



SUPINFOGAME

RUBIKA

CHEENOO

GAME DESIGN DOCUMENT

Groupe 2

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CONTENT



1) Technical

2) Basics

- ✍ Character
- ✍ Camera
- ✍ Controls

3) Core Features

- ✍ Totems
- ✍ Swap
- ✍ Incantation gauge

4) Enemies

- ✍ Relations
- ✍ Types
- ✍ Behaviours

5) General Design

- ✍ Game Loop
- ✍ U.I
- ✍ Level Design

6) Final Scope

- ✍ Game architecture
- ✍ Final features
 - DLC

7) Marketing

- ✍ Benchmark
- ✍ Target research






CONCEPT



In *Chenoo*, the player controls the spirit of a Native American that **invokes totems** to complete an incantation in order to take his town back from the Eastern Men. The avatar can **possess enemies** and use their abilities, so the player must choose wisely which one to possess in order to beat the others and reach the totem **invocation zones**.

Chosen constraints

-  Far West
-  Conquest
-  Swap

Victory Condition : Player survives until the invocation gauge is complete

Defeat Condition : No totem remains on the map



TECHNICAL

DETAILS

- ✍ **Solo Experience**
- ✍ **Genre** : Territory Conquest Shooter
- ✍ **Camera** : Third Person Camera
- ✍ **Platforms** : PC / Consoles
- ✍ **Controls** : Gamepad



Emmanuel Ramos Design
<http://www.emmanuelramos.com/>





CHENNOO

PROTOTYPE

CHARACTER



The player incarnates a spirit **taking control** over its enemies. He can use his “host” to:



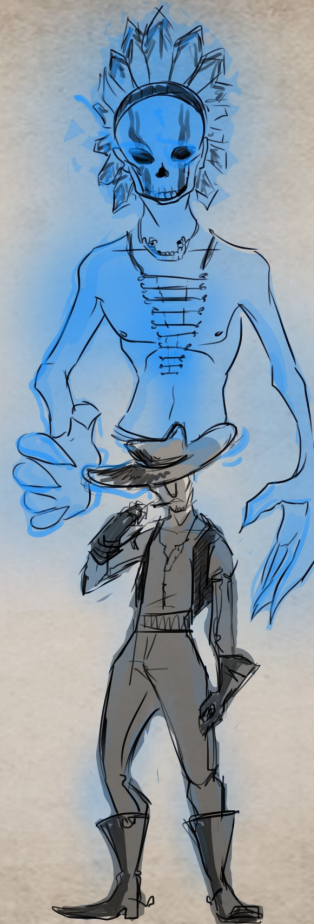
Move around



Shoot with limited ammo



Swap with another enemy to change host at any time, which gives him **new characteristics, fills his life and his ammunition**





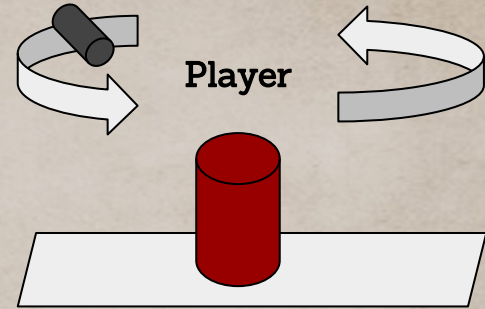
CAMERA

Cheeno uses a Third person camera, with enough distance so that the player can see **around him** and see Totems from afar.



The avatar is located at the **center of the screen** and the camera **follows him**. The camera rotates following the orientation of the right stick.

Main Camera



The player can also **rotate** the camera **90° at a time**, to quickly face a chosen direction. If the player is hidden by a house, it will become **transparent** so as to not block the view.



