



# KNOCKBACK

## Game Design Document

Document created by Rastislav Bvoc



# Project RPG - Knockback

## One page Game Design Document



**Genre:** Fixed-camera, Single Player, 3rd-Person Action RPG

**Target Audience:** casual players, 12-19 years old . Rated T for Teens (12+).

**Controls:** Controller or keyboard

**Thematic Setting:** Medieval / Fantasy / Orcs, Skeletons, Goblins, Forrest animals

**Tech Stack:** Unity 2018.2.12f1 with C#. Blender 2.79+. / Photoshop

**Platform(s):** Steam, iOS, Android

**Game Moment:** Short 2-3min levels, with variable enemies on which end is chest with loot. Character leveling and stat improvements.

**Game Summary:** Project “Knockback” is a Diablo style RPG with the dark fantasy atmosphere. You play as a hero and at the beginning of the game you play as powerful knight with lot of gear and magic abilities versus demonic enemy which control corruption all over the protagonist land. In the battle he almost kill us but we survived, lost big part of his memory and we continue from zero to revenge, find out what happend and get our land back. On the journey we will do lot of events, epic quests and adventures.

**Core Player Experience:** Casual, Adventure, Dark, Serious, Dungeon, Rebellion

**Central Theme:** Effort for revenge and restoration of memories and homeland.

**Design Pillar:** Putting the player into confusion, because of memory loss.

**Anticipated Remarkability:** Casual gameplay in dark free to play RPG.

**Anticipated Early Access Launch date:** Q2 2019 on Steam

Q3 2019 on iOS & Android

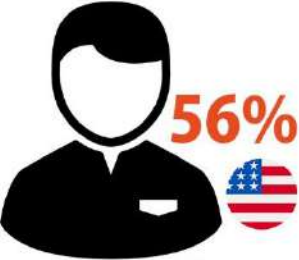
### Feature Development Priorities:

- Real-time combat and movement with lot of different enemies
- All the required RPG abilities
- Character progression and upgradeable stats
- Level design, collectives and minigames
- Loot, story, quests and events
- In game shop with gems (energy, gold, skins, chests)

**Comparative Products:** Diablo, Torchlight, Bladebound, Path of Exile, Dungeon Hunter

# Design Stage

Targeted personas:



**56%**

**John Smith**  
**Casual RPG Player**  
male 16 years old  
high school student  
iPhone, tablet  
4 hours / day

**Martin Kováč**  
**Hardcore RPG Player**  
male 30 years old  
graduated degree  
PC  
3 hours / day



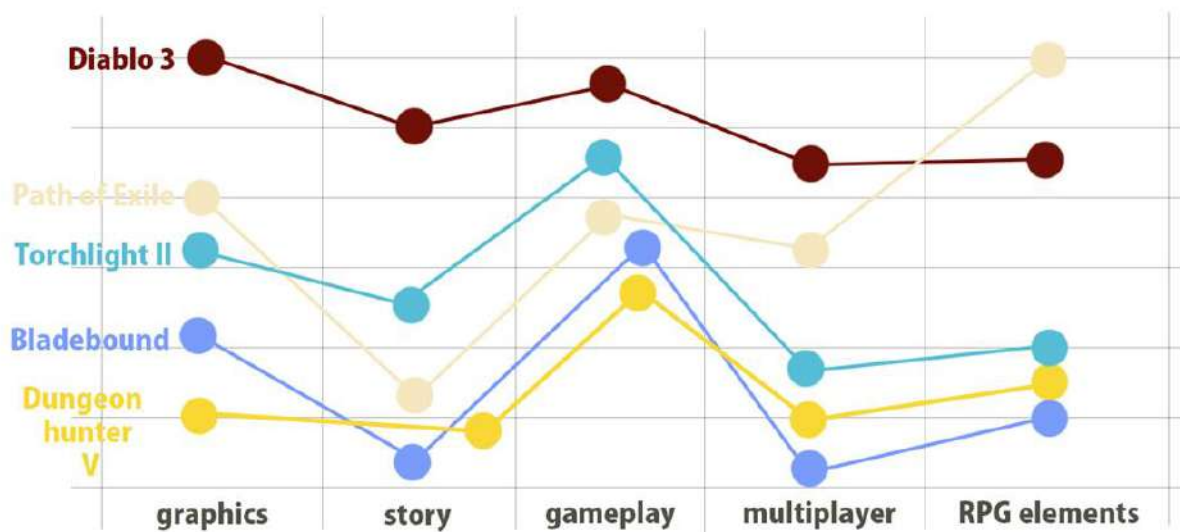
**9%**

**Diana Pereira**  
**Casual Player**  
female 21 years old  
university student  
android phone  
1 hour / day



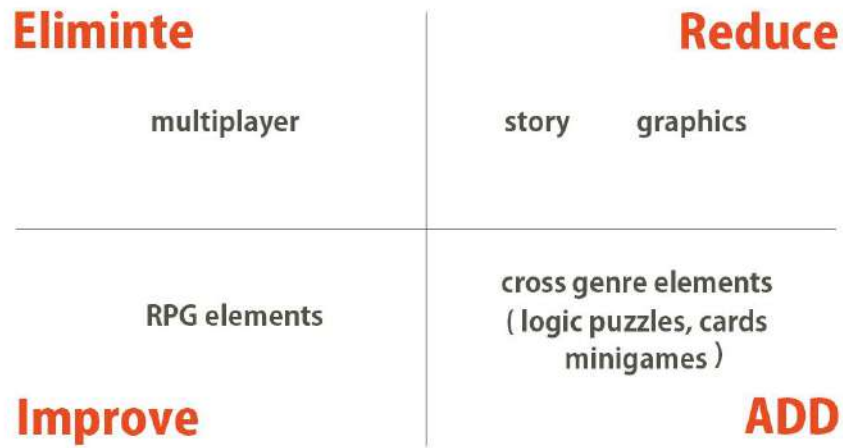
**35%**

Similar Objects:

