

Mistborn

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Revision: 0.0.0

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Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

- <Influence #1>

- <Influence #2>

- <Influence #3>

- <Influence #4>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Core Gameplay Mechanic #2>

- <Core Gameplay Mechanic #3>

- <Core Gameplay Mechanic #4>

Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- 3D

- Sound

- Code

- Animation

Schedule

- <Object #1>

- <Object #2>

- <Object #3>

- <Object #4>

Overview

Theme / Setting / Genre

This is a game based on the first book of the series by Brandon Sanderson:
The Mistborn Trilogy.

The game will focus around our protagonist Rin, who after being made aware she is a Mistborn, sets with her mentor, to overthrow the ruler of this land.

With her metal based abilities, she makes her way through the city, fighting for the downtrodden people.

The game will be a sandbox game with a focus on the linear story. The city will be navigable from ground to rooftops (as this is one of the main ways the mistborn travel).

Rin will need to balance her resources of metals, coins, weapons, etc, as she fights to release the citizenship from the fist of Rashek.

Core Gameplay Mechanics Brief

- 1) Movement: The character can traverse the city freely with high levels of verticality. Movement should be fun and engaging.
- 2) Combat: Combat will be close to mid range in nature. Close range will include both stealth and open combat, with blade and other small weapons. Mid range using shooting of coins. Other abilities will come into play as well.
- 3) Investigation: Using Tin's Tineye ability, the player's senses are boosted making them able to track scents, see footprints, hear distant conversations etc. Could be like Batmans detective mode. Bronze will allow the player to find other Mistborns or Burners, while Copper will allow the character to hide themselves from someone seeking them.
- 4) Character Interactions: The player will interact with NPCs for missions, quests, haggling over prices. The player may also be made to deal with angry crowds or sad individuals. Copper and Zinc which are able to affect a person(s) emotions will be able to help sway the NPCs to the players desired state and help easy information gathering.

Targeted platforms

PS4

Xbox One

Monetization model (Brief/Document)

Paid for game with potential Pre Order.

DLC of extra big quests and extended storylines.

Project Scope

- <Two months max>
 - Team is me myself and I doing this from home.
 - Two Months of all things done. (End of September)
- <Team Size>
 - <Core Team>
Me, Myself, and I.

Influences (Brief)

- <Influence #1>
 - Dishonored 1 -2
 - This game fits quite closely in terms of Aesthetics and gameplay.
The in game time frame, looks, and buildings archetecture are all simial in design, though a slightly more fantastical approach would be needed.
- <Influence #2>
 - Infamous
 - This will influence the game in terms of gameplay and game feel.
World Navigation, combat, and general play feel will be much like this game. So look at it for a base.
- <Influence #3>
 - Attack on Titan.
 - This is an influence in terms of the look (18th century Europe

- More than anything, it's aerial combat is a key point to draw from as it is a key thing for the game.
- /Save for the uniforms, the general appearance on the cityscapes etc are pretty close to what are detailed in the books (though the architecture in the books are far more lavish) This is a decent place to start from.
- <Influence #4>
 - <Medium> (Television, Games, Literature, Movies, etc.)
 - /Explain Why in 1 Paragraph or less/
 - /Explain why this is an influence in 1 Paragraph or less/

The elevator Pitch

This game differs from others in that it draws heavily from a fantasy book with magic systems and a plot that seem to be from the ground up, catered to a brilliant narrative gaming experience.

Project Description (Brief):

This project is ultimately to build my understanding of UX UI workflows, concepts, etc, and help me to put out somewhat professional looking work. I want to be able to go from the ground up, with a highly detailed plan beforehand to avoid deviations and time wasting as with my other projects.

Project Description (Detailed)

The project is ultimate working as both a portfolio piece, and an educational tool.

I'll be working from the ground up from game design, to ux, to ui. Though no game is actually being made, I'll act as though it is.

What sets this project apart?

- I'm going to spend more time in the planning and learning stages.
- I'm going to approach this as a white-belt, and not as a rusted intermediate.
- I'm going to try my best to start managing my time properly.
- <Each step will need to be laid out and planned properly. No sporadic and sudden last minute changes etc. The further along, the less changes.
- <etc.>

Core Gameplay Mechanics (Detailed)

Movement: The character can traverse the city freely from ground to rooftop. Agile, the character can leap from building to building, and with **Steel's coinshot ability**, players can launch themselves into the air or around the world, and with **Iron's Lurch** can haul themselves around the world.

- 1) Combat: Combat will be close to mid range in nature. Melee combat with blades using , and mid with coins and other small metals. **Pewter's Thug ability** boosts physical strength, speed, and defence; while coinshot can be used for shooting (The main ammo will be the smallest denomination of currency and is from characters purse.); and the Lurch ability to close the gap between the player and target.
- 2) Investigation: Using **Tin's Tineye ability**, the player's senses are boosted making them able to track scents, see footprints, hear distant conversations etc. Could be like Batmans detective mode. **Bronze** will allow the player to find other Mistborns or Burners, while **Copper** will allow the character to hide themselves from someone seeking them.
- 3) Character Interactions: The player will interact with NPCs for missions, quests, haggling over prices. The player may also be made to deal with angry crowds or sad individuals. **Copper and Zinc** which are able to affect a person(s) emotions will be able to help sway the NPCs to the players desired state and help easy information gathering.