CONTROLS



Left bottom trigger
Swap with an enemy



Right bottom trigger
Use weapon

Left top trigger
Left camera rotation (1/4)



Right top trigger
Right camera rotation (1/4)

Left stick
Move



Right stick
Camera



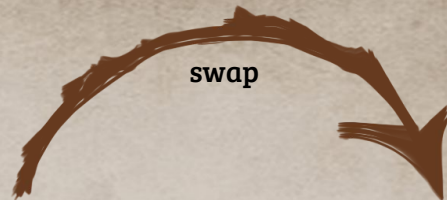
GAME LOOP



PLAYER



swap



ENEMIES



kill



START



when full



VICTORY



SOUL GAUGE



fill



invoke

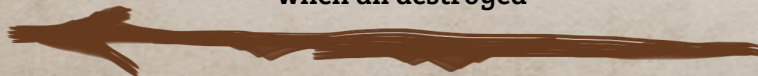


TOTEM

destroy



when all destroyed



DEFEAT



CONQUEST



The player starts from his **base totem**, already invoked in the city.

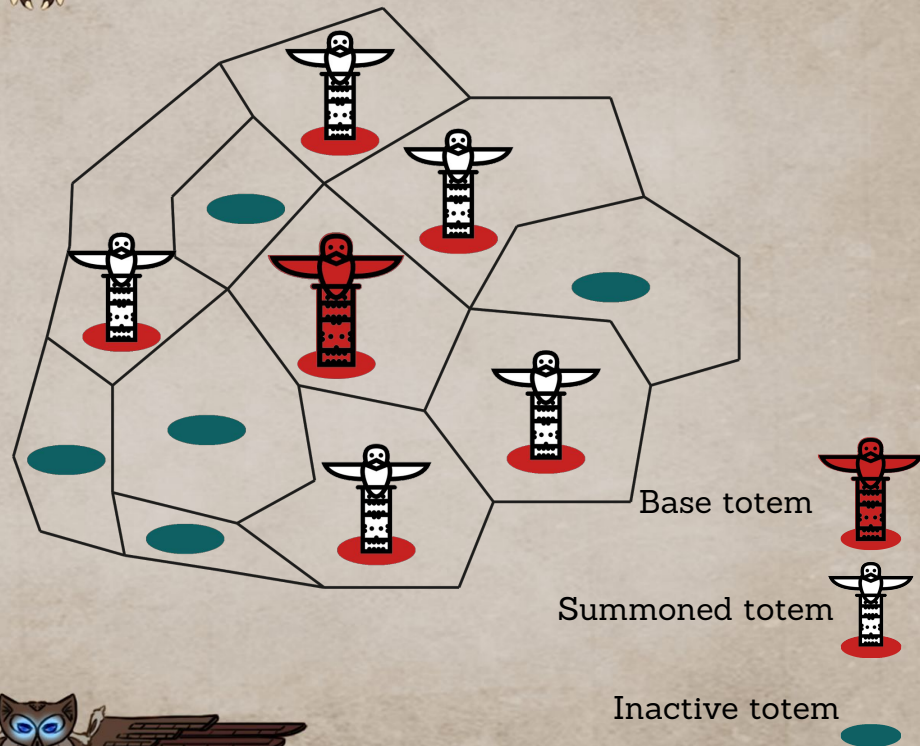
To win the game, he will need to reach the **invocation zones** around the city and invoke more totems. The player must stay close to them during a short time to activate it, conquer the area and help **filling the invocation gauge**.

The enemies will **try to destroy the totems**, so the player must **defend and invoke** them as fast as he can to succeed.

If all totems are destroyed, **the game is over**.



TOTEMS



GAMEPLAY



SWAP

The spirit can **swap bodies** between the different NPCs on the map, each type of NPC having its own attributes. This mechanic allows the player to get **different abilities** and **new equipment**. When the player “swaps”, the freed NPC is stunned and then gets its **initial behavior** back.

SWAP MECHANIC



GAMEPLAY



SWAP

When the player swaps with an enemy, he gets his **characteristics** and his **life bar**. Though after a swap, the enemy released gets **stunned** and **recovers** his full HP.

