transformations.



Game 2: Advanced Wars

Another tactics battle field game. Advanced wars has the players in different teams, all marching towards one goal, to take down the opposing teams. Throughout the map, obstacles exist to get in the way of the players as well as give support to certain classes.



III. Gameplay Mechanics -

Ways of progressing:

The way of progression is done through battles that progress the storyline. The way they are completed is by successfully taking down the enemy team(s) for each chapter . The way that you could lose is by having your main character die (all other deaths on your team are permanent, affect your story, but don't halt progression), for which then you restart at the beginning of the battle.



Game Controls:

Left Stick	Hover & Select Units or Tiles.
Right Stick	Move Camera Angle
X	View Menu
Y	Select Next Weapon
A	Accept
B	Cancel
LB	Switch Character Details
ZL	Check unit inventory
RB	View Unit Info
ZR	Next Unit Action

+	Zoom-In
-	View battle conditions
Directional Buttons	Pan Around Map
L3	Return Character to Next Unit
R3	Reset Camera to the default view
Touch Screen	N/A
Home Button	Go back to the Nintendo Switch Home Menu
Capture Button	Takes a Screenshot.

Weapons/Inventory/Vehicles:

Weapons: Weapons are highly dependant on the class. Depending on their class team members can be designated with different weapons. The Types are as follows; Close Combat, Ranged, Healer, Support Tech, Brute, Thief (Western) or Assassin (Sci-Fi).

Vehicles: N/A

Inventory: Before battle, players can check their inventory and assign team members their designated class typed weapons. On the battlefield, players have chances to use healing and repair items.

AI:

Troops: Throughout each chapter, players will have a chance to recruit characters that can aid them in different situations during battle. None of these players will be controlled by AI unless under special circumstances.

Enemy Teams: Will be controlled by an AI and move throughout the battlefield in an effort to knock your team back and take you over.

Puzzles or Challenges:

Throughout the chapters, certain battles will require the player to think strategically about who should make the next move. Some characters have weapons that can overtake weaker type weapons.

Game Pacing:

The pace of the game is slow and methodical. Allowing the player to think and strategize before making their moves.

Change of Pace:

The pace of the game might change depending on the battles and the urgency of the situation. Some battles have requirements that stress the player out and may need them to make choices quicker than the regular pace of the game.