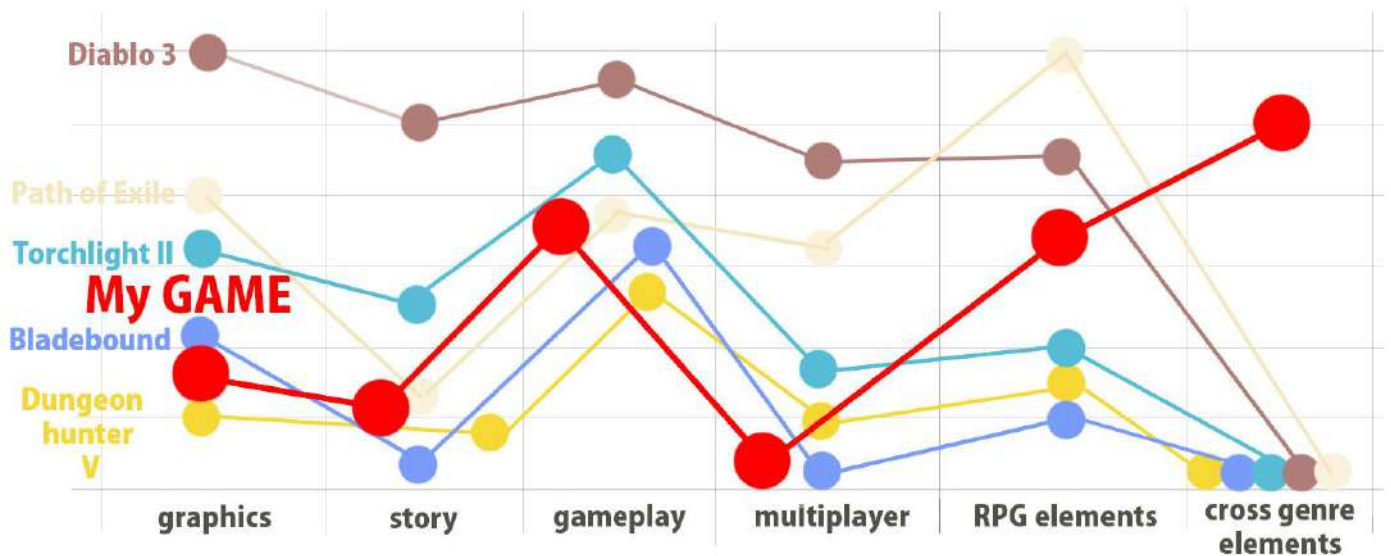




Values for our game:



Value curve of our game :



# Ideas - Cardgame





Ideas visualisation:

① Loading game: 5 8 5

- just UNITY 3D intro
- GAME LOGO
- during loading time and 1st load, play CINEMATIC with animation which will show us story and give us game atmosphere (dark)

② In game MENU 21 13 13 85

ENERGY 20/20 GOLD 500 GEMS 0

ACQUIRE VAMPIRE

MINI MAP FASH

W/L 8 BLOODRAGER

CHAR STATS

SHOP

PLAY

③ LEVEL SELECTION 8 13 24 8 2

ENERGY 20/20 GOLD GEMS

Chapter 1: Name

COMPLETED 1/10

④ LEVEL SETTINGS 21 13 85

LOCATION DETAILS

NAME SOME STORY

REWARDS GOLD EXPERIENCE

PLAY

⑤ COMING LOGO 21 5 2

SOME USEFUL TIPS

TAP TO CONTINUE

⑥ LEVEL UI 13 21 13 85

HP

COMBO x6

POTION

CONTROLS

PLAYER

OBJECTIVE

PRIMARY ABILITY

⑦ COMBAT UI 21 8 24 8

COMBO x30

OTHER SIDE 3

250 TILES

300

BOSS

30 GOLD

⑧ LEVEL END 21 8 13 85

VICTORY

XP +600

35/120 GOLD +906

REPLAY

TAP TO CONTINUE

LEVEL UP SCREEN AREA

⑨ SETTINGS (OPTIONS) MENU 21 24 8 5

SOUND MUSIC

< ENGLISH > SLOVAK

COMBAT TEXT ON/OFF ABOUT TRAILER WEBSITE

BACK

⑩ CHARACTER 8 85

SKIN

BLOODRAGER 13 21

XP 406 / 1200

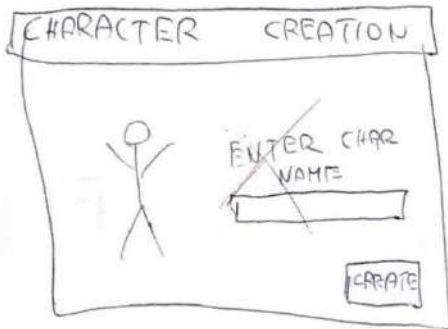
TO NEXT LEVEL 1200

200 ❤️ 4200 🪙 100% 🏃 02000 agility (movement) 6

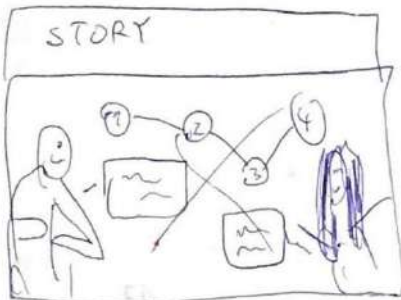
INTelligence (MWA) STAMINA 75

11.

13  
2 8

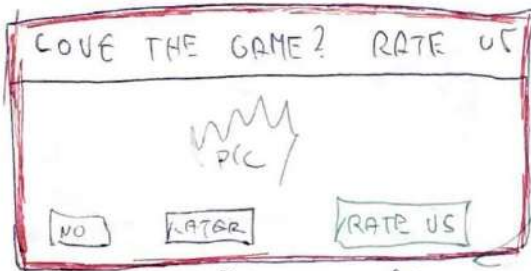


12.



