



TOURNAMENT OF WILL GDD

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Game Overview

Tournament of Will is a game of my creation that is based on the tournament of power from Dragon Ball Super TV series, The main twist is instead of having to fight against one opponent you have to defeat androids and destroy its creator to prevent invasions on other worlds. Games theme is story driven as the main protagonist searches in revenge for the creator of androids to stop his creations from invading other planets as his planet was destroyed by them.

Main level will be on top of levitating island in the middle of universe and players will combat androids to get to the creator. The games objective is to defeat all the enemies and to acquire the lost artefact that is used in android creation and destroy it, to bring peace on other worlds.

Game will begin by landing on the arena and preparing for battle, once the fights will begin the NPC's and player will be spawned spread around the arena to allow 1 vs 1 fights and 1vs ALL fights due to areas being all connected.

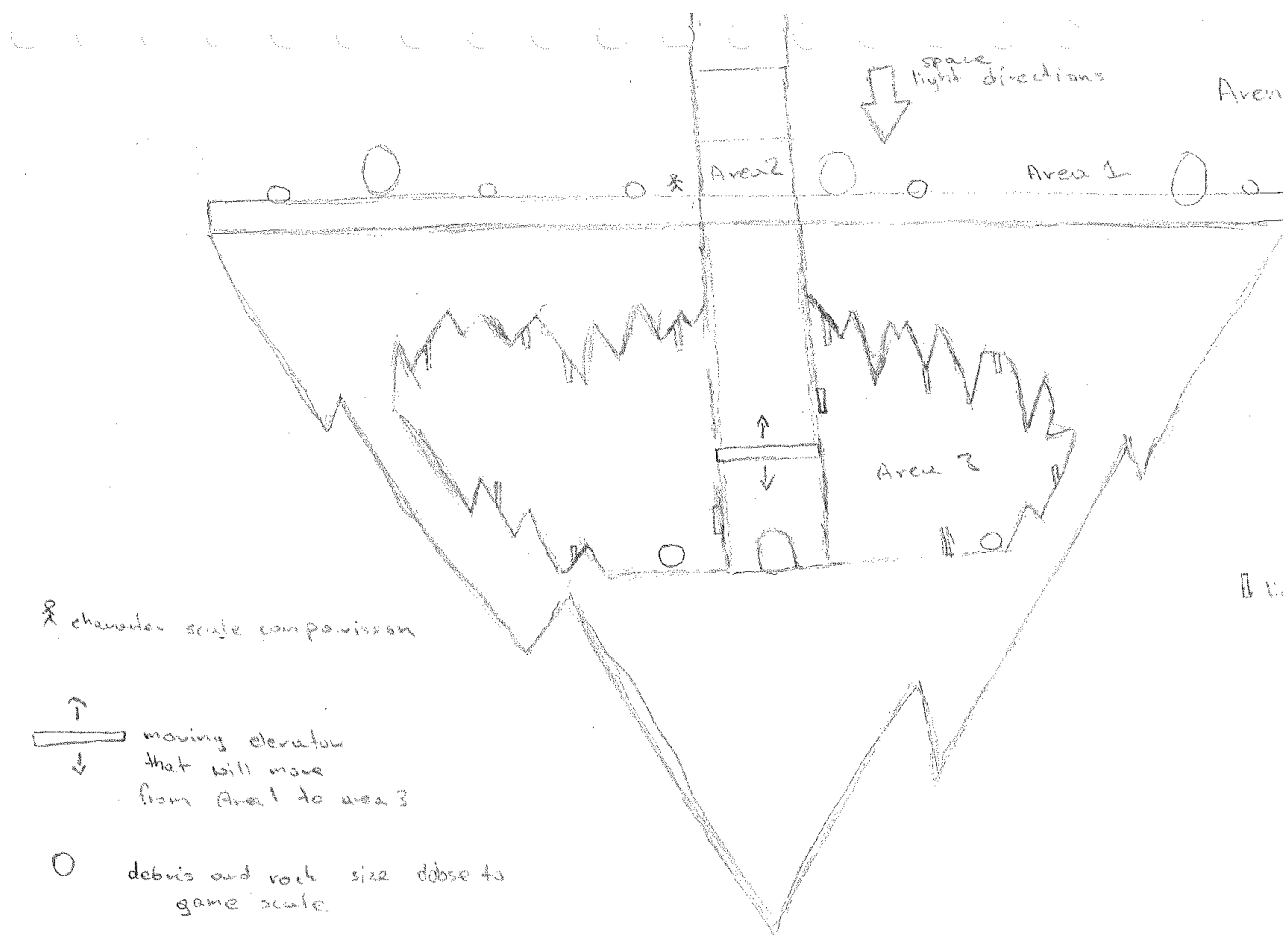
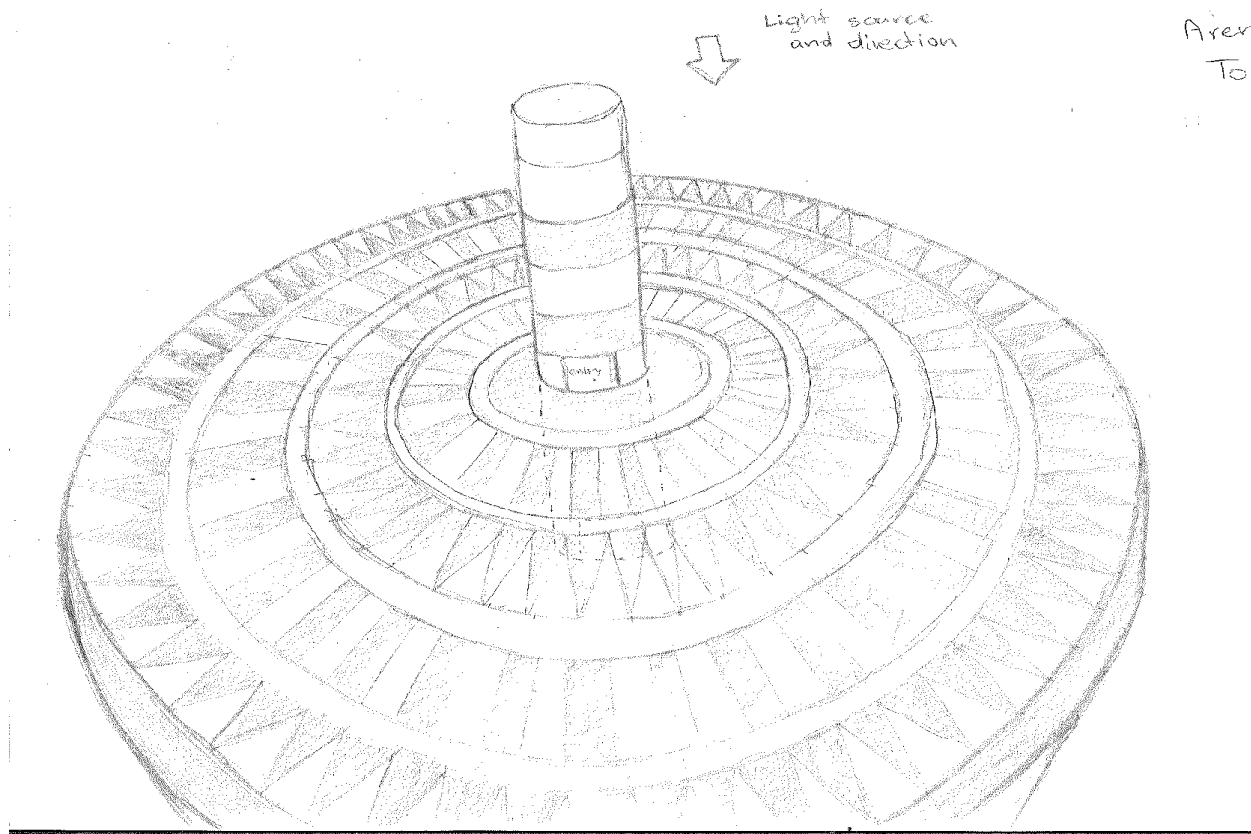
Once the fight begins you will encounter stronger opponents the more you fight, to allow the game to be progressively more difficult and so the boss strength wont feel like a huge jump in strength.