The enemies have **unlimited** ammo whereas the ammo of the player are **limited**. After a swap, the player **recovers** ammo.



GAMEPLAY



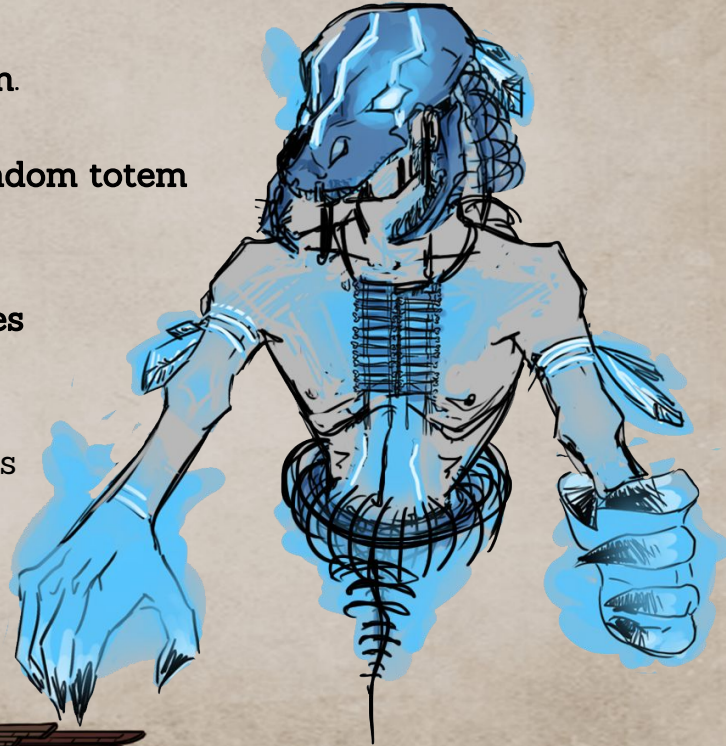
HOST DEATH

When the host dies, the player becomes a **spirit again**.

After a few seconds, he is teleported at a **non attacked random totem** and takes control of a **new random host**.

This new host is **added to the maximum number of enemies** on the map, slowly complicating the player's situation.

Death is not decisive, but the player will lose some precious time, complicating the defense and conquest of totems.



GAMEPLAY



INCANTATION GAUGE

The invocation gauge fills itself with time, the more totems the player has, **the faster the gauge fills**. The player must always have at least one totem, or the gauge stops filling and he loses the game.



Once the gauge is 30% full and 60% full, more enemies will be on the map at the same time.

Once the **gauge is full**, the **player wins** and the finished incantation gives the spirit huge powers to destroy the town.



ENEMIES



BRISK

Strong vs. Sniper

Weak vs. Heavy



HEAVY

Strong vs. Brisk

Weak vs. Sniper



SNIPER

Strong vs. Heavy

Weak vs. Brisk

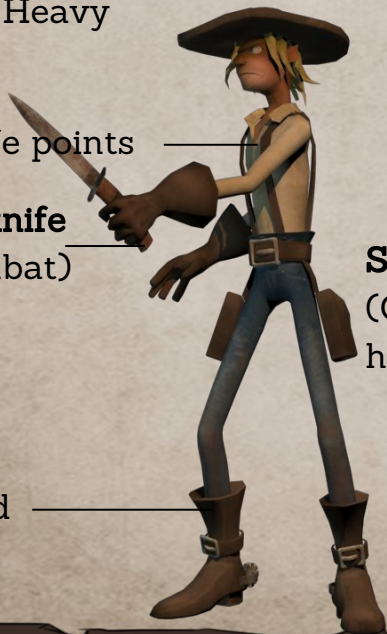


Average life points

Fast stab knife

(Close combat)