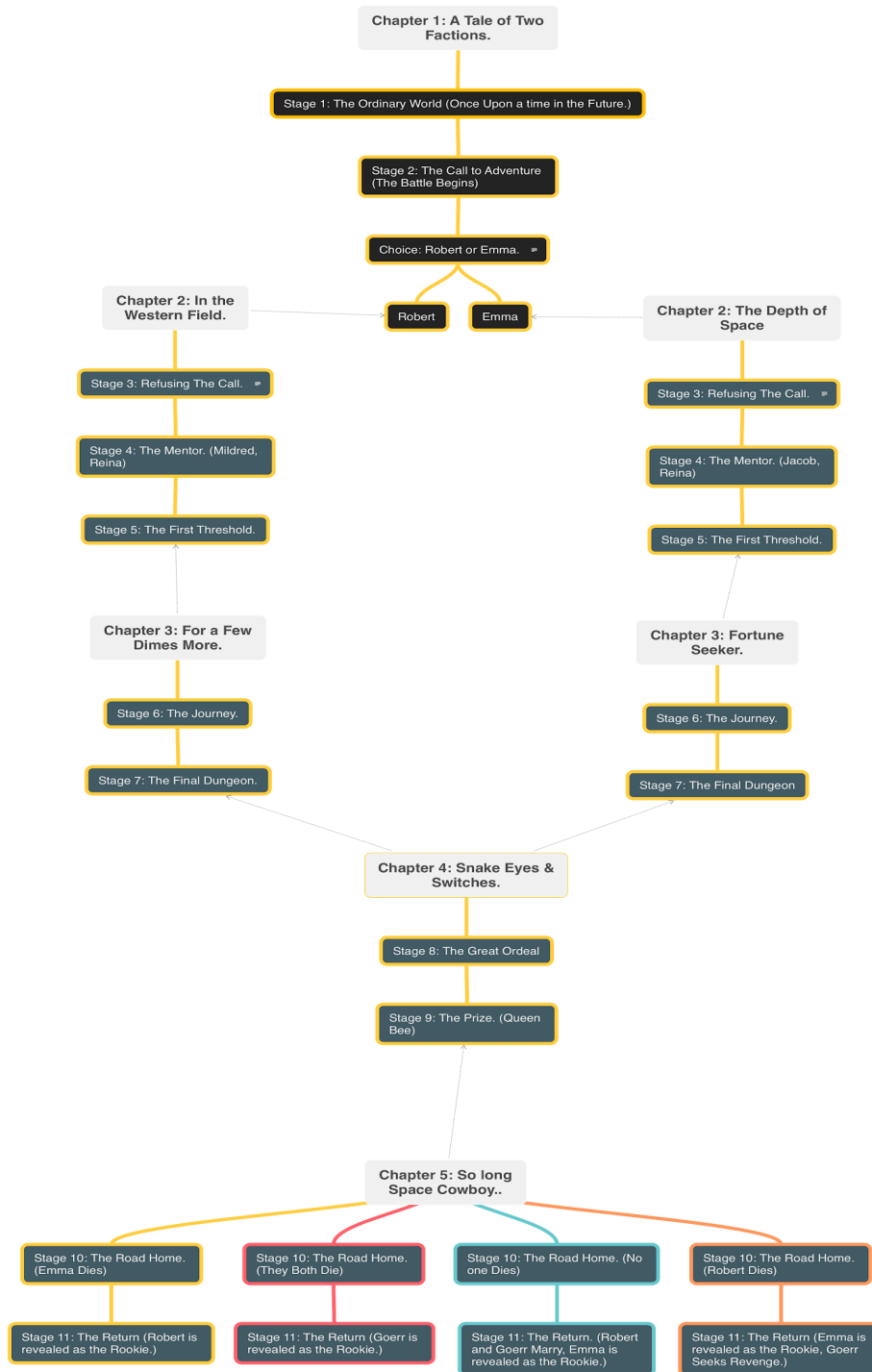
IV. Storyline -

GrimLarp tells the story of a veteran cop telling his tale to the new rookie. The story describes the adventures and a large feud between two larping groups. The western cowboys and the space marines. Both groups want control over the giant park that inhabits their town. The western group is lead by Robert, a small country boy who just wants to work on cars, like his father before him. The Sci-Fi enthusiast group is led by Jacob, a rough boy who's accompanied by Emma, his girlfriend. As either Robert or Emma, the story shifts. Robert's story dives into his choice, whether he continues leading because his mother and his friends want him to. Or to quit and work on vehicles as his father did. Emma's story is learning how to become a strong individual and to stop relying on her boyfriend. Both stories coincide near the end as they battle each other, but one true evil will prevail. Little did the larpers know, there was a true antagonist causing turmoil between them.

The owner of the store that all the town larpers attend for their larping needs is run by an overlord in disguise. The current store owner Reina Reegani sn't the happy "little" store sales woman she makes herself out to be. She actually runs an underground mafia that's using all the larping town folks to supply their evil intentions with monetary gains. She intends to use kids for her own evil plans and intends to go out with a bang when her needs are met.

Both teams go down the same fate laid out by hers truly. Robert and Emma thinking that it's all for a grand prize quickly come to realize (insert evil name) has a huge scheme laid out for both of them. What was once an innocent game turns into a grim twist ending no one saw coming.