13  
3  
8

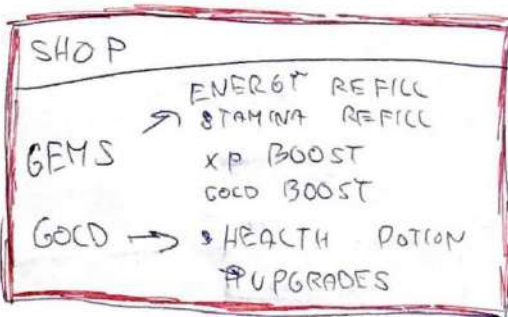
13



13  
21  
8 in  
1 w/o > 3

-reward GEMS and GOLD

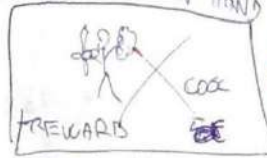
14



21  
21  
8 5

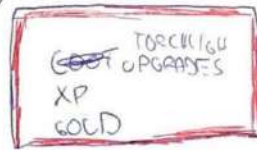
double  
(technical)  
visible  
(business)  
element  
(for user)

15 TORCHLIGHT IN HAND

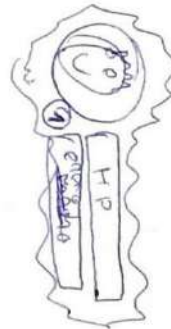


8 5 8  
1 3 8  
1 3 8

16 CHESTS



21  
21 13  
5



- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
- REST

□ □

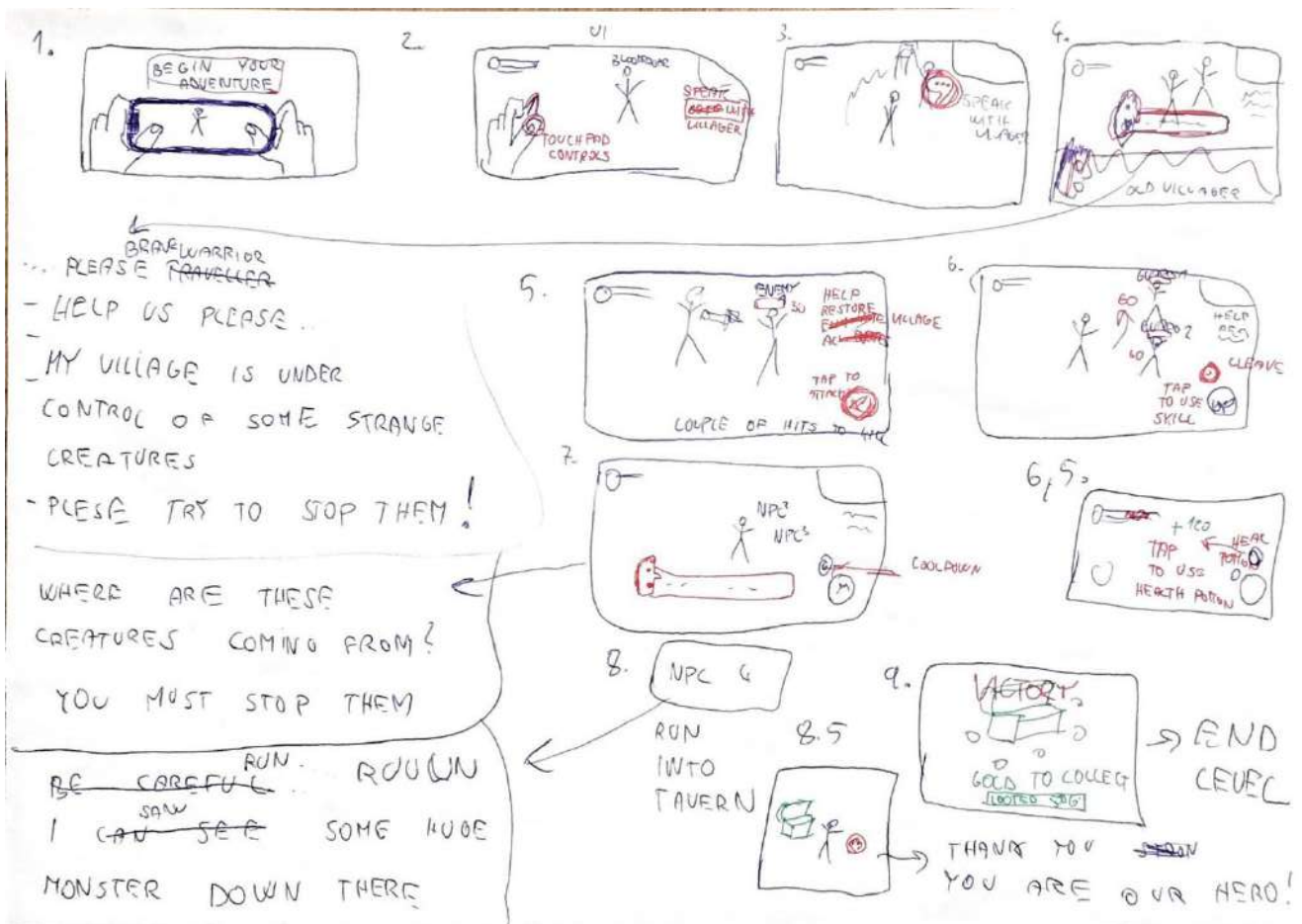
## Ideas rating:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
create (technical)	5	8	13	21	21	13	8	21	21	15	13	13	21	21	8	13
usable (business)	5	21	5	8	2	13	8	5	5	21	2	2	21	21	8	21
relevant (user)	8	13	13	5	5	21	21	8	8	13	8	8	3	5	8	5
SUM	18	42	28	34	28	47	37	31	37	39	28	23	45	47	24	39
	x		x	x	x			x			x	x			x	