Fast speed

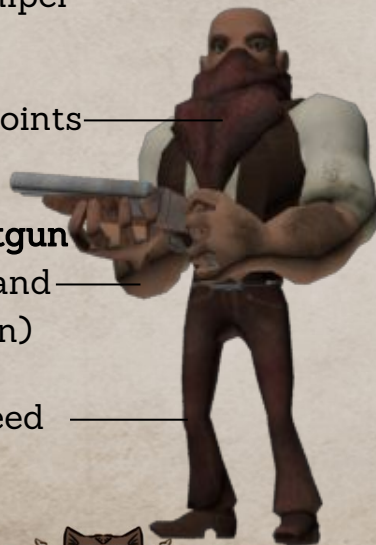


Lots of life points

Sawn-off Shotgun

(Close-range and high dispersion)

Average speed

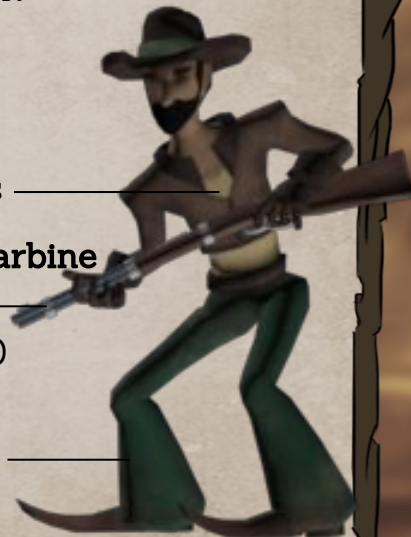


Few life points

Long-range Carbine

(Powerful but slow to reload)

Slow speed



ENEMIES

PROS AND CONS



The **brisk** kills the sniper on body range after dodging bullets



The **heavy** kills the brisk before he reaches body range

Double damage



Double damage



The **sniper** kills the heavy, defenseless at long range

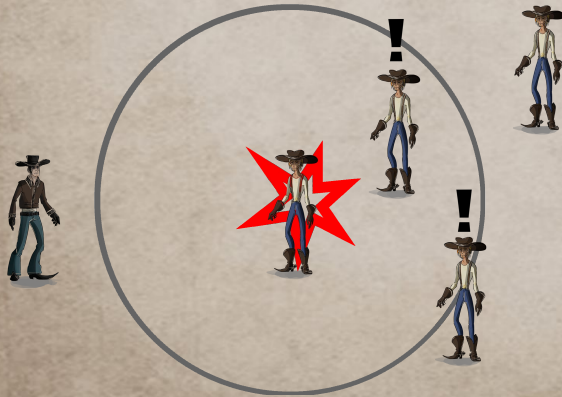
Double damage



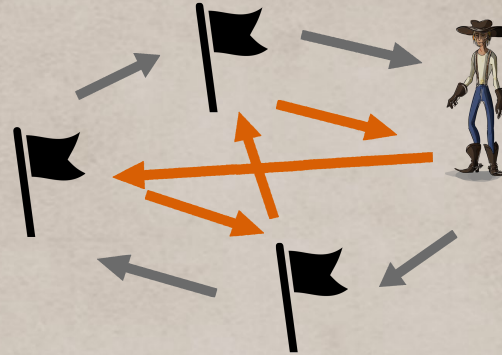
ENEMIES



Landmarks are placed on the map. Some enemies will create their own patrol by **randomly** selecting an order for the landmark assigned to them, thus creating **different patrols** each time, while others have **predetermined paths**.



BEHAVIOUR



Two different ways for the three same landmarks

Enemies also have a group behavior. If one of them is attacked by the player, all the other enemies in range will be **triggered and attack the player**.