- <Movement>

Movement: The character can traverse the city freely from ground to rooftop. Agile: the character can leap from building to building with large feats of strength, and with **Steel's coinshot ability**, players can launch themselves into the air or around the world, and with **Iron's Lurch** can haul themselves around the world.

- <Combat>

Melee combat can be entered via stealth or openly. CQC will have the player facing one or multiple opponents or creatures.

Pewter's Thug ability boosts physical strength, speed, and defence while active, and may be needed when fighting larger and tankier NMEs, or to blitz through groups of similar sized NMEs.

Steel's Coinshot ability (which is also used for movement) can be used for shooting targets with coins and other small metals. (The main ammo will be the smallest denomination of currency (imagine 1p) and drains from characters purse); the Lurch ability to close the gap between the player and target.

- <Misc>

Using Tin's Tineye ability, the player's senses are boosted making them able to track scents, see footprints, hear distant conversations etc akin to daredevil. Would operate a bit like Batmans detective mode but with a steep use cost. Bronze will allow the player to find other Mistborns or Burners, while Copper will allow the character to hide themselves from someone seeking them.

Other abilities will play passive roles in combat or travel, and be accessed via skills trees. Abilities will be things such as lowering NMEs defences, boosting attack, passive health regen, passive coin collection, etc.

- <Interactions>

Character Interactions: The player will interact with NPCs for missions, quests, haggling over prices. The game won't have divergent paths etc, but minor alterations to subplots could exist depending on character choice.

The player may also be made to deal with angry crowds or sad individuals. Copper and Zinc which are able to affect a person(s) emotions will be able to help sway the NPCs to the players desired state and help easy information gathering.

- <Leveling up>

As the game follows going from allomancy newb to someone who knows her stuff, a leveling system that grows from player actions would be a good idea.

The more double jump is used, the better till a weak triple jump is unlocked. Improving the triple will unlock a weak infinite, which improves with time.

Sharpshooting can be practised which can help improve tineye consumption as well as improve accuracy over distance.

The number of coins before a reload can be increased with technique, which might also help in thieving and stealth abilities.

A system that organically grows from each actions.

The other option is the standard skill tree with unlock points gained from gaining exp. Player has the choice to improve skills by choice.

Story and Gameplay

Story (Brief)

The story will be based on the story from the first book.

Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

Gameplay (Brief)

<The Summary version of below>

Gameplay (Detailed)

Gameplay will consist of the player roaming an open world, completing main and side quests along the way to beat the overall story and game.

Literary Storyboard (basic gameplay 1)

Vin is on screen at ground level. Peasants and regular folk walk around, attending to their daily tasks.

A prompt comes up with the current mission task. "Find this misting who is known in this area" Prompt goes from bigger box, to a listed item on the side.

Vin starts to scale a building and jumps away from the wall with a boosted jump. Being too far from the other building, she enacts a double jump and makes it. Now on top of the building, she looks across the skyline, and activates her metal user seeking ability. Sensing someone.

Sensing someone she goes to their approximate location, and activates her sense ability, and follows the footsteps.

She finds the culprit about to attack an innocent girl, and jumps in for combat. He shoots at her, hitting her with coins depleting her life a little, and she fires back, knocking his coins out of the air. She uses a pull ability to get close to him, and begins melee combat.

In combat she starts to fight him, but he starts to burn pewter, and hits hard. She burns pewter in response, and fighting him till she beats him. Then takes the needed item from him along with his remaining metals.

The girl is hysterical, and Vin uses her metal powers to calm her into thinking straight, before asking her what she knows.

Vin looks for a point above, and pulls herself to the skies, landing atop a building.

She replenishes her metals, and burns pewter to replenish her health at a steep use cost.

Assets Needed

- UX

- User Flows / Wireframes

- Wire
- Low
- Mid
- High
- Final

-

- What's needed for project completion.

- Up to High level UX,
 - List required data required - Example: DEM data of the entire UK.
- Etc.

- UI

- Characters List

- Mood Boards
- Core Thematics
- Shape Language
- Typography
- Iconography
- Color Language

- etc.

To reach a stat of completion:

Screens for the main game screens will need to be made.

Finalise this list based on the outcome of the UX user flow.

- Title Screen
- Main Menu
- In-game Menu
- Skilltree Screen
- Icons created
- TBA
 - Example #1
 - Example #2
 - Example #3
 - etc.

- Artwork

- Promotional Material
 - Poster
 - Game box Cover
 - Transition of Home screen type onto a T-Shirt
- Character Art
 - Character Designs
-

Schedule - 2 months total SEPTEMBER 30th 2019

DO THIS OR ALLOW DREAMS DIE

- <UX>
 - Time Scale 2 - 3 weeks. 05/09/2019
 - Complete all wireframes
 - Complete gameplay junk
 - Etc.
- <UI>
 - Time Scale 5 - 6 weeks.
 - Milestone 1
 - Milestone 2
 - Etc.
- <ART>
 - Time Scale 1 to 5 weeks.
 - Milestone 1
 - Milestone 2
 - Etc.
- <POLISH>
 - Time Scale final 2 weeks.