

# Design Document

**Name:** Forgery!

**Genres:** Puzzle, arcade simulation, co-op

**Style:** 3D cartoony, raised-camera perspective

**Platforms:** PC (Windows)



[Similar visual style and camera perspective to Overcooked]

## Pitch

*Forgery!* Is an arcade simulation, puzzle game, centered around the lifestyle of a travelling 'forger' who has to forge weapons and armour for the local folk to fight off increasingly vicious monster attacks, summoned by an evil wizard. The player must travel around the land to where these creatures emerge and craft weapons and armour for the local villagers to help vanquish the beasts and stop the sorcerer.

During battles, the local people come to your shop with their item orders and you must fulfil each one as quickly as possible. Craft the item in time and that villager can join the fight, but take too long and you'll lose that order. To win the battle, there must be enough villagers on the battlefield. Fall too far behind on orders and risk losing the fight.

Activate 'wildcards' before levels to alter the experience, each with their own benefits and drawbacks, limiting or boosting the player's rewards.

Take this task on alone or group-up with others for cooperative play, up to four players, where you work together to save the day.

## Story and Narrative

### Story

The long-since banished Wizard, Molak the Immortal, has returned and is summoning horrific creatures to destroy the land. The story follows the 'forgemaster's' attempts to arm the local villagers and defeat the beasts, and the evil wizard, detailing his journey from apprentice to forge master.

- Told by the 'forgemaster' himself, after the fact, in an 'unreliable narrator' fashion.
- Players relive his escapades.

Each level begins with a new chapter and continuation of the story, displayed as dialogue and exposition, with comments on things including, but not limited to:

- The location of the battle
- The beast they fought
- An insight into Molak or an update on his plans
- etc.

### Side Narrative

A mock social media component will be implemented during and between levels as a 'side narrative', somewhat disconnected from the main story. It will detail the battle and level progress from the perspective of the villagers, adding a satirical, comedic element, while fleshing out the world and giving everything more depth and personality.

For example:

- If the player is doing well, villagers may comment on how easy the battle is going but if the player performs poorly, villagers may start leaving negative reviews of the shop.

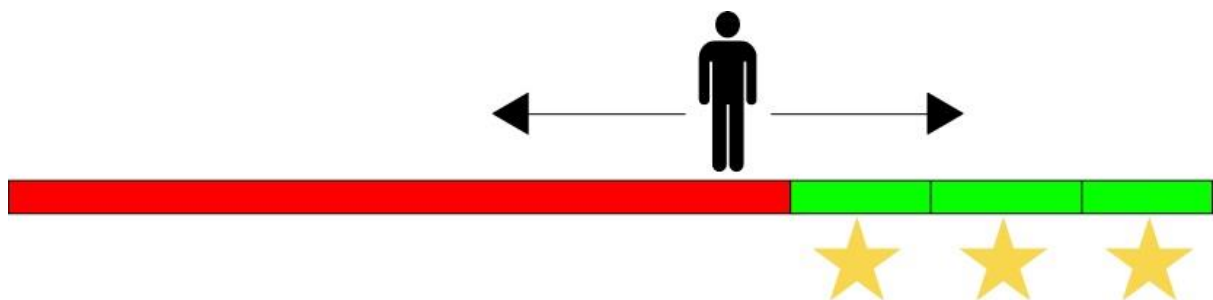
### Collectibles

After completing certain levels, the player will be rewarded with a collectible, which is an in-universe newspaper called the 'Koria Herald'. It will provide a summary of certain levels and act as an indication of achievement for the player, making direct reference to in-game events, and serving to further flesh out the world.

### Aims/Objectives

The objective of the game is to complete each level and the aim of each level is to help the villagers win the battle by successfully fulfilling their weapon and armour orders.

A bar is displayed during levels, showing the player their progress in real-time.



[Progress bar mockup]

The villagers' marker represents how the battle is going. It constantly moves down the bar during the battle, representing the beasts' attacks on the villagers, and each time the player completes an order, the marker moves up. Each successful order is worth a certain amount of 'battle resources' which correlates to movement on the bar. The goal is to keep the marker in the green 'victory zone' by the end of the battle.

### Win condition:

- Fulfill weapon and armour orders to keep the villagers' marker in the 'victory zone'.
- Beat the game by completing all levels.

- Achieving 1 star will achieve level success and while 3 stars across all levels will constitute 100% completion.

#### Lose condition:

- If villagers aren't in the 'victory zone' by the end of the battle, but in the red zone, the player will lose/fail the level.
- They can replay the level as many times as they like to try and succeed.

### **Level Structure**

The game follows a linear path, with levels playing successively after completing the previous one.

Each level's structure is:

- The forge master begins by narrating the next chapter of the story (see **Story and Narrative**).
- The level begins, and a level timer is shown on screen, counting down.
  - Once the timer reaches zero, the level ends.
- Villagers will start coming to the stop and place their orders, either for a weapon or piece of armour, or potentially both.
  - Each order has an individual time limit in which it must be completed, otherwise the villager will leave, contributing nothing to the battle effort.
  - Completing an order adds that villager to the fight as 'battle resources' and moves the marker up the progress bar.
- The player must gather the correct materials and forge that item and deliver it to the customer in the order time limit.
- The mock social media feed is periodically updated depending on the battle progress (see **Story and Narrative**).

### **Rewards**

Stars are awarded for level completion and, depending on how the player does, they can earn up to three. How many stars a player receives depends on which bracket the villagers' marker ends up on the level progress bar by the end of the battle.