ENEMIES

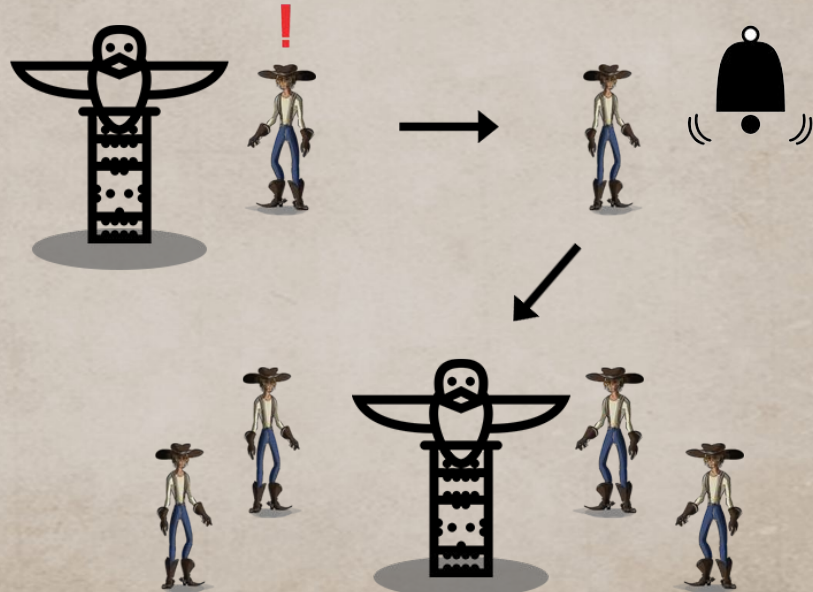


BEHAVIOUR

Enemies are instantiated by waves every X seconds on one of the spawn points scattered around, until reaching a max value.

Their behaviour is defined in 4 distinct phases:

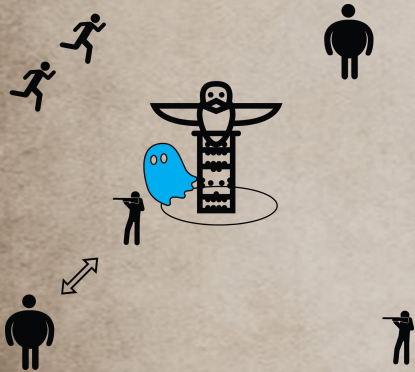
-  **Rest phase**, where enemies patrol.
-  **Attack phase**, when the enemy spots the player and attacks him.
-  **Ring phase**, when the enemy spots a totem and runs to ring the bell.
-  **Alert phase**, when the bell has been rung, all the enemies in range will rush toward the totem until it stops ringing.



