

Fallacy

PROJECT PROPOSAL & PLAN

1.0 - Project Overview

Fallacy is a top-down fantasy narrative-focused game. The player takes on the role of a Sentinel, a warrior from an order of daemon hunters. Rumours of strange happenings on the island of Edgepoint lead the player to investigate the source of these events.

1.1 - Project Aims

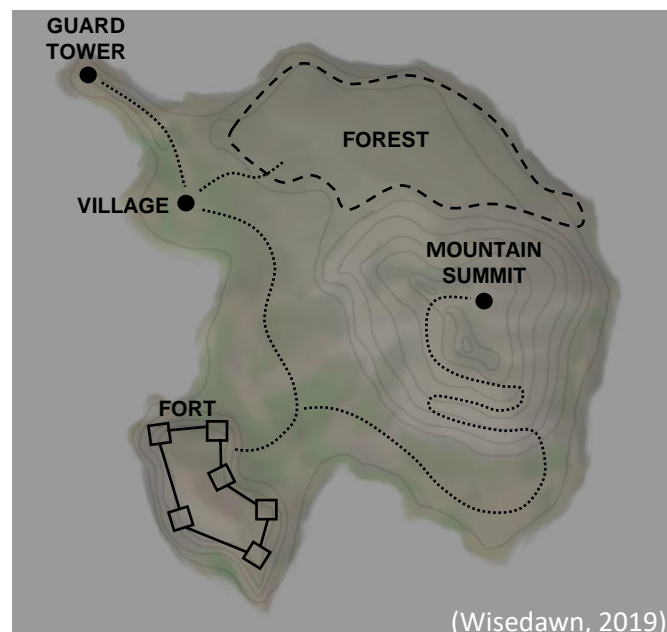
- Create a project that shows off my Quest Design skills to future employers.
- Create a highly polished and high-quality experience that is worthy of publication on Steam.
- Create a narrative experience that engages players and lasts for 10 – 15 minutes.

2.0 - Narrative Overview

The player will be finding the source of the strange incidents on the island. They will have several leads on arrival that will each lead to a piece of the puzzle, depending on what the player discovers and certain actions they take, the end of the story will alter in a minor way. The aim for this project is to produce this full main quest, detailed in Appendix F.

2.1 - Setting

A very small island called Edgepoint, it will feature several points of interest including the main village that has a port, a mountain which has a path to the summit, a small fort located on a hill south of the village and finally a forest north of the village.



3.0 - Core Gameplay

3.1 – Narrative

The primary core aspect of gameplay is the narrative, engaging in the quests, their locations, objectives, readable notes and using the dialogue system to talk to certain NPCs to gain information.

3.2 – Exploration

The island will act like a small open world, there will be interesting pieces of environmental storytelling to find as well as the quest locations.

3.3 – Combat

The game will feature a basic combat system to fight human enemies. The player will have a light and heavy attack, will be able to block attacks using a defensive magic ability and will also be able to dodge (see Appendix A).

4.0 – Aesthetics

Fallacy will use a stylised low poly art style; this gives it an artistic feel and simplifies development as less optimisation is needed. Additionally, the style is a timeless aesthetic, games with realistic graphics usually begin to look dated in only a few years (Kirill Tokarev and Maciej Szymaś, 2019).



5.0 - Development Plan

5.1 – Player Character Prototype

The first development sprint will focus on the Player, implementing the camera, the player movement logic, and animations for combat and non-combat. Animations and logic for the light and heavy attacks, magic abilities, and dodging. Having the player complete first allows me to walk around the level as I develop it later and see it as the player will.

5.2 – Design

Once the player is feature complete, I will move onto design documents for the rest of the game, detailing quests, dialogue, puzzles, and level design.

5.3 – NPC Development

This stage entails developing the NPCs, their animations and simple AI. The enemy AI will need to patrol in a radius, attack the player when close and stop attacking, reverting to patrolling if the player gets far away (see Appendix E).

5.4 – Content Implementation

At this stage I will build the level and implement all the quests, dialogue and puzzles detailed in the design documentation, ready to be linked to UI.

5.5 – User Interface

Once content is complete, I will build the UI; the main menu, pause menu, player HUD and the interface for quests which will need a tracker, and a UI for readable documents (see Appendix B).

5.6 – Audio

At this stage I will source and implement all the necessary SFX and Music (see Appendix C).