- One star is awarded for completing the level, i.e. finishing in the first/bottom bracket.
- Two stars for the middle bracket.
- Three stars for the top bracket.

(See **Aims/Objectives for progress bar mockup**)

#### Wildcards:

Optional cards the player can activate to make the game easier or more difficult, with positives and negatives to balance them.

- Activated before a level - take effect during the next level or when replaying a level.
- They are optional and alter the gameplay in different ways.
- Each wildcard provides a positive and a negative.

E.g. a wildcard may give the player more points or time per order, but limit them to one star. Conversely, one may give the player more points but less time to complete each order.

They are tiered behind stars, however stars aren't spend. For example, a wildcard may require 15 stars to be able to use so the player must have accrued that many. They could do so by getting one star on 15 levels, or three stars on 5 levels, or any other combinations.

### **Gameplay**

You play in a 3D space, manoeuvring your character(s) around the environment from workstation-to-workstation to craft each item. Three different item types can be created: **melee weapons** (swords etc.), **ranged weapons** (bows), and **armour**.

Customers place orders that must be completed, each with a time limit. The order is pinned on the screen with its specific requirements of: **item type, material type, timer, battle resources** received from it.

The process for creating each item is different and involves different steps and workstations, each with their own gameplay mechanics. The processes and sequence for making each are as follows:

<b>Melee weapons</b>	<b>Ranged weapons</b>	<b>Armour</b>
<ol style="list-style-type: none"> <li>1. Get the correct materials from the chest</li> <li>2. Put them in the furnace and select the correct mould</li> <li>3. Temper the weapon at workbench</li> <li>4. Wet the weapon</li> <li>5. Give the weapon to the customer</li> </ol>	<ol style="list-style-type: none"> <li>1. Get correct wood type from the chest</li> <li>2. Carve wood at fletching station</li> <li>3. Shape the bow at the workbench</li> <li>4. String bow at fletching station</li> <li>5. Give it to the customer</li> </ol>	<ol style="list-style-type: none"> <li>1. Get correct materials from the chest</li> <li>2. Put them in the furnace and select the correct mould</li> <li>3. Shape at the workbench</li> <li>4. Leather at the tanning station</li> <li>5. Give it to the customer</li> </ol>

**'Battle resources'** are given once the item has been given to the customer.

### **Inventory:**

Each player has an 'inventory', in the form of what they're currently carrying. They can only carry one thing at a time and it can be an item at any stage of development, such as materials, smelted weapons, shaped weapons etc.

### **Co-op**

You can play the game solo, or with multiple people for up-to 4-player co-op.

In co-op:

- Only one person can use a station at once.

In solo:

- You can switch between characters, and you get extra time per character/player missing

## Environment

### Workstations:

There are different workstations in the environment: **material chest, furnace, workbench, water station, fletching station, tanning station, trash.**

The **material chest** has an infinite supply of materials and is where the player goes to grab the material needed for an order.

The **furnace** is where the item type is selected, upon depositing the material, and corresponds to the type listed in the customer order. The correct temperature must be maintained by either adding coal to heat up and closing the doors via a lever to cool down. Too cold and the material won't melt, too hot and fires will spawn around the furnace. Each material has a different boiling point.

The **workbench** allows items to be shaped correctly. The player hammers them to the correct shape via a 'button mashing' mini-game.

The **water station** cools down materials.

The **fletching station** is used to carve and string bows.

- Carving is a rhythm puzzle mini-game re the player must time button presses to an on-screen prompt
  - Requires a successful streak
- Stringing requires holding a button until a marker reaches the correct point, showing the tension on the string, then releasing.
  - Holding too long will snap the string and too little won't work, either.

The **tanning station** is where armour has its leather applied. A sequence of buttons are presented on screen and the player must hit them in the correct order.

The **trash** is where the player can discard anything they're currently holding.

### Hazards:

The different locations and environments of the battles present a series of 'hazards' which can disrupt the gameplay.

- They happen randomly through a level
- They differ depending on the location
  - For example, a desert level may have a sandstorm come through the shop and make certain areas off limits for a limited time.
- The frequency may differ depending on difficulty or wildcard usage.

## HuD/UI

Several UI elements will be needed for the game, including, but not necessarily limited to: **level details, order details, workstations, menus.**

The level details will include:

- Progress bar and star count

- Level timer
- Mock social media element
- Level completed/failed graphic

Order details will include:

- Item type
- Materials required
- Order timer
- 'Battle resources' from it

Menus will include:

- Proceed to next level
- Retry level
- Quit
- Wildcard system

## **Controls**

The player will be able to manoeuvre their character through the environment and interact with workstations, as well as navigate menus.

Controller:

- Analogue stick will allow for movement and changing the direction the character is facing and scrolling between menu options.
- The face buttons will provide interaction with the environment workstations and allow players to confirm choices in the menu.

A controller is the primary supported device. Keyboard and mouse may receive support:

- The keyboard 'WASD' keys would control character movement.
- A standard keyboard key, such as 'E', or mouse clicks would allow for environment interaction and menu confirmations.
- A mouse cursor would be used to navigate menus.

## **Sound**

A number of sound assets will be required, including, but not limited to:

- Workstation sounds
  - Furnace burning
  - Wetting 'hiss'
  - Anvil/workstation hitting
  - Trashing
  - Slicing (tanning)
  - Wood chipping
  - Stringing
  - Bow bending
- Resource/point acquiring
- Music
- Monster attacking sounds
- Level victory celebration noise

- Social media notification noise