Epic MegaJam - Game Design Document

Core

Reinforcements (with saving in game instance for the player)
Grappling hook/Teleport ability mechanic
Main menu
Pause menu
Change target selection for enemy for teleport ability (right now they select player characters as targets)
Add sounds
Add death logic (ragdoll, scream...)
Add spikes, make space under the floor deeper
Setup custom cursor (by using the easiest way)
Limit player camera movement (not allow to go through ceiling)
Variants for maps in game (visuals, layout, game mechanics and modifiers)
Final boss enemy (Big samurai with armor, using grappling hook to save himself 3 times).
Story texts
Gameplay recording

Polish

Boss lives mechanic polishing - it have some issues now
Enemies with lives - teleport one time before falling, for example
Add some marker for character with assigned plan for the player - on the last map it is hard to track who has a plan.
Map with flying rockets from outside. Just projectiles spawning each turn and ignoring or destroying walls.
Decrease textures size (via MIP setting)
Add cooldown for abilities
Add distance check for ability
Floor breaking effect and mechanics - particle, wood planks, self-collision.
Fabrics simulation for characters with long clothes (need to model first)
Anim dynamics for swords (need to model first)
Physics simulation for some decorative character parts
Windows transparency
Light sources, torches
Add allies/enemies list on the side with selection and camera focus
Add floor break sound
Add magic explosion sound

Add ability markers for enemies
God rays for windows
Dust particles above the floor
Mist under the floor and under the ceiling

Bugs
Rocket can't fly through the whole room - not so important after teleport/hook ability implemented

Extras
Screens with story between maps
Gas cloud/Pentagram ability
Web rocket/Ghostly hands ability
Playing as ninjas
Melee combat if characters are close to each other

Game description

Otoshi castle is a turn-based strategy single player game.

Dive into a series of funny and challenging levels. Take turns to predict and dodge your opponent while trying to destroy their foothold and watch them fall!

Knock down your opponents, don't fall or run out of space and you will be the winner!!

Team members list after game description (In any form you like, with any contact info).
Pavel Tanonov, Discord: Tnnv#2133 Itch.io:
Delphine Spack, Discord: Delphi#5544 - Itch.io
nbtthief, Discord: nbtthief#9235 - Itch.io
nichann, Discord: nichann#4447 - Itch.io: nichann
Oliver Jeffery, Discord: LeDankWolffe#3381 - Itch.io: LeDankWolffe

[SUBMISSION FORM](#)

Team Name
Nova League

How many people are on your team?
5

List each team members's contact email address Private

We are looking for the best email address in which to contact you. This does not need to be your Epic Games account email. (This information will be kept private.)

tanonov1994@gmail.com
delphinespack@gmail.com
mtuf1989@gmail.com
crouchingpanda@msn.com
oliver_jeffery@hotmail.com

Gameplay Instructions

Please include controls, keyboard & mouse or controller, any multiplayer setup, etc.

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Which special categories would you like your game to be considered for? Private

None of the Above

What platform is your game built for?

Windows

List any content that was created before the jam.

List any content that was created before the jam that was included in the final submission.

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What country are each of you from? Private

Russian Federation for Tnnv
Germany for Delphi
Vietnam for nbtthief
USA for nichann
England for LeDankWolffe

Link to Gameplay Footage

Need to record and upload on Youtube on the last game version - or upload to the itch page

Would you be open to Epic contacting you about employment opportunities? Private

(optional, fill of you like)

Tnnv: yes.

Delphi: yes.

nichann: yes

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LeDankWolffe: yes (but only in Game Design role)

How much Unreal Engine experience do you have? Private

Delphi: very little

For Tnnv - since Nov 20, 2015 (forums registration date)

Nbtthief around 6 months on/off

nichann: Archvis - 2 hours, Game - 1 week (the jam), 4 days (learn.unrealengine.com - jam courses)

LeDankWolffe: some but not enough to warrant being a coder. Mainly prototyping or bringing mechanics together.

I have read and agreed to the 2021 Epic MegaJam contest rules. Private

Rules: https://epicgames.box.com/s/y8ag50efjx6b72cx3q2bm783ypdge2sv

Yes

Game Identity / Mantra:

This is a stylised, fantasy turn-based strategy game. Like chess but with ninjas. Each of the units will have abilities to help them combat against enemies. The catch is, the tiles will fall. Therefore the level will get smaller as you're running out of space to fight. To keep with the theme.

Design Pillars:

Cute, intense strategy. This game needs to be fun and adorable in the chosen art-style. It needs to represent Japanese culture as we're going with ninjas in a Japanese castle. The game loop time needs to last about a few mins - 5 mins at a time. So people can have fun while playing it and still be somewhat memorable.

Genre/Story/Mechanics Summary:

Turn-based fast-paced strategy game. Theme is "running out of space."
Single room. The floor of the room falls out when any character moves, you need to kill all enemies to finish level. Simultaneous turns, different melee attack patterns.
At least two player characters vs enemy characters (CONFIRM AFTER PROTOTYPE)
Whole map is visible
Possible character selection (CONFIRM AFTER PROTOTYPE)

Movement:
All abilities are moves and attacks at the same time
Unique movement patterns for each character/unit
Basically chess in a Japanese castle

Combat:
Abilities that attack floor
Floor falls with movement
Attacks can miss

Abilities:
Samurais and ninjas have similar mechanics, but visually different abilities.