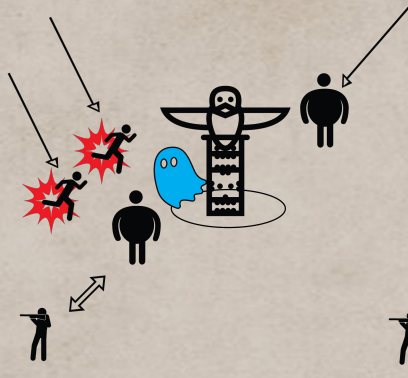
SITUATION



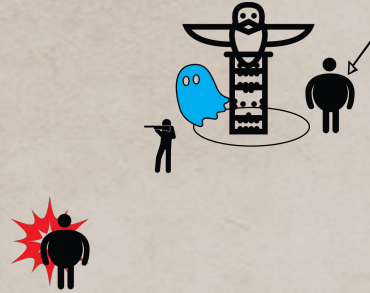
DEFENSE



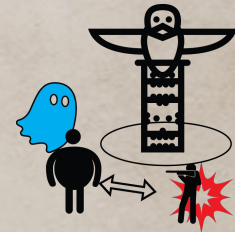
Swap with the **Heavy**



Kill the two **Brisk**
then swap with the
Sniper again



Kill the other **Sniper**
Kill the **Heavy**



Swap with the **Heavy**
Kill the **Sniper**



USER INTERFACE



Invocation gauge
Marks the player general progression



Life points
Player's current body health

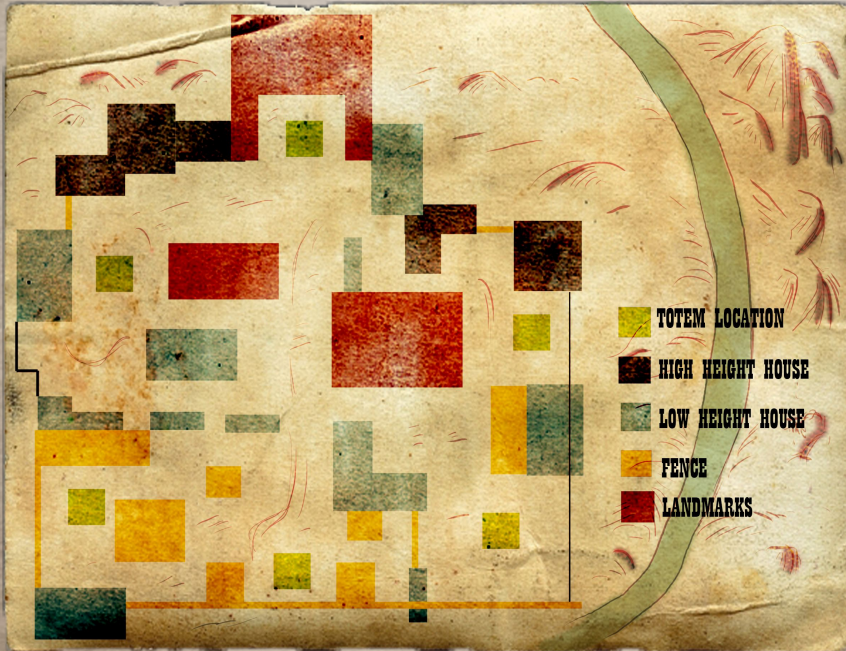
Current weapon
Type of weapon currently used

Number of ammo left

Reloading cooldown



LEVEL DESIGN



Level Design Intentions:

Fast paced, many possibilities, taking advantage of the characters' abilities.

- ✍ Many paths for different strategies.
- ✍ Semi-open Level Design. Many ways possible to go from point A to point B.
- ✍ Size of map : roughly 20 seconds from one side to another (with no obstacles).
- ✍ Quick yet challenging access to totems.
- ✍ Meaningful use of verticality and landmarks to control player's vision





CHENOO

FINAL SCOPE

FINAL SCOPE



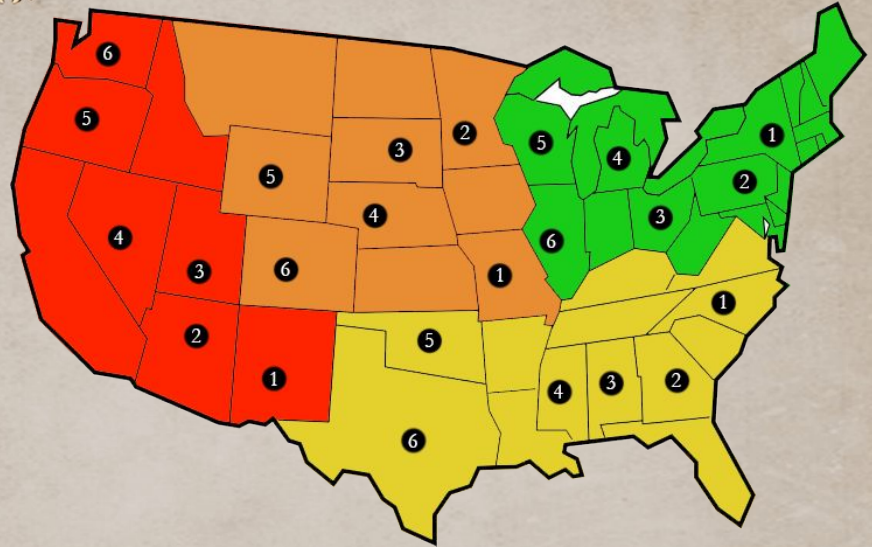
The game is composed of several playable levels across different locations of America:


The U.S.A are **divided in four zones**, historically related to the Far West conquest. Each zone itself is composed of six levels.