The games general look is to be based upon desert rock when it comes to main textures there will be 3 main colours throughout the level such as yellow, brown and red rocks and a variety of other debris will be seen around the level and inside 3rd area there will be different textures as it's a close cave style room.

Mood Board



Level



Area1

On first sketch you can see top of the arena where there will be different textures for shaded and unshaded parts of level, also we can see that the first are is a flat round plane that's made with different floor patters. This is the level where you and androids will be spawn. The location takes place in space and will have ozone layer around it to represent it, on this level we can also see a pillar with entrance where will be a moving elevator that will take you down through second area to area no.3

Area 2

Second area is the level inside the pillar with moving up and down elevator, the elevator will be activated by standing on it and will go directly down on y axis to the next area, while going down it will stop midway and allow androids to jump on it and once they are killed it will resume moving again.

Area 3

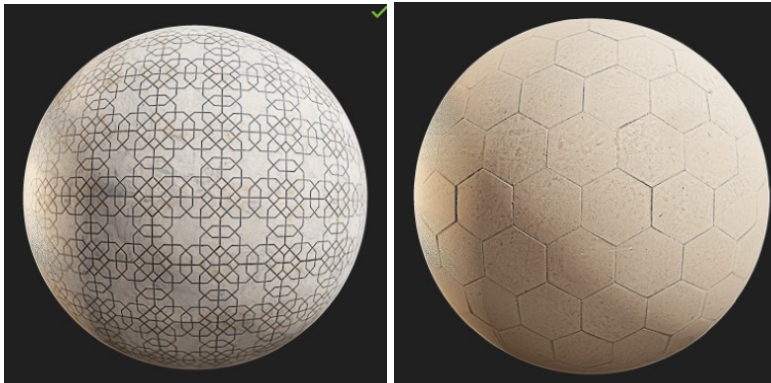
Area 3 is last level in game where you will have a boss fight with android creator and on that level, you are able to destroy the artefact to prevent more android creations, this level will contain light crystals as a light source due to being enclosed inside this can be seen clearly on second drawing included with basic level design that may or may not have some changes implemented in development stage.