4-6 best ideas

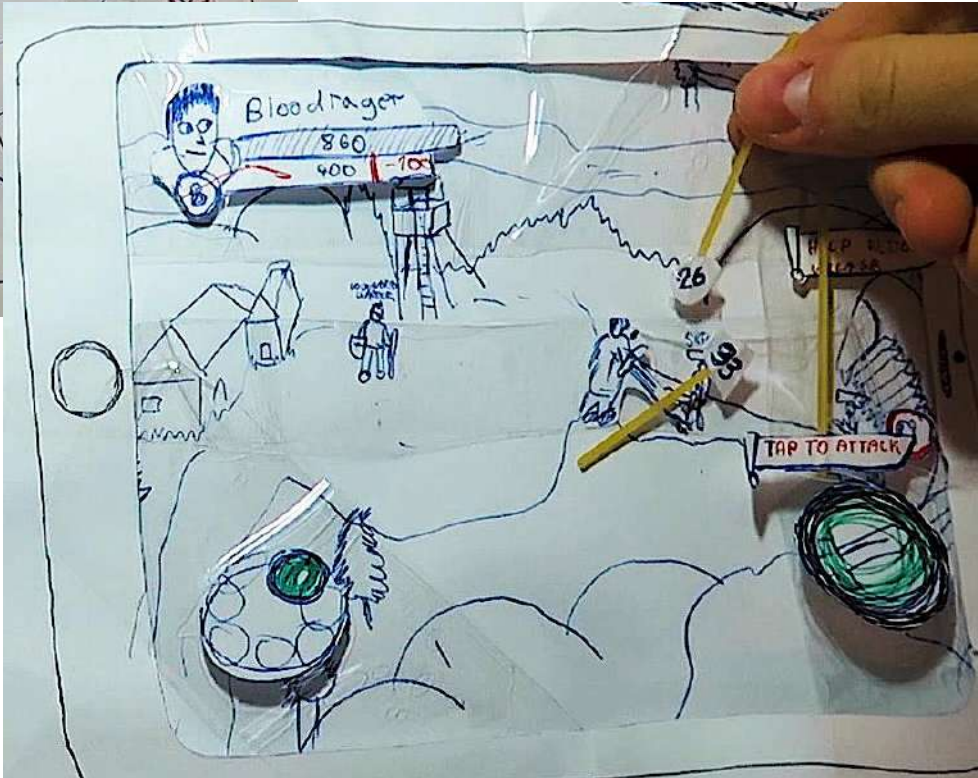
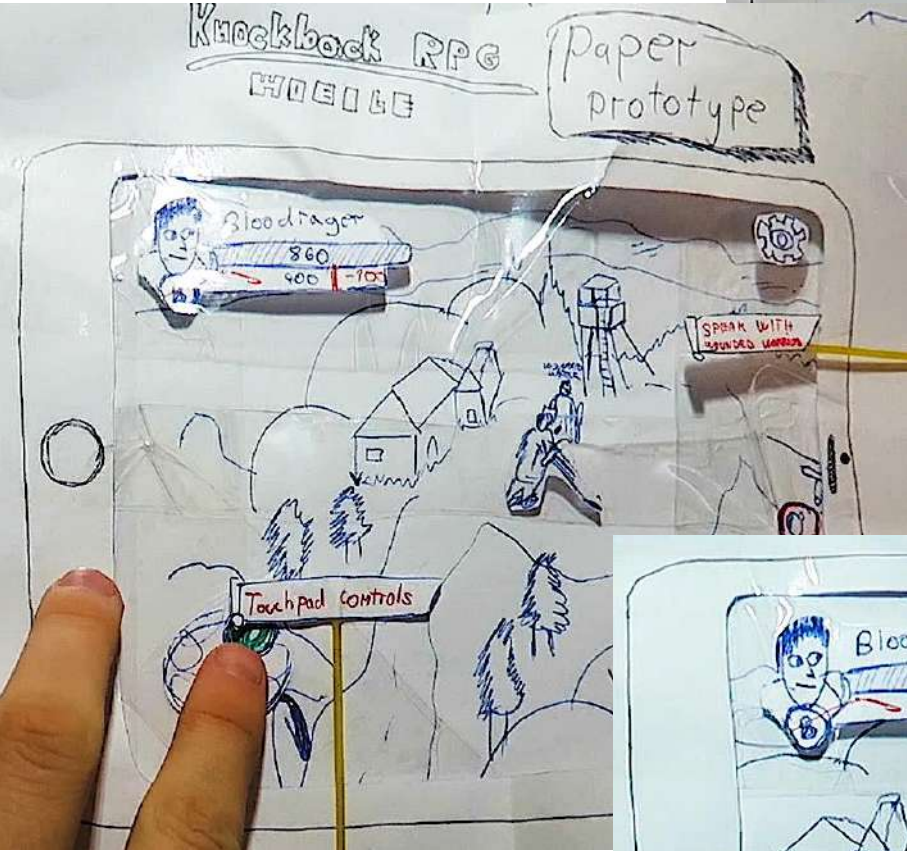
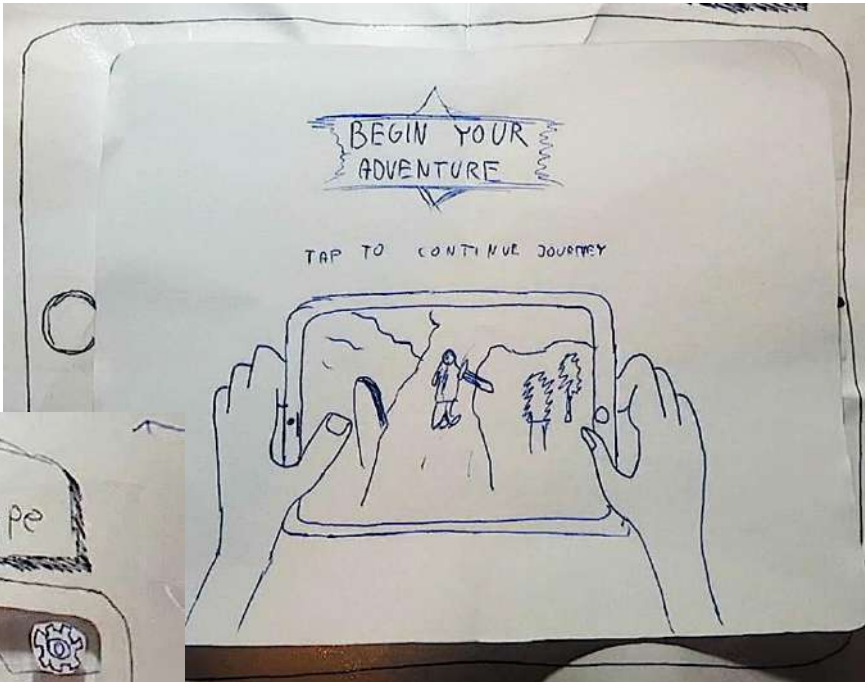
- ① UI level UI + combat & gameplay UI (LOTTERY)
- ② IN GAME SHOP (skins, weapons, armor, etc.): CREST
- ③ LOVE THE GAME, POP-UP FOR RATING - in game reward
- ④ IN-GAME MENU (CHARACTER, SHOP)
- ⑤ CHARACTER MENU - APG, ELEMENTS, SKINS, ABILITIES, STATS, LVU
- ⑥ SETTINGS - MENU OPTIONS, SOUND, CHANGE LINK FOR WEBSITE