5.7 – Testing & Polish

Finally, I will send the game out for final testing and then implement improvements and fixes based on feedback. This time will also be put into adding elements of polish and juice into the game: particle FX for foot prints, different footsteps audio for different surfaces and other similar additions that will enhance the quality of the feel of the game (Lovato, 2015).

An asset list for the project can be viewed in Appendix D.

A detailed task list and plan can be viewed in the attached file: **FMP_JoshK_AE1 - Task Planner.xlsx**

A risk analysis for the project can be viewed in the attached file: **FMP_JoshK_AE1 - Risk Analysis.xlsx**

6.0 – Appendix

Appendix A – Combat System & Movement

The player character will have two sets of animations, combat, and non-combat movement. Equipping and unequipping the sword will switch the player between these stances. Once in ‘combat stance’ the player can then use magic abilities, attack, and dodge. The player will also have a pool of stamina to manage, the details of which can be seen below. Animation requirements and control scheme can also be seen below.

On death the player will simply be moved back to a checkpoint that will be placed before each encounter, they lose no items, only time as they will have to attempt the combat encounter again.

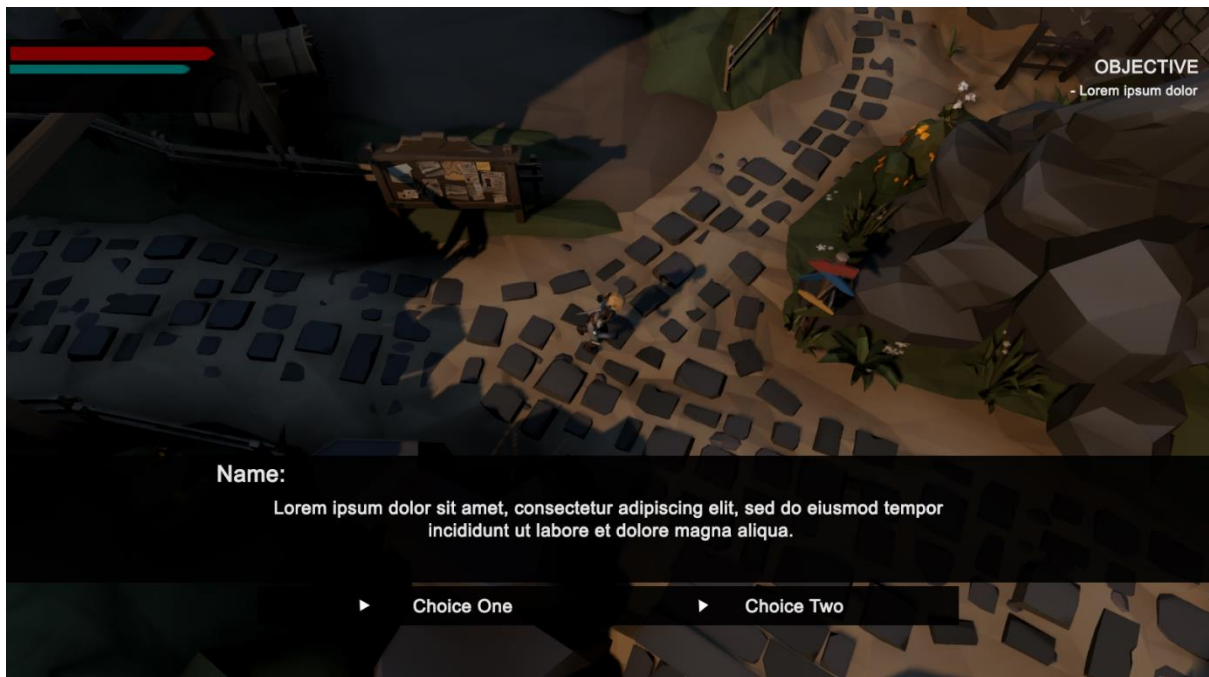
ACTION	COSTS STAMINA	STOPS STAMINA REGEN
Idle	No	No
Walk	No	No
Run	No	No
Sprint	Yes	Yes
Combat Stance	No	No
Dodge	Yes	Yes
Light Attack	No	Yes
Heavy Attack	Yes	Yes
Defensive Magic Ability	Yes	Yes
Offensive Magic Ability	Yes	Yes

ACTION	BINDING	ACTION	BINDING
Look	Mouse	Light Attack	Tap Left Mouse
Movement	WASD	Heavy Attack	Hold Left Mouse
Equip/Unequip Sword	R	Defensive Magic Ability	Hold Right Mouse
Dodge	Double Tap WSAD	Offensive Magic Ability	Hold Middle Mouse

