MD.H
MEDIADESIGN HOCHSCHULE

Teddy VS Nightmares

Made by Daria Kutepowa, Florian Fülling, Anton Michel, Bill Halim, Vanessa Pauly, Lara Paul, Matthias Quaas, Youssef Jammoul

Revision: 1.1

1. Overview

1.1 Theme / Setting /Genre
- Surreal Circus / Dream World
- Low Fantasy
- Dungeon Crawler

1.2 Core Gameplay Mechanics (Brief)
- Single Player
- Defeat Enemies
- Level Up
- Exploration of unknown territory
- Collect Weapons and learn new attacks

1.3 Targeted platforms
- PC (Windows)

1.4 Monetization model
The project is being developed as part of the Game Design study at MD.H Berlin.
Possible sales and publications of the physical and digital version of the game will be discussed with the MD.H Berlin after its completion.
The game will be developed and published in episodes.

1.5 Project Scope

1.5.1 Game TimeScale
This project is being developed within the planned project time of 6 weeks during the fourth semester.
In addition, the project is planned beforehand in the preparatory phase (15 weeks).

1.5.2 TeamSize

- Daria Kutepowa
  - Game Design, Documentation, Playtesting, 3D Art, Technical Artist, Texturing, Animation, Scrum Master
- Florian Fülling
  - Game Design, Programming, Lead Programmer
- Anton Michel
  - Game Design, 3D Art, Texturing, Animation, Lead Artist, Art Bible
- Bill Halim
  - Game Design, Programming
- Lara Paul
  - Game Design, Documentation, Technical Artist (Lead), 3D Art, Texturing, Animation, Playtesting
- Vanessa Pauly
  - Game Design, 3D Art, Texturing
- Matthias Quaas
  - Game Design, 3D Art, Texturing, Animation, Playtesting
- Youssef Jammoul
  - 3D Art, Texturing, Animation

1.5.3 Licenses

All licenses for software and hardware used as well as premises are provided by MD.H Berlin.

1.6 Influences (Brief)

Titan Quest
- playfeeling
- visual feedback inspiration
- Enemy behavior inspiration

Torchlight
- Camera Inspiration
- Skilltree Inspiration

Iris Online and Tera
- Skilltree research

Fairytale Fights

- Style Inspiration, Research
- Camera position

Diablo
- Intro (Graphic Novel) idea

Child of Light
- Graphic Novel style

Mean Teddies (animation)
- Setting inspiration

Alice: Madness Returns
-playfeeling
-Camera Inspiration
-Skills

Kingdom Hearts
- Animation style

1.7 Competition Analysis
Alice: Madness Returns
- Strength
- Alice in Wonderland IP, with a more twisted interpretation
- 6 weapons, each having their own function and unique design
- Atmosphere and Setting is compelling and immersive
- Weakness
- Combat feels repetitive

Fairytale Fights
- Strength
- Fun and eccentric world design
- Weakness
- Combat feels bland and repetitive
- Level Design is uncreative

Other Games: Twisted Metals, Ben and Ed

Project Description:

Semester project in the fourth semester of the bachelor degree course Game Design at MD.H Berlin.
The given task is to create a paper prototype and a digital game in six weeks. Our goal is to develop a casual dungeon crawler with a nightmare setting.

2. About this project

- Studies at MD.H Berlin
- getting used to:
  - Structured Teamwork
  - Documentation of different development states
  - Test core gameplay mechanics with fitting paper prototype representation
  - Presentation of the finished product and developing process
  - User Interface Design
  - Scrum
  - Create an Visual Identity
  - 3D Project workflow (Modeling, UV Mapping, Texturing)
  - 3D Game Engine (Unreal Engine 4)

2.1 General Information

- **Setting:** low fantasy, nightmares of a child
- **Playeravatar:** teddy bear, has to protect his child against nightmares
- **Goal:** defeat all enemies within a certain area
- **Playfeeling:** enemies are frightening but easy to defeat
  player has to slay larger enemy groups
  Environment makes you feel uncomfortable, but exploration rewards the player
  new kinds of weapons empower the players avatar and make progressing easier, adding a wide range of player decisions
  game elements are adjusted for casual players

2.1 Core Gameplay Mechanics

2.1.1 Singleplayer

The player has to slay their way through crowds of enemies alone.

2.1.2 Defeat enemies

Enemies spawn in groups.
The player can attack them by using their different weapons.
The player can also block or dodge enemy attacks.
After an enemy is defeated, they drop orbs which heal the player
and additional experience points.
Bosses also drop weapons.

2.1.3 Level Up

The player levels up after collecting a certain amount of experience points,
which are dropped by defeated enemies.
After reaching a new level, the players stats increase.
Players level up fast.