Only the green zone is available at the beginning. **Once three or more levels are completed**, the yellow zone is unlocked. The same goes for the orange and red zones.

Each zone is distinguished by different LD elements, special enemies and mechanics.

ARCHITECTURE



 Game zone

 A level in the game zone

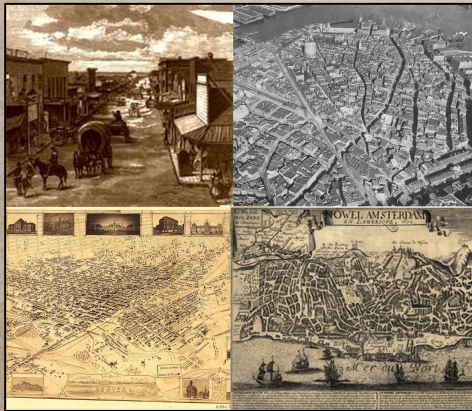




FINAL SCOPE

FEATURES

Specific LD Elements



Different Level design types (old Washington street VS new West towns)



New architectural elements (area specific batiments, new building style)



New circulatory elements (e.g roofs, balcony)





FINAL SCOPE

FEATURES

Different Enemies



Zone-Specific enemies related to US History (indian US army scouts, former confederates)



Active abilities that can be used by the player (e.g bullet time, dash...)



Variations on already existent enemies (e.g Boss version)





FINAL SCOPE

FEATURES

Exotic Gameplay

A specific mechanic for each zone beside the beginning one. Those mechanics bring exotic elements with different 3C for the player's enjoyment.





FINAL SCOPE

ADDITIONAL CONTENT

DLC 1 - Hometown

The Chenoo is fighting for his ancestral town. Fight against enemies waves getting more and more powerful to protect your ancestral ground.



A new Survival game mode, where your goal is to keep your ground as long as you can.
A changing town for each mode with its own interaction, new historicals enemies, and even more

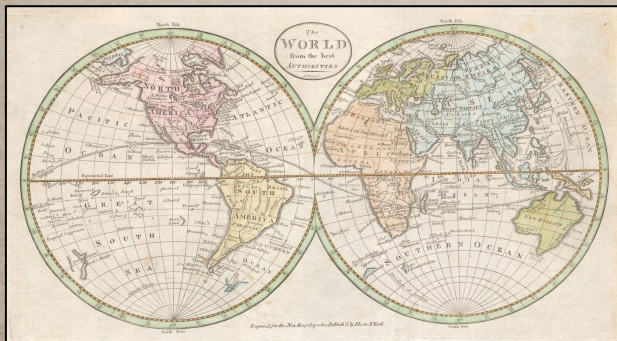




FINAL SCOPE

ADDITIONAL CONTENT

DLC II - Worldwide Ghost



12 more levels, spread across the whole world through 4 different cultures, all influenced by their mythical demons.

Play with the Zoulous, the Chineses, the Mayans and Romans in this new dlc.

Each culture has its own specificities, from the architecture to the way of fighting, and each has its own history.

Four mini-campaigns among three cultures, each fighting an invader for your own enjoyment.





CHENNOO

MARKETING

BENCHMARK



Two main axis for our parallel with other games:

- Is the gameplay simply Arcade or somewhat more serious ?
- How important is the Possession mechanic ?

With this benchmark, we will now examine more closely some of the most relevant parallels.



BENCHMARK



Use of different monsters to adapt to the situation and arcade fighting

BUT the swap mechanic is subsidiary to the fight, no solo modes

THEN same idea for the swap, but less exploited. Important settings requirement



Possesses different characters to adapt to the situation and create new ways

BUT have an infiltration/action orientation, and the fighting part disables the use of possession.