ACTION	ANIMATIONS REQUIRED
Idle	Normal Idle, Combat Idle
Walk	Forward, Backward, Left, Right, Forward-Left, Forward-Right, Backward-Left, Backward-Right
Run	Forward, Backward, Left, Right, Forward-Left, Forward-Right, Backward-Left, Backward-Right
Sprint	Forward
Falling	Non-combat fall, combat fall, land
Combat Stance	Forward, Backward, Left, Right, Forward-Left, Forward-Right, Backward-Left, Backward-Right
Dodge	Forward, Backward, Left, Right
Light Attack	Light Attack
Heavy Attack	Heavy Attack
Defensive Magic Ability	Defensive Magic Action
Offensive Magic Ability	Offensive Magic Action

Appendix B – User Interface Wireframes

Below you can see a possible wireframe design for the core UI features, including the dialogue system, objective tracker, health, and stamina bars.



The wireframe below shows a mock up of the UI for reading documents that the player has just picked up and allows them to look back at previously picked up documents too.



Appendix C – Audio

The game will need audio for all essential features wherever sound would be expected because as mentioned in my risk analysis if there is no audio where the player expects there to be some then their immersion is broken, and the quality of the experience is lowered. A stretch goal of the project is to have the music of the scene dynamically fade between combat and default music as the player moves in and out of combat. A more detailed list of sounds required can be seen below.

FEATURE	AUDIO REQUIRED
Player	Footsteps, breathing, grunt, take damage, sword swing, sword hit, interactions, magic abilities, block attack, die.
NPCs	Footsteps, breathing, grunt, take damage, sword swing, sword hit, interactions, die, idle voices.
User Interface	Button hover, button click, note open, note close.
Music	Menu music, combat music, default background music.
Misc.	Ambience, animal noises, quest update notification.

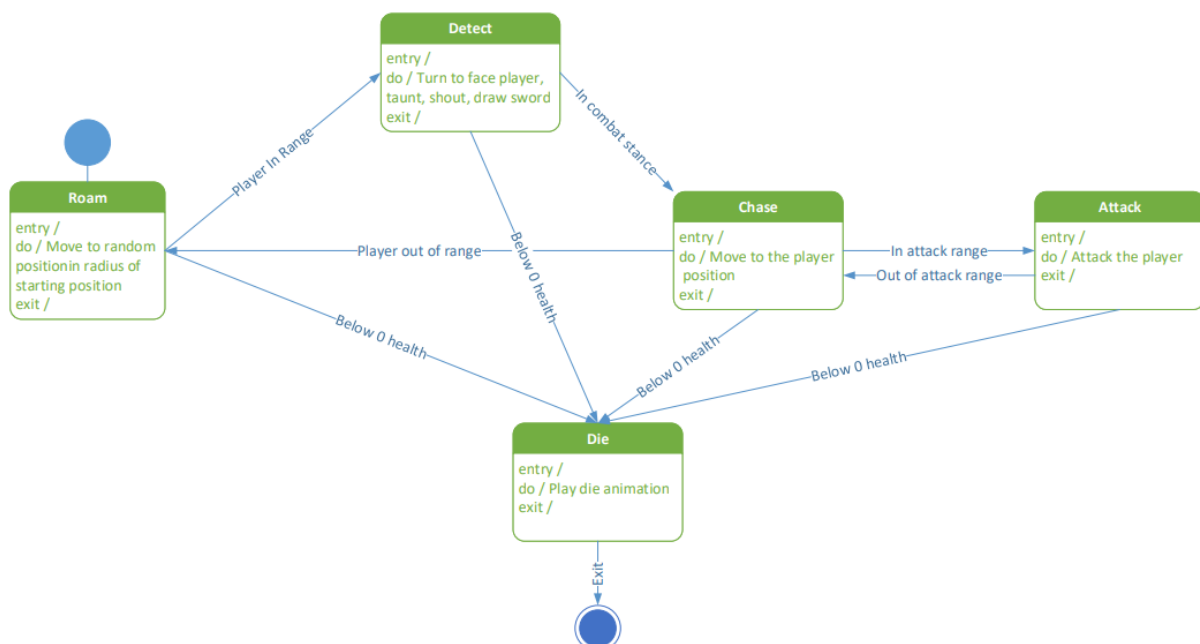
Appendix D – Asset List

The following is an overview of the core assets required:

- Player character
- Towns people
- Town guards
- Bandit characters
- Daemon character
- Foliage: Trees/Bushes/Grass
- Rocks
- Modular houses
- Modular castle
- Spell particle FX
- Water material
- Animations: Combat and movement
- Dialogue system asset

Appendix E – Basic AI State Machine

The following state machine visualises the logic the enemies in the game will follow:



Appendix F – Quests

Fallacy will have one main quest that will be made up of several stages and objectives, essentially having sub-quests. Below is a brief overview of how the quest will play out, I do, however, anticipate changes to be made during iterations and testing.

