

The Story of Them

The High Concept Document

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1. Game concept

“The story of them” (TSoT) is a science fantasy third-person shooter battle royale game that has a mass selections of weapons, heroes and gears. The players need to collaborate with each other in order to survive from the challenges by gathering resources, trading abilities and making alliances. Meanwhile, no one wants his alliances to be too strong, because whoever survive at last is the winner with a huge payback from winning.

2. Highlighted Features

a) Game modes

1. Two modes (collaboration and competition) switch back and forth constantly with 1 minutes at the beginning for players to look for resources and arm their heroes.
2. In the collaboration mode, players will beat the challenge/enemy together. If any of your “teammates” die in the challenge, the game is over.
3. In the competition mode, the players will use the gear they discovered or traded to fight against with others.
4. Group-play mode is supported by dividing players into groups of 2, but the group will be changed constantly as the game goes.

- b) The trading system allows players to exchange their gears and abilities with some costs and cool time when do so.
- c) Each collaboration-competition round is 1 minutes, and each game is approximately 5 minutes.
- d) Before each challenge/enemy, players can see their and others’ estimate winning percentage.
- e) When the game is over, a footprint of **other players** will be revealed that includes the gear you traded with them and their power level at each stage.

3. The Overview of TSoT

3.1 Player motivation

In TSoT, the players could build their own heroes and fight against the enemies. The last player whom survived is the winner.

3.2 Genre

Science Fantasy Third-Person Shooter Battle Royale Game (SFTPSBR)

3.3 Competition

雷電 (Raiden)
system)

斑鳩 (Ikaruga)

Tecmo (Armor and ability

Sega (Switching two modes)

メタルスラッグ (Metal Slug) SNK Playmore (Heroes and weapon system)
PlayerUnknown's Battlegrounds Blue Hole (Battle Royale)

3.4 Unique selling points

TSoT is different from other shooter games because players need to think of some strategies to help other players to survive in the collaboration mode but meanwhile keep their trump cards to give others a quick kill in the competition mode.

3.5 Target hardware

Nintendo Switch, IOS and Android.
Steam (potentially).

3.6 Design goals

The design goal in TSoT is to give players a various winning strategy. The game should be random enough so that the players need to change their surviving plans on the go.

4. Details and additional materials

4.1 About the trading system

The trading system that I designed in TSoT is the shining point in my game. Since in the collaboration mode, if the other player dies (usually there are two players in this game), you will die, too. Then, giving others your qualified armors or fascinating ultimate ability will play a major role in that mode. However, your help could make others survive in the collaboration mode, and it could also make your life harder in the competition mode; because whatever the weapons or ability you gave to the other players, they could turn that weapon or ability against you.

This brings another major design in TSoT – balance system. I guarantee some players would not put his full effort in fighting against enemies, because there will always be someone to help him out. Therefore, I designed the so-called balance system. This system brings up several modifications on the trading system to avoid someone to use the strategy I mentioned above.

Fix 1: limits the number of slots for players' backpack.

Fix 2: If a player received items from others, he/she needs to pay them back.

Fix 3: Introduces a scoring system, so that in the result screen, players will be ranked based on their contribution on fighting and giving out helps.

4.2 Some detailed designs in TSoT

The reason I show others' footprint after the game is over is because I want the player to think of a better strategy in giving out the helps and balancing his/her power with others.

When doing the real design of TSoT, I will make weapons and abilities balanced. That is, there are no absolute good weapon or abilities in fighting.

I will consider adding the magazine size of weapons or the power slot for abilities, because this would bring players another new strategy; that is, you could give others a decent weapon but with only few bullets left, so that they could use the bullets up in the collaboration mode.

For the group-play mode, players will not have a permanent group; so be careful of making a super group mate that turns his back to you in the end.