THEN a part of the game is similar, but is anecdotal in the game's core loop



Far West setting, different characters and nervous shooting..

BUT lack of swap mechanic, a lot less of action, and no objectives

THEN quite similar visually, but really different feeling for the player



TARGET



RESEARCH

Solo game

The game is to be played solo. Hence the player does not have to learn any competitive techniques / book a time slot to play with his friends.



Ideal for quick Start-and-play sessions without any need of training nor preparation.

Short sessions

The typical time span is 10/15 minutes that can be paused, requiring no special timespan allocation.



Does not take any step on social life, family time or sudden requirement.

Dematerialised PC / Consoles

Requires no special investment beside the game's price, and can be linked by tech-savvy peoples.



Great for someone with minimal funds allocated to gaming but with gaming knowledge.



TARGET



RESEARCH

Optional Optimization

The player can win with no special skills, but also have a huge margin for optimization, giving the game an ability to be played either once a week or twice a day.



Accounts for different playing habits, either casual or core.

Quick Action

No planning time nor preparation required, the game starts directly in the midst of action.



Great for persons in need of a “fun” time, looking for relaxation after a hard day.

Exotic Mechanism

The swap mechanism creates a clear identity, which creates a difference with “mainstream” shooter games.



Appealing for players with an “indie” knowledge wanting to try new things.



TARGET



SIMULATION

Age : 22-25 years old

Status : In a relationship, has a full-time occupation (Work / Studies).

Gaming Habits : Former gamer, still playing and interested but with limited time/money to invest. Plays for 1 hour after work, on PC or on a gaming console.

Likes : Music, Fast-paced games, TV series

Dislikes : Waiting for things to happen, being in a crowd




ECONOMIC MODEL



Economic Model : Buy to Play

Original Selling Price : 19.99€

Selling Platform :  STEAM®

 XBOX
LIVE



Selling Spec : Reduction inducing Demo

On the marketplace, we propose a demo including the **two first levels of the game that can be played for free**. Based on the performances of the player in this demo, we offer a reduction ranging from 15% to 30% off the original selling price.

Then, our game is to be sold between 17€ and 14€, the price we want to sell the game.

This technique has two main beneficial effects :

- 1) It allows the player to try the game, thus **reinforcing his will to buy**.
- 2) It rewards him for his participation and his skill with a real benefit without cutting our margin.







The background is a painterly illustration of a town at night. The buildings are rendered in dark, muted colors with visible brushstrokes. A large, glowing blue energy line or lightning bolt strikes the ground in the foreground, extending towards the viewer. Another similar energy line is visible in the upper right. A dreamcatcher with three white feathers hangs from the top of the word 'NOO'. The overall atmosphere is mysterious and magical.

CHENOO




SOURCES



Final Scope - Features LD

-  [Texas. Drawing by Frenzeny Tavernier, 1874.](#)
-  [Boston 1920](#)
-  [1881 Bird View of Denver](#)
-  [New Amsterdam Map](#)




-  [Country Ranch Design](#)
-  [Louisiana House](#)
-  [Philadelphia Congress, 1790](#)
-  [Donald Teague, Appointment in Town](#)

 Assassin's Creed 3



Final Scope - Ennemies

-  [Native American Army Scout](#)
-  Max Payne - Video Game
-  The Magnificent Seven - 1960 Movie






Final Scope - Exotic Gameplay

-  Django, 1966 Movie
-  [Mounted Shooting Association](#)
-  The West - Video Game

Final Scope - DLC Hometown

-  [Painting - Battle of Prairie Dog Creek](#)
-  Red Dead Redemption - Video Game

Final Scope - DLC Worldwide Ghost

-  [Pre 1800 American Map](#)
-  [Impi - Zoulou Armed Man](#)
-  [Mayan Warrior](#)
-  Europa Universalis IV - Video Game
-  [Ancient Chinese Warrior](#)