Stage One: Three Leads

The player must begin their investigation into the strange occurrences by following the existing leads they have thanks to a mysterious and anonymous letter. The player will have this letter on them from the start and will be able to view it in the document UI shown in Appendix B.

Objectives	Brief Description
Question residents of the village	Questioning the villagers about the events described in the mysterious letter result in mismatching accounts and question dodging.
Investigate the forest	The player finds ritualistically sacrificed animals and people along with crazed cultists, they find a note pointing to the old fort south of the village.
Investigate the burned down guard tower	The player discovers that the fire was no accident and was clearly lit on purpose.

Stage Two: The Old Fort

All leads point to what the village residents describe as a bandit held fort.

Objectives	Brief Description
Ask about the old fort	Villagers claim that bandits occupy the fort. And that it was them that burned the guard tower and the people inside.
Clear out the fort	Player must clear the fort of enemies. They find notes revealing that the villagers are under the influence of a daemon and burned 'non-believers' in the guard tower. The shrine to the daemon responsible is at the mountain summit. The 'bandits' in the fort are actually the survivors of the island's conversion.
Parley with 'bandits' (optional, hidden)	If the player stops and listens as one of the 'bandits' calls out rather than charge through the gates, then they can initiate dialogue with the 'bandit' leader and discover the same information as in the above objective but without killing.

Stage Three: Mountain Summit

The player learns, either from dialogue or notes, that the daemon shrine is at the mountains summit.

Objectives	Brief Description
Reach the mountain summit	The player must reach the mountain summit, this will involve a simple puzzle.
Speak with the daemon	Once at the summit the daemon will reveal itself and initiates dialogue with the player. The player realises that the only way to banish the daemon is to take away his power, his power being his possessed puppets, the player must exterminate the village.

Stage Four: The End

The player must now deprive the daemon of its power to weaken its hold and banish it.

Objectives	Brief Description
Kill the residents, burn the village	The player goes to the old fort and uses the catapult to bombard the village, then must go into the village and finish off stragglers.
Ally with the unenthralled villagers (conditional)	If the player parleyed with the 'bandits' in stage 2 then they offer a different solution. Perform a ritual the player character has never heard of to cleanse the villagers of possession. The player can accept or refuse, refusing means the player will have to fight past them to use the catapult.
Resist possession 1	In a last-ditch attempt to hold on to power the daemon throws all his subjects at you to try and weaken and possess you. If the player dies during this fight they are possess and become a pawn of the demon. If they win and live, then they did their job and leave Edgepoint behind.
Resist possession 2 (conditional)	If the player allied with the 'bandits' in this stage then the ritual is a trick, it turns out they two were possessed by a daemon, one in competition with the one from the mountain top. As with 'Resist possession 1' the daemon throws its followers at the player, if they die, they are possessed, if they win the fight and live then they did their job and leave Edgepoint behind.

7.0 – Bibliography

Kirill Tokarev, K. and Maciej Szymaś, M., 2019. *Implementing Low Poly Style in Game Dev*. [online] 80.lv. Available at: <<https://80.lv/articles/implementing-low-poly-style-in-game-dev/>> [Accessed 18 February 2021].

Lovato, N., 2015. *Squeezing more juice out of your game design!* - *GameAnalytics*. [online] gameanalytics.com. Available at: <<https://gameanalytics.com/blog/squeezing-more-juice-out-of-your-game-design/>> [Accessed 18 February 2021].

Pavel, C., 2020. Stylized Nature Assets. [image] Available at: <<https://assetstore.unity.com/packages/3d/environments/stylized-nature-kit-185089>> [Accessed 16 February 2021].

Wisedawn, 2019. Top-down Island. [image] Available at: <<https://opengameart.org/content/25-cc0-top-down-islands>> [Accessed 16 February 2021].