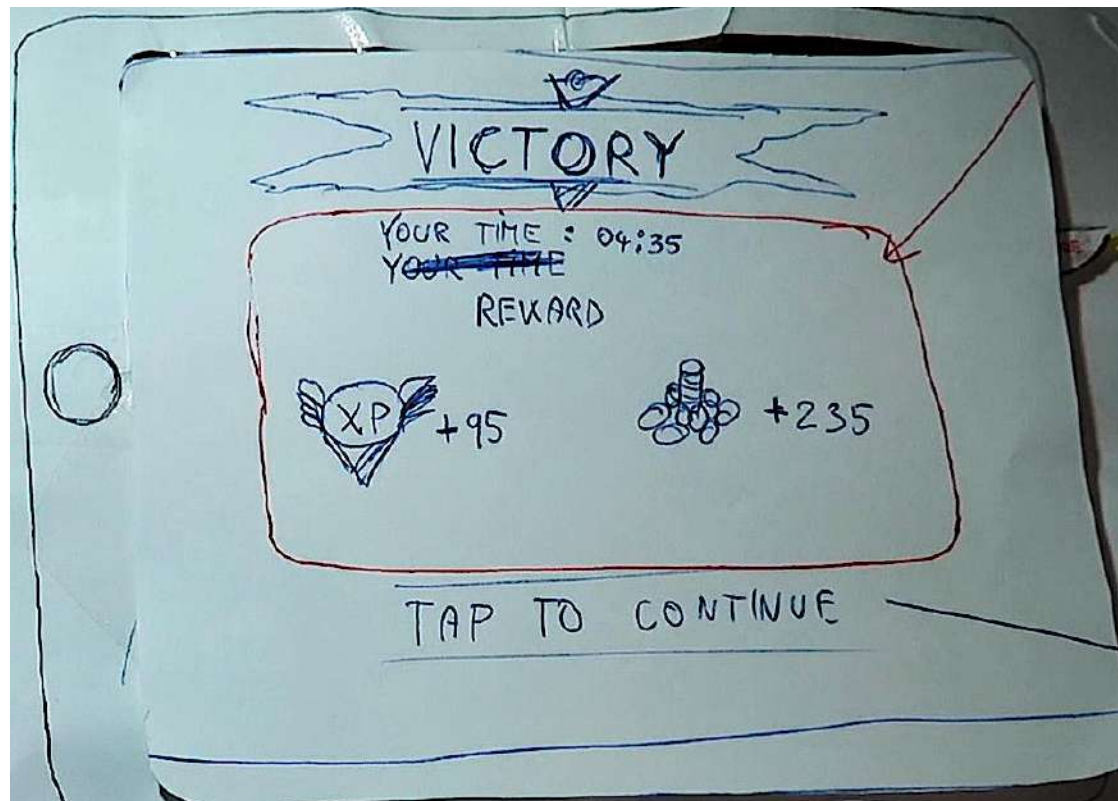
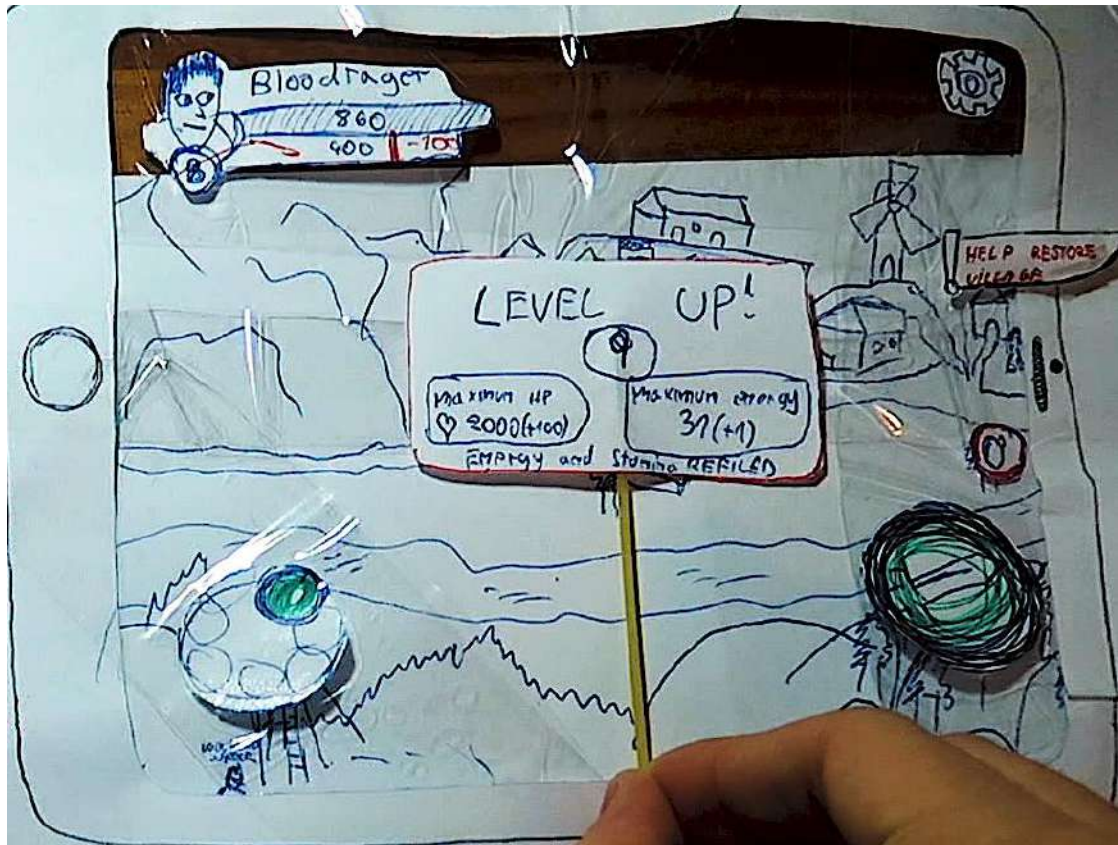
## Storyboard:





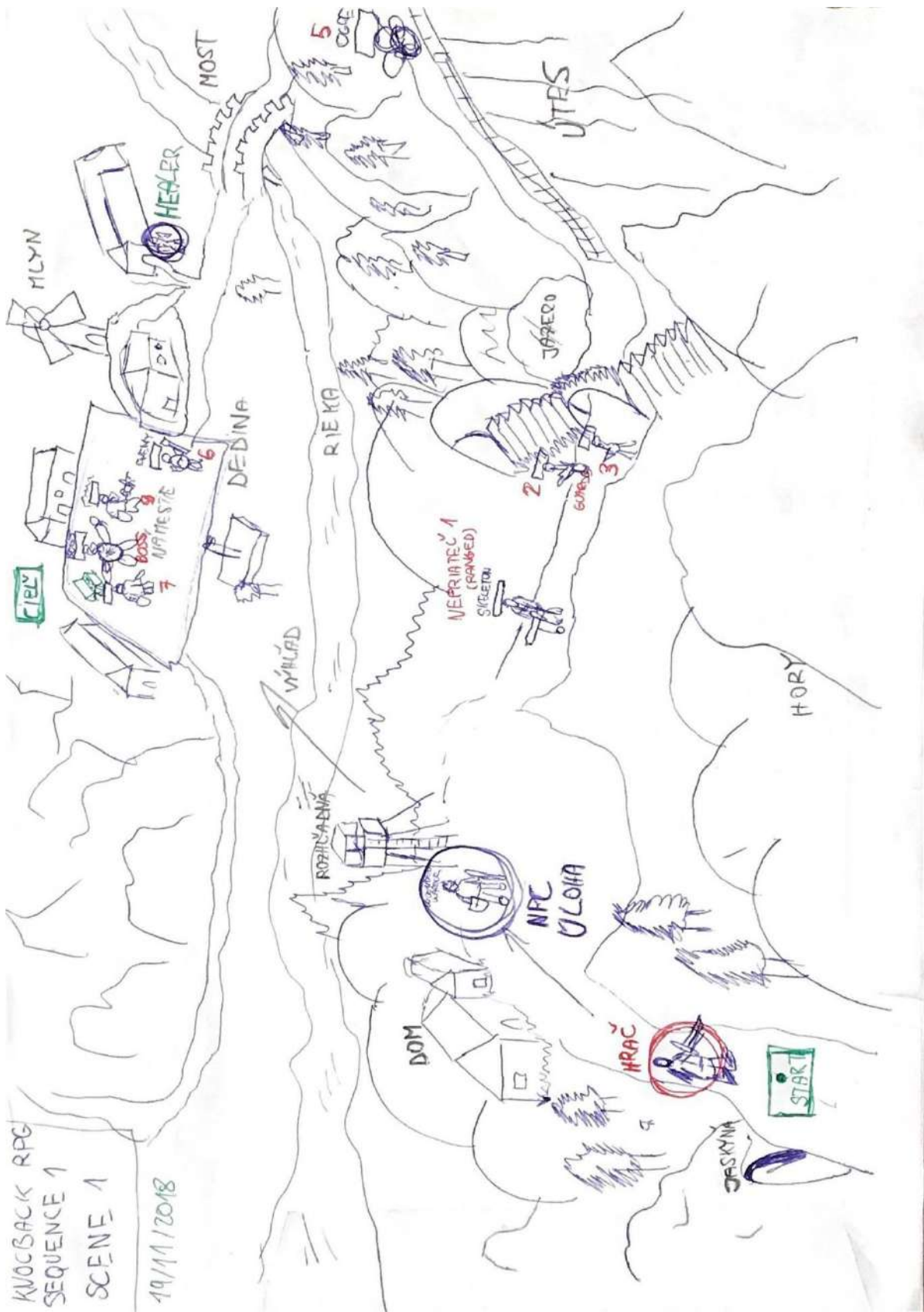
Paper prototype:



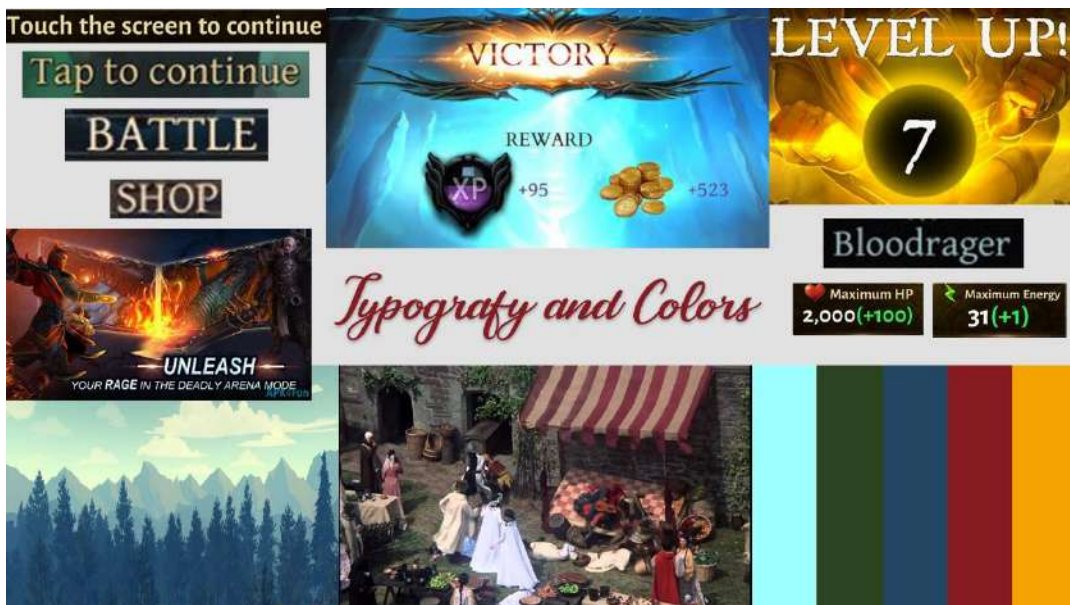




Prototype level design:



Moodboards:





# Art direction design

Philosophy of this particular Art Direction:

- The basic concept of game will be placed in medieval fantasy world with really dark atmosphere with lot of skeletons, magic creatures and monsters. There will some damaged villages and castles but **main star of the show will be characters and enviroment will be just a backdrop.**
- Camera will be static from 3rd person with angle. Main character will be centered in the middle of the screen.
- The overall vibe of the world should say “**oppressed Medieval with a hint of hope**”. I think “times are tough” is a starting point to build from.
- The overall tone of the art should be dark (demonic or apocalyptic) in contrast with light (ie. day time, beautiful villages and sceneries).
- Dark theme elements should be present all over the world (for example skulls, dead bodies, damaged buildings, war zones) in contrast with (innocent nature sceneries, beautiful forests with amazing views)  
 Rundown houses should be \*really\* run down (perhaps just one wall with a door, no roof or other walls).



## Summary of Art Direction

This level of detail (if possible), camera, lighting, BUT with a more lived-in world (things are more run-down, people's clothes are dirty, tents need repair, etc)...



With these characters, enemies, people, monsters...



This awesome fire demon has arisen from the underworld to seriously kick some butt in your games!! Geometry is 23.55 K tris total. Rig is 90 bones. Model has support for both PBR and LEGACY shaders. 5 materials are used (main body, wings, whip, sword, flames) with up to 4096\*4096 textures. The package includes a set of 32 animations (8being root motion variations). Prefabs are set with a scrolling UVs script to animate the flames on the whip and sword.





Here is Hobgoblin, this ugly looking creature has some devastating attacks. It's perfect to populate your Heroic Fantasy project.

Geometry is 29.2 Ktris total with all the optional props. rig is 77 bones. Character uses 5 materials (fur, main body, gear, eyes and weapon). Textures are 4096<sup>2</sup> (main body and gear.), 2048<sup>2</sup> (weapon), 1024<sup>2</sup> (eyes, fur). Model is somewhat a little modular with some toggleable components such as: helmet, horns, shoulder pad right, shoulder pad left, flank armor, forearm straps, claws straps, bracelet.

The package includes a set of 30 animations (10 being root motion variations)



Here is an awesome Kobold ready to populate your Heroic Fantasy project and get your hero character in trouble.

Model with all options is 26.3 Ktris. Model uses 7 materials (body, outfit, outfit 2 sided, eyes, stone axe, shield, fur). The pack offers support for both PBR and Legacy shaders. Textures are from 1024<sup>2</sup> (eyes) to 4096<sup>2</sup> (body and outfit). Rig is 81 bones and is set up to generic. 44 animations are included (16 being root motion variations).



In these settings / locations...



With this sort of polish / effects...



With this type of colour palette...  
-soft palette – old school filter like mood, vibrancy red



With these kind of punchy particle effects...





# User Interface design

## GamePlay User Interface

Possible look of first menu page



Level selection menu map



# Characters design

## Our Hero

Human, skilled warrior posing

Not specific color (skins)




-smaller size than most of the enemies

- angry, brave, wants revenge.
- special talents and abilities

## Our Villains

- fantasy oversized characters
- monsters

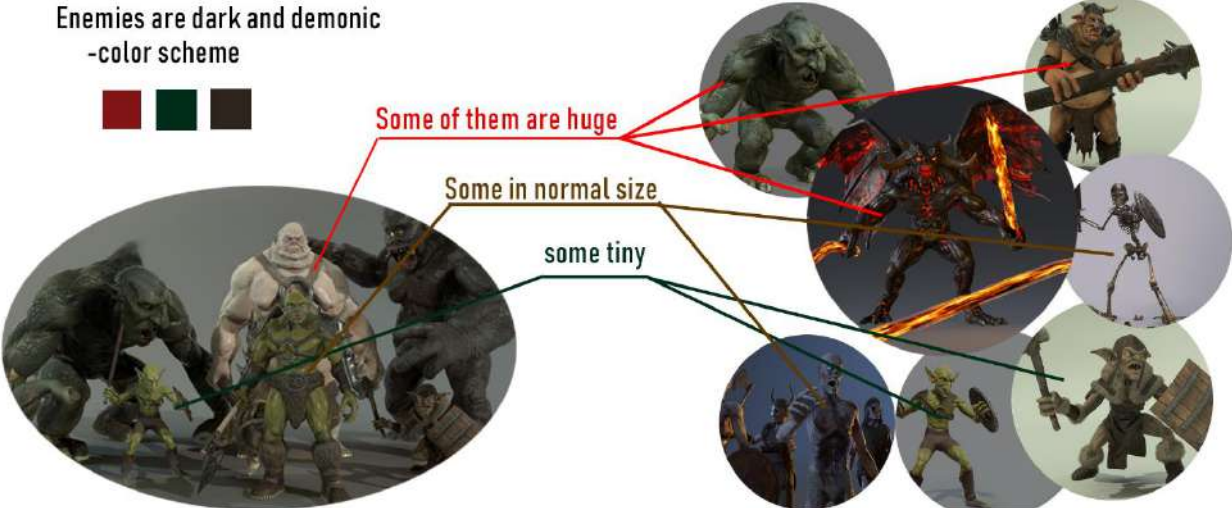
Enemies are dark and demonic  
-color scheme



Some of them are huge

Some in normal size

some tiny







**A** User Acquisition



**R** User Retention



**M** Monetization

# Business model

# \$ A.R.M.

<b>A</b>	email adverts	social media adverts	google youtube adverts	adverts in games	adverts in press reviews	events
<b>R</b>	game elements	community	special events	emails	notifications	content and balance updates
<b>M</b>	game sells	DLC	skins	in game shop	brand merch	sponsors and adverts

main strategy

complementary strategy

<b>A</b>	adverts in similar games and apps google adverts youtube adverts youtubers videos	advert emails for company customers announcements of new product press specialized for RPG and mobile game reviews in press
<b>R</b>	game elements which you can play only certain time per day . daily and weekly rewards notifications about energy refill	special seasonal events like haloween or christmas. App update every month so players want to check whats new
<b>M</b>	visual skins of player outfits and weapons in game video adverts - sponsored videos	in game shop with gems for energy refill and for golds

# Game overview



## Game Summary

“ Project “Knockback” is a Diablo style RPG with the dark fantasy atmosphere. You play as a hero and at the beginning of the game you play as powerful knight with lot of gear and magic abilities versus demonic enemy which control corruption all over the protagonist land. In the battle he almost kill us but we survived, lost big part of memory and we continue from zero to hero with desire for revenge. We want to find out what happend and get our land back. On the journey we will do lot of events, epic quests and adventures.