Textures for Area 1



Textures that will be used mainly on first are as it fits the colour scheme from Dragon Ball Super original design, reason behind these textures is due to the colours matching and the texture is realistic but still similar to the original design.

Textures used in area 2



Textures from outside will be same as in the area 1 however the inside will be more as tiled as in the original Dragon Ball design there was no elevator or cave inside this is my original take on the elevator and as its hidden base I want it to have futuristic look on inside of elevator and platform will have nice tiles on it.

Textures used in last Area 3



Cave design will use these textures as although I want to the futuristic elements of technology, I want the cave to have that primal look except the technical and crystal light will add that fantasy lights.

Lightning on area 1 will come from outer space which will be a directional light, however when it comes to crystal light it will be radiation lighting around its radius and will be quite strong to allow entire space be lit up but also keep some areas quite dim.

The on second sketch you can also see possible debris and rocks locations and size of circle will represent size of the object.

Interface

Controls

Game will be played with keyboard and mouse and use standard controls that will include w,a,s,d, or arrows for movement of the main character and mouse to control your camera view point so you can aim, LMB(Left mouse button) will be used to fire projectiles towards where you aiming at and RMB(Right mouse button) will be use to use your weapons scope. In addition, you will be using 'e' to interact with the environment and interactable objects.

Start Menu

When the game will launched you will be taken to the start menu where you will have multiple options such as starting new game, changing game setting, using help to see available controls and you will be allowed to exit game. There might be other options and subheadings added into the game during the game development.

HUD

The games HUD will consist of showing your characters details in bottom left corner such ,HP(Hit points),Stamina , on bottom right you will see a weapon type and ammunition count. On middle top you will see the target that you deal damage. And finally on top right you will see your games current objective.

Pause Menu

Pause menu will show you as an overlay in middle of the screen that will display options such as: resume game, settings, controls and exit to main menu and option to close the game while game is running.

Gameplay Mechanics

Enemy ai

Android1 and Android2 are based mechanical enemy that will be spawned around area 1 and area 3. Android1 will be a melee enemy while android2 will be a ranged enemy.

Android1 and android2 will have pre set values for Health and Damage and they will run playerdetection code that will check if player is in close proximity if true then they would follow player and if they will be in attack range they will attack. There will be 2 different attack ranges for each of the androids so large attack range will be set to android 2 and small to android1 as he attacks melee.

On area 1 they will be about 20 androids and they will spawn in groups of 2 to 3 at one time.

There will also be android3 which will be a fusion between android1 and android2 and will have both melee and range attacks it will also be build as a final boss and will have more attack and health, instead of running playerdetection code he will run checkcode for example if player y is equal or lower than -150(area 3 floor) the boss will broadcast activation message for example "Activation 10%" and once it reaches 100% or count down reaches 0 boss will activate and will try do destroy player.

Objective

The objective will be automatically updated for example at area 1 it will say to kill all androids then once objective is accomplished it will change to find creator, destroy final creation and destroy the core.

Platform

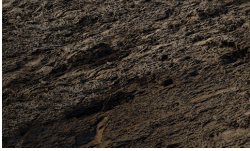
Platform will be a flat round disc that will be located in centre of area 2 and will move up and down on y axis as a lift to get character to area 3 however it will be open only if all androids on area 1 are destroyed

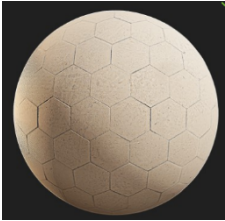
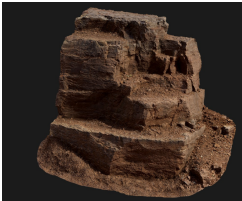
Check code if android kills is equal to 20 then activate.

Core

Core will be a gem located in area 3 and it will have set health value and once the boss is destroyed it will unlock and be able to be destroyed by the player.

Media Assets

Image	link	Type
	https://quixel.com/assets/ubhiabtjw	Static Object
	https://quixel.com/assets/ubinbclfw	Texture floor
	https://quixel.com/assets/tl0mbakcw	Texture floor
	https://quixel.com/assets/tlpmfakl	Texture Floor
	https://quixel.com/assets/tlomedtdy	Texture floor
	https://quixel.com/assets/tk5hfjfn	Wall texture
	https://quixel.com/assets/tkkmcbyew	Wall Texture
	https://quixel.com/assets/tmtmacvfw	Wall Texture
	https://quixel.com/assets/tmrlegen	Wall Texture
	https://quixel.com/assets/tl3oaafo	Wall Texture
	https://quixel.com/assets/ubkmfang	Wall Texture

	https://quixel.com/assets/tlmnabgg	Wall Texture
	https://quixel.com/assets/tlsfdizew	Floor Textures
	https://quixel.com/assets/tgrhebdk	Floor Textures
	https://quixel.com/assets/tkxhcdqo	Floor Textures
	https://quixel.com/assets/ubjvbczda	Static Object
	https://quixel.com/assets/tjmkcfele	Static Object