2.1.4 Exploration of unknown territory

The territory is restricted to different paths and open areas and arenas, in
which more enemies and bosses spawn.

2.1.5 Collect weapons and learn new attacks

- Player starts with a one handed sword
- Player gains access to a twohanded weapon, which is also able to remove
barricades
- after each boss fight, the player is rewarded with a new kind of weapon,
unlocking new attacks

3. Gameplay

3.1 Sequence of events

- Game starts
- Graphic Novel (introducing the players avatar, setting, narrative)
- Player appears in the first level (horror circus)
- Tutorial section:
  - Movement
  - first enemy encounter
  - attack (onehanded sword)

- block
- collect experience and enemy drops (heal)
- first level up
- look around (exploration) -> finding and opening first treasure chest (introducing two handed weapon)
- small enemy group (skillgate)
  testing the players tutorial comprehension
- Small exploration zone
- First arena
  - encountering a larger enemy group
  - mini boss (drops a great amount of exp, healing and ranged weapon)
- Exploration zone
- Enemy waves
- 2nd arena
  - 1st larger enemy group
  - 2nd enemy group
  - leveling possible
  - boss (drops a great amount of exp, healing and Stun weapon)
- Last Exploration zone
- Heavy enemy waves
- 3nd arena
  - 3 heavy enemy waves
  - leveling possible
  - end boss (drops a great amount of exp, healing and advanced melee weapon)
  - defeating the boss frees the child from this nightmare and the teddy can return to the normal world through a gate
- Path from arena to gate, fading into the graphic novel
- Level end graphic novel
  foreshadowing later dream content (next level)
- Credits, end of episode 1

4. Weapon System

4.1 onehanded
- fast attack speed
- minor damage

4.2 twohanded
- slow attack speed
- higher damage

4.3 ranged
- 3 kinds of ammonution
Lego = AOE bullet, higher damage
Wool = Slowing bullet, reduces enemy speed
Marbles = single shot, minor damage

4.4 stun
- stuns enemies on hit
- deals very small amounts of damage

4.5 advanced melee
- fast attack speed
- little higher range than the onehanded weapon
- deals average amounts of damage

4.6 shield
- as long as the player holds the shield he is unable to move but will not receive any damage from the front
- if drawn correctly, the shield may reflect damage back to enemies

The ranged, stun and advanced melee weapon were scrapped from the Alpha Version due to time limitations.

5. Assets Needed

5.1 2D Art

- UI Menu

- Credits

- Game Over Screen

- In Game UI

- Main Menu Buttons

5.2 3D-Art

5.2.1 Player Avatar
- Teddy Mesh
- "LOVE" Pickup Symbols

5.2.2 Enemies
- Melee C1
- Melee C2

5.2.3 Bosses
- Boss 1 (Slingshot Clown)
- Boss 2 (Pillow Lady)
- Boss 3 (Yoyo Freak/Bully Kid)
- Optional Boss 4

All planned bosses except for the first one were scrapped from the Alpha due to time limitations and leveldesign changes.

5.2.4 Environment
- Tents
- Cages
- Wagons
- Cars/Vans
- Carousel
- Seating accommodations
- Open air stage
- Lights, posters
- Snack Machines, Ticket Booths
- Small stores
- Fortune Telling
- Barrels
- Trees/Stones/Grass

5.2.5 Weapons

- Sword
- Hammer
- Shield
- Pillow
- Slingshot
- Yoyo
- Evil Sword
- Evil Greatsword
- Evil Shield
- Evil Pillow
- Evil Slingshot
- Evil Yoyo

In this version, Teddy is only able to collect the sword, hammer and shield.

5.3 Animations

5.3.1 Player Avatar (Teddy)
- Idle
- Jump
- Sprinting
- Running with one handed weapon
- Running with two handed weapon
- One handed attack left
- One handed attack right
- Two handed attack left
- Two handed attack right
- AOE Turnaround
- Range Attack
- Throwing (pillow)
- Dodge left/right/back/front?
- Block
- Draw weapon
- Remove weapon

5.3.2 Enemies
- Melee attack
- Melee heavy attack

- AOE attack
- Ranged attack
- Dodge
- Run
- Idle

5.3.3 Bosses
- Melee attack
- Melee heavy attack
- AOE attack
- Ranged attack
- Throw
- Dodge/Block
- Run
- Idle

5.3.4 Environment

6. Sound

6.1 Backgroundmusic
- Ambient Sound (Night)
- Attraction Music
- Boss Fight Music

6.2 Soundeffects
- Level Up
- Win
- Animation Sounds
- Environment Sounds

7. Scripts
- Melee AI
- Ranged AI
- Camera
- Player Controller

- Animation Controller