



GAME DESIGN DOCUMENT

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Chronobreaker

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Game Overview

Game Concept

Chronobreaker is a 2D local multiplayer fighting video game, for up to 2 players. Each player's objective is to eliminate the opponent, by reaching health points to 0. Before the start of the match, users are able to choose from a range of 4 characters and each arena is randomly chosen evenly, that match the aesthetic and the lore of the game.

Genre

Chronobreaker belongs to the category of 2D fighting games, with a philosophy that will be governed by the old Street Fighter and Tekken games.

Target Audience

This particular project aims at a wide audience with different gaming background experiences, due to the simplicity of the mechanics and the casual input systems. Like most fighting games, in Chronobreaker the players have the ability to start the round with the aim of neutralizing the opponent, simple by pressing different buttons and their combinations, in order to achieve combos for each character that they move. Furthermore, to play the game, users need only one PC and one keyboard. This decision makes the game even more accessible to a wide range of players who do not have, for example, 2 controllers at their disposal.

Key Features

The purpose of this project is the implementation of a fighting video game, where players will be able to use all of the available gameplay mechanics, by using only 3 buttons and their combinations. Basically, every combo, guard or dash is done with the combination of movement and attack buttons.

Platform & Production

Chronobreaker has been developed for PC platforms with Unity 3D Engine. The assets have been created and formatted in Adobe Photoshop. Furthermore, the implementation of the project has been made with Visual Studio 2017.

Gameplay and Mechanics

Basic Mechanics

Chronobreaker provides the player with two simple, but vital gameplay mechanics, movement and attack. Players move the characters on the X-axis, using A & D, while others with Left & Right arrows as the simple attack is done with W & Up Arrow, respectively.

Actions & Combos

As mentioned above, each player has a few more combinations at their disposal, the so-called combos. The game was chosen to pursue simplicity, pixel art nostalgia, as well as entertainment, without meaning that combos are missing from the equation. With three buttons available to each player, Chronobreaker tries to introduce a multitude of combos for various players with unique button sequence combinations. With the correct execution of the combos, each character will perform particularly strong blows, which depending on the difficulty, will also deal the corresponding damage to the opposing player.

Animations

Chronobreaker is a tribute to past game landmarks of the fighting genre, such as Street Fighter, Tekken and Super Smash Bros. As a team we followed the same philosophy and aesthetics of the older titles in these series. Each character has their own unique animations for states like, Idle, Walk, Hit, Damaged, Knock-out, Dash and Special Combo.

Mixing it up

Some dynamics are introduced to the game, in order to make the most experienced players entertained, but also learn and incorporate more mechanics into their playstyle. Players are able to perform Guard, Dash and Special Combos. To Guard by simultaneously pressing A+W (for the first player) and Right+Up Arrow (for the second player), create a defense system, preventing an amount of damage to the same player, but also to his opponent, as players cannot attack while defending. Dash is activated by a quick double tap of the A and Right Arrow keys (respectively for players), creating a quick backwards movement, thus avoiding the opponent's attack. Combined with the combos, this mechanics add depth to the gameplay, which keep the game entertaining and keep the vision true to its origins.

Game Controls



Story, Setting and Characters

Storyline

Chronobreaker takes place from the beginning of time, to its end. The game got its name from the event that constitutes it. In a world where there are heroes from different eras, as well as worlds, a space-time network was created that connects the past, present and future, as well as the different worlds where the game characters come from. It is about the strongest warriors, who compete against each other until only one is crowned as the ultimate warrior of all.

Game World

Battle matches in the game take place on various arenas representing different eras, as well as fictional and non-fictional worlds, through which the characters enter to compete.

Characters

The characters themselves are not lacking in imagination, as the game deals with different universes for each one. The characters are characterized by diversity such as humans, robots, nights etc.



Bad Dude: Is a Bodyguard in the 80's. He fights with his hands and feet. For his special combo he is using a chain to create more damage to the opponents.



Alucard: He is the son of Dracula, half vampire, half human. He can attack with either his sword or kick. His special attack is the heavy attack with his sword.



Anna: She works as a special agent, but she is arrogant and naïve. She uses kicks and punches as her primary attacks, as well as her beauty to seduce her opponents as her special combo.



Linda: She is a pink and a member of the Shadow Warriors. She uses her hands as the primary attack. For here special combo, she uses her whip for more damage to the opponents.

Aesthetics

Visual System and UI

Chronobreaker aesthetics are retro pixel art. The characters are designed by G.M Spectre. These open source sprite sheets, which were formatted in Photoshop and imported into Unity 3D Engine, created the desired animations for each character, using the animation system of the engine.

Alucard Hit Animation



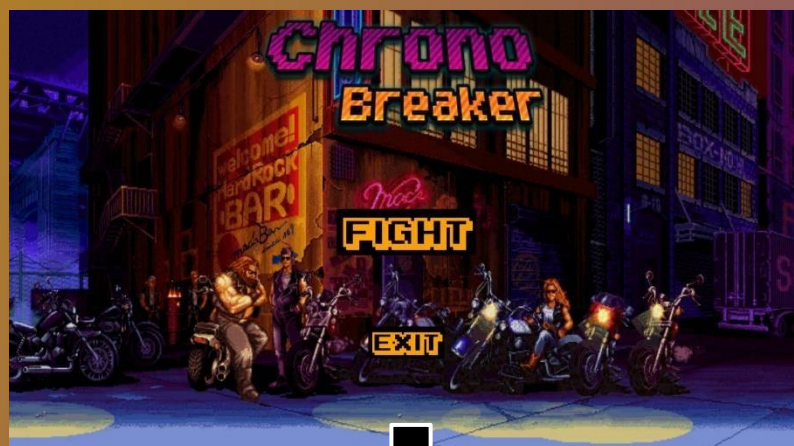
In addition, the background images there are used in Chronobreaker are governed by the same pixel art style. These images are animated gifs found on Reddit and are created by an anonymous user. The gifs were modified in a spitter to create the desired frames and then imported into Unity 3D Engine.



Each player, as in any other fighting game, have a life bar. The round will end when one's player life reaches 0. A prototype UI health bar has been created for the first build of the game, as well a different iteration for the next one. In addition, the latest version of the game, in which a new combo bar has been developed, players can perform a special combo attack, as soon as this bar is filled, with higher amount of damage for each character, comparing to the simple attacks.



In terms of the Main Menu of the game, the players are able to choose their character to fight in the arena, learn more about the lore of the game and check the control system. After choosing the desired character, the round will start in a random arena. Below is the Main Menu for the first build of the Chronobreaker (v.0.1) and the second build (v.0.2)



4.1 Audio, Music and Sound Effects

As befits a 2D Retro style fighting game, the 8-bit and arcade SFX elements will harmonize with the environment and the atmosphere, Chronobreaker is aiming for. An 8-bit looping arcade track is used as background music, as well as each arena have its own background music that aims to diversity and the different atmosphere of each level. The characters, other than their unique animations, have different sound effects for each action. Attack hits made with hands or feet, for example, have punch/knock/slap SFX, while other attacks with objects are followed by different “Swoosh” SFX. Damage taken and knockouts have also different SFX that match each action of the characters.