- Shoot rocket/Fireball
- Grappling hook from rocket launcher (instead of jump)/Shadow portal
- Rocket with web (big AoE, disable movement for all the targets in area for next turn)/Ghostly hands from under the floor (same effect, for ninja)
- Gas grenade (deadly area for several turns)/Explosive rune trap on the floor (same effect, ninja)

Everyone has abilities. 1 Attack ability and 1 Movement ability.
Everyone can jump. Has range as to balance ability. Can be used once every 3 turns
Teleport ability - Teleport from one area to another. Has range to balance ability. Can be used every 3 turns.
A Healing ability - for the floor (possibly)
A High Damage Ability - Floor tile instantly collapses. No broken states.
AOE (Area of Effect) Ability - All tiles in an area are damaged in a radius. Depends on whether we want a radius of different state damaged tiles or all are destroyed or centre takes most damage with outer radius taking least.

Features:

Floor tiles have health. The tiles can be damaged a maximum of 3 times before they fall. Movement and abilities can damage the tiles. When the health reaches 0 they will fall. Anything on the tile will fall with it and thus will be removed. Health cannot be shown. However we could have different states of a broken tile.
Example:
Slightly broken tile - 2 hits left
Badly broken tile - 1 hit left
Tile breaks - 0 hits left (tile falls)

Turn-based, single room, the floor of the room falls out when any character moves, you need to kill all enemies to finish level. Simultaneous turns, different melee attack patterns.
- The movement patterns should all be unique and different from each other. Maybe have different units that look and behave differently to each other e.g Heavy Unit - slow movement most armour, Medium Unit - reasonably paced medium amount of armour, Small unit - fast movement little armour.
- Attacks have a chance to miss. Meaning it's not always guaranteed to hit.

There should be a minimum of 2 playable units for each team.

The whole map needs to be visible with a free roaming camera.

For now the characters spawn into the map as you load the level. However this can be changed if we all feel that doesn't work, and we need character selection.

Turn-based. So there are turns/rounds that cycle through each team. You can attack and move on your turn. Once all units have moved and or attacked the turn ends and the enemy team starts their turn.

Interface:

User interface needs to be clear but bright and easy to read. Needs to have abilities at the bottom of screen and possibly health for all units. Maybe have bold Japanese style wording in English of course as the font.

Art Style:

The art style is stylised. If we made it realistic we wouldn't be able to get it finished on time. The ninjas need to be cool and glamorous like a ghibli art-style. That's just there as an example. Look at cartoony style characters and gain inspiration from that. Artists have free roam on how to best approach characters and environment.

Music/Sound:

Japanese style music for the levels and menu. Sounds for abilities need to be appropriate and sounds for UI needs to fit in with that too.

Credits:

Music:
Song: Mountain Temple
Song: Dark Ninjas
Album: Land of the Rising Sun
Year: 2018
Music Copyright © Brandon Fiechter

Sound Effects:
YouTube. 2021. Guy Falling Scream Sound Effect - YouTube. [ONLINE] Available at:
https://www.youtube.com/watch?v=NdmgG9OXkWA.

YouTube. 2021. Horror Sound Effects - Falling Scream - YouTube. [ONLINE] Available at:
https://www.youtube.com/watch?v=aeI8tt9FiMw.

YouTube. 2021. Man Falling and Screaming - Sound Effects - YouTube. [ONLINE] Available at:
https://www.youtube.com/watch?v=abSg9M4wZpI.

YouTube. 2021. Falling Scream - Sound effect - YouTube. [ONLINE] Available at:
https://www.youtube.com/watch?v=kXPZLS-dA-g.

YouTube. 2021. Fire Sound Effect - YouTube. [ONLINE] Available at:
https://www.youtube.com/watch?v=c1DKWajEEUk.

YouTube. 2021. Fireball Explosion On Black Background Screen Sound Effect - YouTube.
[ONLINE] Available at: https://www.youtube.com/watch?v=YwNaIke0bf8.

YouTube. 2021. Firework - Sound Effect - YouTube. [ONLINE] Available at:
https://www.youtube.com/watch?v=NshGYEJioAk.

YouTube. 2021. Firework Sound Effect - YouTube. [ONLINE] Available at:
https://www.youtube.com/watch?v=fW8nBSguCrc.

YouTube. 2021. Teleport Sound Effect - YouTube. [ONLINE] Available at:
https://www.youtube.com/watch?v=nKEyaQHf5co.

YouTube. 2021. Wooden floor creaking - sound effect - YouTube. [ONLINE] Available at: https://www.youtube.com/watch?v=LxKIGEK_Ges.

Animations:
Mage animation pack from Mixamo
Paragon Wrath animations

Particle effects:
Fireball from Infinity Blade Effects
Muzzle flash, rocket trail from free Marketplace asset - Military Weapons Dark by Adia Entertainment
Explosion from UE4 Starter Content
P_Ambient_Dust from ParticleEffects demo project

Models:
Base human model from Adobe Fuse

Blueprints:
BP_FogSheet, BP_LightBeam from Blueprints demo project

Texutures:
https://www.textures.com/

Fonts:
Ankoku Zonji (暗黒ゾン字) - Ankoku Koubou
http://www.ankokukoubou.com/font/ankokuzonji.htm

Development Roadmap / Launch Criteria:
Platform: PC Windows   **Audience:** Literally anyone