V. Structure -

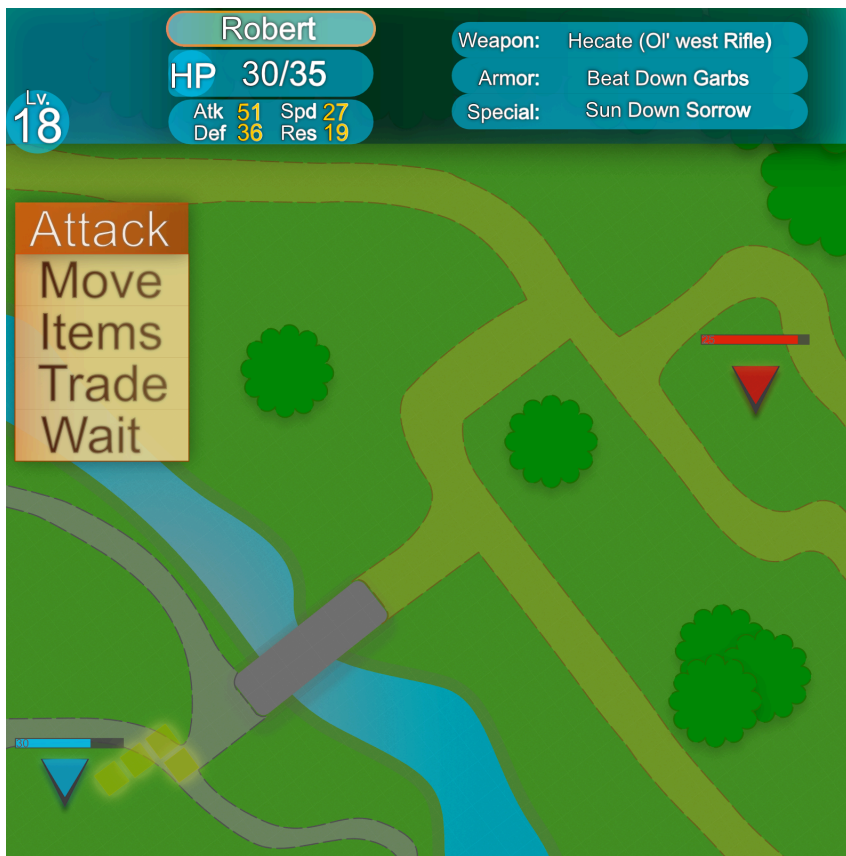


VI. Interface -

GrimLarp's perspective is top down. With the player's hud readily available and with full control of their characters. Players can easily see the character's info. As well as see what the character has equipped.

Interface: HUDs:

1. Key menu, making the next choice.
2. Character Info
3. Player, and enemy health and movement.



VII. Character Bios –

Character Name:

Jacob STAR

Character Visual Profile:



General Info:

Age: 22

Race/Ethnicity: White

Gender: Male

Height: 5' 11"

Secondary character, not one of the main protagonists but still important.

Background:

Where does your character live?

America

Where was your character raised?

Unnamed Town, America

What is your character's occupation?

Cosplayer

Is your character wealthy?

Yes.

Physical Appearance:

Are there any defining physical traits to your character? Nose, eyes, height, etc? Strong, weak?

Somewhat tall, light wavy hair, not very fit.

Would your character be considered attractive... hideous?

Not the worst but people aren't really falling for him.

What kind of attire would your character wear?

Cosplay spacesuit, sci- fi merch.

What actor/actress does your character remind you of?

Not sure, N/A

Does your character wield any special props or weapons?

“Laser pistol”

As a character he most resembles Han Solo of the Star Wars series. He is “somewhat” good looking and acts as a lone wolf most of the time.

Personality Traits:

What are some of your character’s hobbies?

Cosplay

What descriptive words would you use to describe your character? Outgoing? Reserved? Rambunctious? Serendipitous? ...etc?

Whiney, Loud, Cowardly

Character’s Story Arc:

No change to his story arc he remains the same throughout the story.

Character Name:

Robert Luke

Character Visual Profile:



General Info:

Age: 19

Race/Ethnicity: White

Gender: Male

Height: 5' 11"

Protagonist of his own storyline, Antagonist of Emma's story.

Background:

Where does your character live?

America

Where was your character raised?

Unnamed Town, America

What is your character's occupation?

LARPer/Mechanic

Is your character wealthy?

No.

Physical Appearance:

Are there any defining physical traits to your character? Nose, eyes, height, etc? Strong, weak?

Somewhat tall, dark hair, reasonably fit.

Would your character be considered attractive... hideous?

Not the worst but people aren't really falling for him.

What kind of attire would your character wear?

Sheriff outfit, casual attire.

What actor/actress does your character remind you of?

Not sure, N/A

Does your character wield any special props or weapons?

"Cap Pistol" "BB gun"

As a character, he is somewhat similar to the Man with No Name, from the "Dollars series, he is quiet but somewhat confident in his skills. At the start of the story he doesn't know where he will head in life.

Personality Traits:

What are some of your character's hobbies?

Larping, auto work

What descriptive words would you use to describe your character? Outgoing? Reserved? Rambunctious? Serendipitous? ...etc?

Trustworthy, reliable, hardworking

Character's Story Arc:

Robert becomes more sure of himself until he accidentally commits a crime...

Character Name:

Emma Powers

Character Visual Profile:



General Info:

Age: 22

Race/Ethnicity: White

Gender: Female

Height: 5' 7"

Protagonist of her own storyline, Antagonist of Robert's story.

She is most similar to Rey from the Star Wars series, in that she starts off somewhat unsure of herself, but becomes more confident as the story comes on.

Background:

Where does your character live?

America

Where was your character raised?

Unnamed Town, America

What is your character's occupation?

Gamestop worker

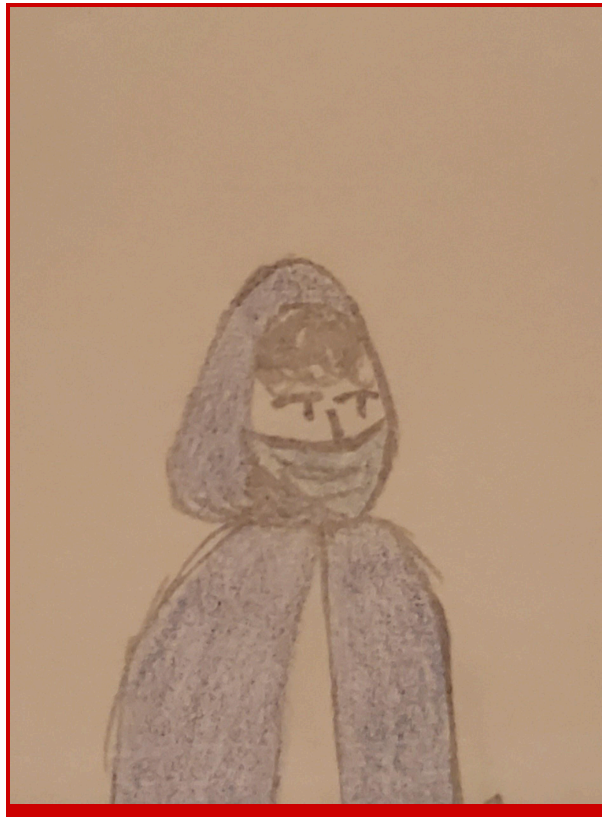
Is your character wealthy?

No.

Character Name:

Goer (Vnette)

Character Visual Profile:



General Info:

Age: 18

Race/Ethnicity: Unknown

Gender: Female?

Height: 5' 10"

Ally to Robert, helps him along his journey.

She is quite similar to Tonto from the lone ranger, and Kato from Green Hornet, she is a quiet and mature partner to the main character, Robert.

Background:

Where does your character live?

America

Where was your character raised?

Unnamed Town, America

What is your character's occupation?

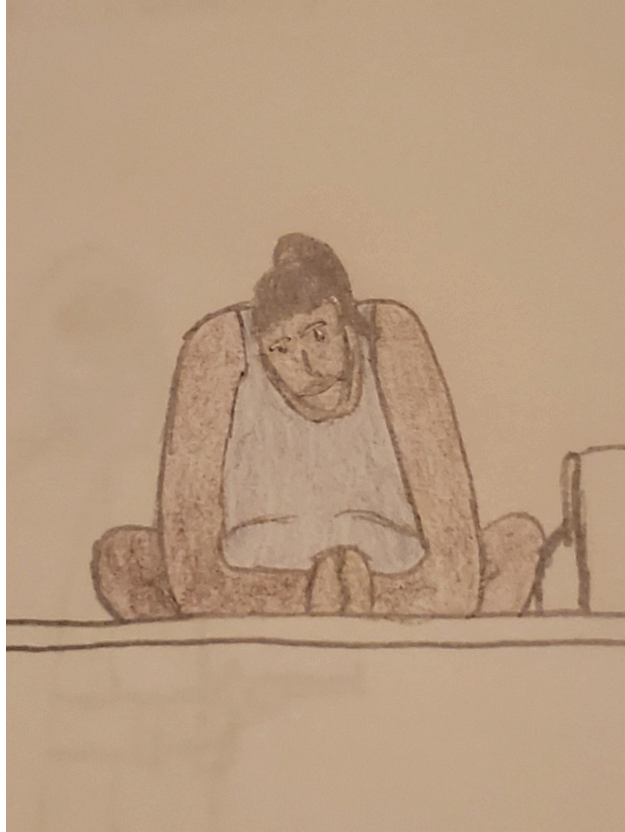
Unemployed

Is your character wealthy?

Yes.

Character Name: Reina Reegan

Character Visual Profile



General Info:

Age: 40

Race/Ethnicity: African-American

Gender: Female

Height: 7' 0"

Simple shopkeep that becomes the sum of all evil.

She is quite similar to Chancellor Palpatine from Star Wars, at first she is unassuming and helpful, but she hides a dark secret.

Background:

Where does your character live?

America

Where was your character raised?

Unnamed Town, America

What is your character's occupation?

Shop Owner

Is your character wealthy?

Yes.

VIII. Mission Proposal -

Sun Down Showdown

Mission Setup

Robert and Goer discovered Jacob's third team is up to no good. They're trying to steal an essential depot. Stop Them!

Objectives

Secure Depot

Take down Hector, Jacob's Third Space General.

Fail Condition

Robert or Goerr are taken down.

Cutscenes

Robert and Goerr attempt to talk to Hector, But Hector doesn't budge.

Wow Moment

Hector reveals how ruthless he is by actually hurting other characters instead of playing around. Robert becomes infuriated and unleashes his first special, Sun Down Sorrow.

Rewards

Special Technique Sun Down Sorrow is acquired. X3 Tapes, X3 Staple Boxes.

Mission Map



1. Layout information

Players begin at Robert's position, (Blue Arrow)
And end at Hector's Position, (Red Arrow)

Story

At this point in the game, players will start to notice that the game is grimmer than they thought. Robert and his friends start realizing that Hector and Jacob are actually hurting other kids.

Gameplay

After finishing this mission, Robert unlocks his first special. After this, the rest of the players are able to unlock their own specials.

Enemies Available

Hector the 3rd General makes his first appearance here. Along with smaller mobs that work with him.

Asset List

Terrain

- Trees
- Bushes
- Benches
- Rocks

Unique Structures

Bridge

River

Programming

Special Attack

VFX

Foot Step Cloud

Impact

Health Drop

Skull Rising after death.

Experience Points Falling.

Animation

Assets

Animation of Character attacks and movement, such as dodges and blocking.
Animation for special attacks from characters.

Characters

Hector the Third Space General.

Audio

Assets

Each character will have their own battle theme for each act of the story, each Protag will also have their own personal theme to be used for their big moments.

Vehicles

No vehicles actually used, static generic prop cars just outside some battle areas.

Scope Concerns

Because of the zoomed out nature of the game, props and character models, can afford to be lower poly and textures can be lower quality. This will make up for higher number of characters on the battlefield.

IX. Game Script –

This section gets into even more specifics about the story, specific dialogue, and detailed descriptions of cinematics.

Cinematic Name

Cinematic Details:

Environment

The Environment consists of a mix of parks and urban areas and switches between them during various missions.

Ambiance

There will be music during battles, as well as imaginary “battle sounds”. In areas closer to the city there will be the sound of crowds and cars.

Storyline

During the story, the two groups will fight over control of the largest park in the city they live in. The story changes based on the character, with Robert struggling with how he should live his life, and Emma struggling with becoming independent.

Use this for the storyboard: Hector reveals how ruthless he is by actually hurting other characters instead of playing around. Robert becomes infuriated and unleashes his first special, Sun Down Sorrow. Focus on Robert’s story.

Storyboard:

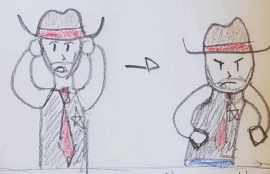
Robert: Hey what are you doing,
you're actually hurting people.



Hector: Ha, and what if I am. I'll
do anything I need to to win
and that's your problem not mine.



Robert: You can't do that
wrong with you!
I'll stop you here and now



Hector: And how will you do
that, loser?



Robert: I'll sink to your level...
and use my special move



Hector: Oh, Really is that



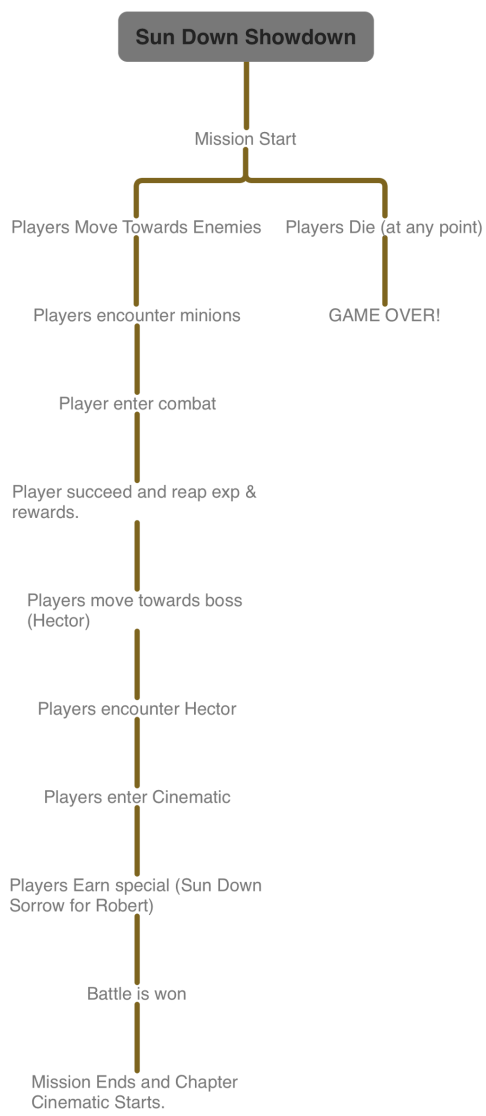
Robert: Sun ... Down ... Sorrow!!!



Hector: Ahhh ... Ow! That's no fair
you have a BB gun, I'm out of
here don't talk to me again.



Mission Flow Chart:



Interactive Dialogue:

Robert: Hey, what are you doing?! You're actually hurting people!

Hector: Hahahaha, and what if I am. I'll do anything I need to win and that's your problem not mine.

Robert: You can't do that, what's wrong with you!! I'll stop you here and now!!

Hector: And how will you do that loser? You gonna cry on me?

Robert: I'll sink to your level... I'll use my special move, even if it hurts you.

Hector: Oh, Really, your special move, I'm so scared.

Robert: SUN... DOWN... SORROW!!!!

Hector: OW! What the heck? Is that a BB Gun? That's not fair, thats cheating! You're not playing fair, I'm out of here, don't talk to me anymore.

X. Final Elevator Pitch –

Ever wondered how the world looks like in the eyes of a live action role player? Well now you have that in the palms of your hands. GrimLarp is a tactical-role playing game that places you in the middle of a large feud between two factions. You're given a choice between Robert, leader of the western faction, or Emma, Girlfriend to Jacob of the Sci-fi faction, in the battle to see who can reap the rewards offered by the town's Larp Store. You'll be balancing different weapon types, training multitudes of characters, and battling through multiple chapters in your efforts to learn the secrets behind the rewards offered by Reina, the Larp store owner.