## What is the Game Genre?

- Single player, Fixed-camera, 3rd-person Casual Action RPG
- **What is the Player Experience?**
- **Casual, Dark, Serious, Dungeon,**
- Our goal is to make the player feel into the main character.
- The player should have feeling that he is not going to die easily so he can rest with coffe and play casually without big stress or tense.
- On the other side, game itself should look and feel serious.

## What is the Game's Theme?

“Effort to create justice”. We losed a lot, trying to get back our memories and our land. Help innocent people from domination of plague of enemies.



## Who is the Target Audience?

- 12 yrs+ fans of action RPGs and people who like fantasy themed games and movies.
- The target PEGI rating is: PEGI 12
- The target ESRB rating is: T for Teen
- With a Teen / PEGI 12 target audience we will be limited to mild language, not too much gore and hidden meaning in things that only the mighty minds of 13 year olds and above will understand.

## What is the Setting?

- Medieval Europe. Fantasy setting.
- Knights, wizards, monsters, swords, dragons, peasants, cabbages.
- The world that the peasants live in is harsh, grubby and unforgiving. Things are generally run down and very "lived in".

## What is the game moment?

Short 2-3min levels, with variable enemies on which end is chest with loot.  
Character leveling and stat improvements.

## When will it launch?

Our target for Steam Early Access is Q2 2019 for Steam  
Q3 2019 for iOS and Android

## Comparative products

Diablo, Torchlight, Bladebound, Path of Exile, Dungeon Hunter

## What are the technical details?

- Developed using: Unity with C#. Blender / Photoshop, Audacity
- Art Assets: 3D game world and characters with 2D User Interface.
- Platform(s): PC and mobile platforms (Steam, Android, iOS).
- Controls: Keyboard and also Game Controller.

## [BRAINSTORM] Game title ideas

A place to brainstorm game titles as the project progresses...

- Knockback
- Redemption
- Remembrance
- Memory Redemption
- Rebirth
- Genesis

Note: I think we need to make our game title unusual in structure as this would fit with our overall Player Experience

# Camera, Character and Controls7



## Camera:

The game is played with a fixed-camera isometric view (note: using the loose definition of isometric meaning 3/4-ish top-down view). The player character will be locked to the centre of the screen.

## Character:

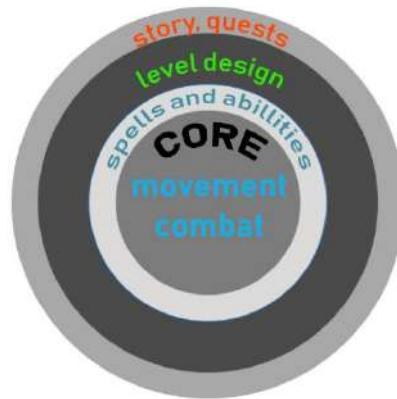
The player controls their "hero". Our hero will be very powerful knight at the beginning but after losing a fight he will lose all his memory and most of the combat skills so he will basically start from nothing again but after a few levels he will be stronger and stronger. The player will have a feeling that he is much more powerful than the default enemies he meets. He has strong opinions on politics and how the country is run and finds himself in a situation where those around him suddenly expect him to take action.

## Context / Setup:

You have been given a quest! "Save the village!". You learn from a fellow peasant that the strange creatures have forcibly taken control of a nearby town, forcing the villagers to give up their food and houses to the soldiers. The peasants are enraged but lack the courage to take action. Derk suggests that you ask the soldiers to kindly leave. You think they need a swift kick in the pants.

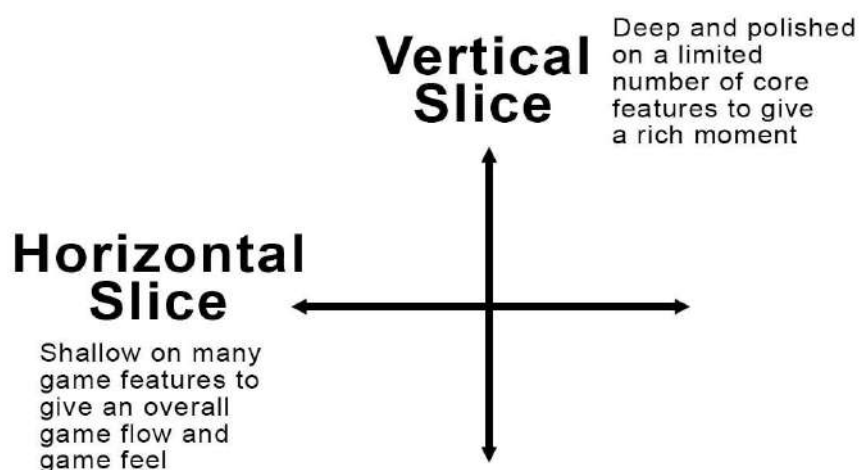


# Gameplay Features



We will use onion design system in my game what basically means that we will make always sure that the core of the game still feels good and after that I can add more layers like abilities or levels but after every step I will check if core combat and movement feels like it should.

We will prioritise a consecutive Vertical Slice approach, with some horizontal slice flavour to help the game flow. That is, we will start with combat and drill deep into the mechanics of combat before then moving on to the next major chunk of development.



# Marketing

Logo and possible merchandise:



Trailer:

