

Circle Of Friendship

DESIGN DOCUMENT

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This image is your fault, you said NO AI.

Introduction

Game Summary Pitch

Circle Of Friendship is a multiplayer turn-based game of survival based on actions you took every turn.

Inspiration

It was a small game but forget its name. Still looking for it.

You can also say social games like Among us are inspirations, while their gameplay do not match this game.

Player Experience

Each turn, the player chooses an action that interacts with other players based on their choices.(attacking/defending etc.)

The game should last 5-15 minutes depending on player count.

Platform

The game is developed to be released on Windows PC, android and browsers.

Development Software

- Unity 6
- Fusion 2

Genre

Multiplayer, casual,

Target Audience

Anyone that wants to play a quick multiplayer game, on their phone, people that wants to play with their friends some funny game and talk/laugh with them, players waiting in queue of other multiplayer ranked games. All ages can play.

Concept

Gameplay overview

Each turn choose an action based on what your opponents will do. Try to survive.

Theme Interpretation (You Are The Weapon)

Your mind is the weapon. Plan your actions and figure out your opponents before they know what they will do, or just shoot in all directions like Doom guy.

Primary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Hide</u> Player hides. Other players who shoot player will miss. Player loses 1 air.	
<u>Grab Air</u> Player Grabs air.	

Mechanic	Animated Mockup (Art not necessarily final)
Other players can shoot the player. Player gains 3 air.	
<u>Shoot</u> Player fires their harpoon gun to a selected target. If they are not hiding, the player hits them. Player loses 1 ammo. Target loses 1 hp if hit.	
<u>Grab Harpoon(Ammo)</u> Player collects harpoon. Other players can shoot the player. Player gains 2 harpoon ammo.	

Secondary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Air Suply</u> . Each turn players loses 1 air.	
<u>Hidden goals(Not implemented yet)</u> <u>Each player will have hidden goals that they try to achive.</u>	

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
<u>Suprise Events and Power Up (Not implemented yet)</u> <u>Randomly drop in game for players to pick up</u>	

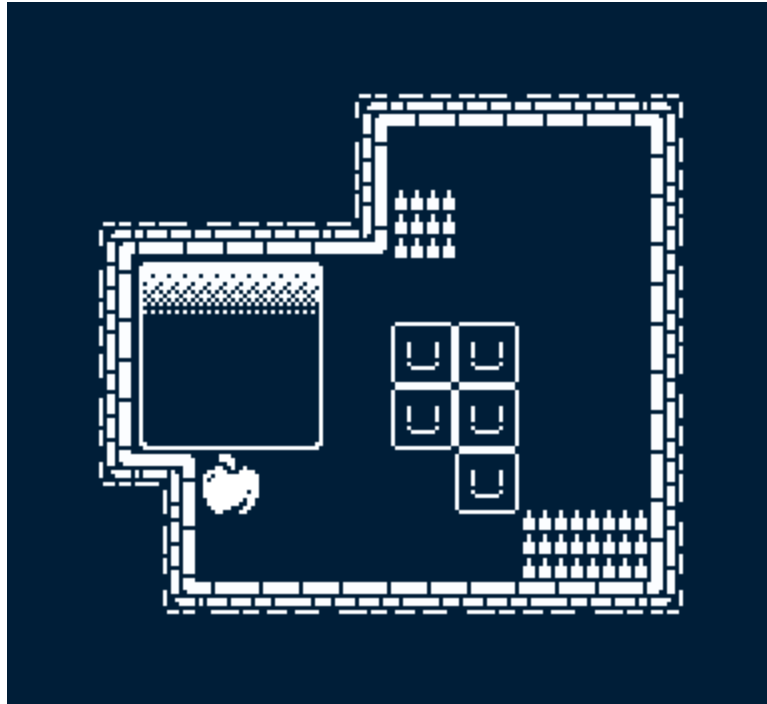
Art

Theme Interpretation

Underwater theme to match game mechanics. Why would you need air if you are not underwater?

Design

A cozy underwater 3D scene.(TODO Image will be changed)



Actual level

Audio

Music

Something to cause mystery and anxiety. Can be made to be changed by DLC.

Sound Effects

Very little used so far. Not enough development time for a multiplayer game.

Game Experience

UI

Most of UI that gives info will be integrated in game models and visuals.

Actions will be still buttons to make the game easily ported to other platforms.

Controls

Mouse

Select and left click.

Business & Monetization

Free to play game with possible skins as microtransactions or totally free updates based on supporter packs.

If second is chosen, set Goals based on donations and implement them when those goals are reached. Gives players a reason to donate other than for some glowing skins and shows them what their support brings. Give them vote power based on donations if something needs to be decided.

Development Cost: 0\$

Right now it is only 1 developer and he works for free.

Server Cost: Up to 100 cc(100 online players) Fusion 2 is free, so no server cost until game is popular. For 2000 online players (which is lower than AAA game Concord ever reached) it is 500 \$ which is pretty cheap.

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	A very simple free to play version can be done in 1-2 months.	ALL ▾	Finished ▾	Feb 28...	

BEYOND (if ahead of schedule / extra time)

Skins	ALL ▾	Not sta... ▾	Any skins(levels, gun, players,
Lobby Settings	ALL ▾	Not sta... ▾	Let 20-100 players in a single room.
Better animations	ALL ▾	Not sta... ▾	Need someone who knows how to animate and wants a simple job.