GDD
ANCIENT ODYSSEY

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1. INTRODUCTION

Ancient Odyssey is an ARPG of about 3 missions as a brief demo of about 20 minutes made in Unreal Engine 4. It will be a game set in prehistoric times in which we will lead a woman who has lost the rest of her tribe due to an enemy attack.

During the adventure, the player will have to face the dangers that existed in the forests at that time, as well as some enemy tribes, while trying to seek refuge in a village of an allied tribe that is a few days away from the starting point of the game.

This document will show aspects such as the narrative of the game and the references I have used as inspiration for that, a list of the mechanics that the player will have available in the main character, the elements that can be found in the levels and their design.

2. TECHNOLOGIES USED

For the construction of the game, the following programs will be used:

- **Unreal Engine 4.**

It is the graphic engine in which the game is going to be made. It is free and very complete (many triple A games nowadays use this engine), besides being the one I am working in more for now.

- **Photoshop.**

It is a program that allows to create and work in 2D images. I will use of it to make the art of the game, especially in terms of textures and some elements of the HUD, home screen or widgets.

- **3D Max and Blender.**

These are programs that work with the creation of 3D images and objects. I will probably use them, since I'm starting to learn how to use them and some elements can be created without too much difficulty.

- **Audacity.**

It is one of the most well known programs to work with sound effects. The sound section is an element that I value a lot in the games and I will try that my game has an acceptable audio quality. With Audacity alone I might be able to work all the SFX aspects of the ARPG.

3. REFERENCES

- **Far Cry Primal.**

Far Cry Primal is an action-adventure role-playing game by Ubisoft released in 2016. It is the main reference of the game, as it is also set in late prehistory and conflicts between tribes.

Figure 1: Far Cry Primal game image

The references used will be mainly narrative and artistic, although some gameplay elements, such as enemy animals (bears, tigers or mammoths) or weapons, such as the bow, will also be implemented.

- **Avatar.**

Avatar is a film directed by James Cameron that was released in 2009 and it's about a colony of humans who have settled on an alien planet called Pandora to extract a very precious mineral. There they try to negotiate with an indigenous tribe that inhabits the place so that they withdraw and thus humans could be able to continue with the extraction of the mineral.

From this movie I really like the system they follow for the organization of the tribes and their beliefs and ways of being, so, for the elaboration of the personality of the characters in the game, I will be inspired by it.

- **Copper Age.**

It is a stage of Prehistory from around 6,000 to 3,000 BC. At this time humans were already organized into slightly larger tribes and the use of tools was quite widespread among most settlements. In addition, apart from stone, copper was beginning to be used, although the use of fire to polish it was not well known. Even so, weapons for combat and hunting became more complex. And not only that, languages began to take importance and were more advanced, which allowed a greater organization among the inhabitants and to create systems of alliances between different tribes.

Figure 3: Image of different tools used around the Copper Age.

The game is completely inspired by this era, so most of the things that appear in the game will be quite in line with this period.

4. NARRATIVE

4.1 Universe of the game.

The year is 6000 B.C. and prehistory is already in its late period. The humans that inhabit the earth are organized in tribes with a basic language and tasks assigned to each member. It is a time when there are many conflicts between tribes and because they are already beginning to use very simple tools and simple weapons, the fights are based on more than just punches and scratches. In addition, mankind is already better understanding the world around them and using vegetation and fauna in their benefit.

In this context, in an area of Europe around the Urals (Russia) inhabit a number of tribes that are organized in a system of alliances and enmities of some complexity. It is in one of these wars between enemy tribes that the story of the game begins, as the protagonist's village has been razed to the ground and she must find somewhere to go.

4.2 Characters.

- **Gal.**

She is the protagonist of the game and the playable character. She is a woman in her early 20s, strong and trained for hunting and well-liked among her tribe. She is one of the best hunters among the years in the area and is beginning to be trained as a warrior due to recent attacks from enemy villages. After her village is razed in the beginning of the game while she was foraging for food, a tribal elder asks her to take the sacred totem of the village to another allied tribe a few days' journey away and inform them of what has happened so that they can defend themselves if they are attacked as well. Because of her character and her abilities and training, Gal will be able to make the journey overcoming the wild dangers and enemy tribes patrolling the area.

- **Gida.**

She is a village elder and one of the survivors of the attack on the protagonist's tribe. She is the one who gives Gal the village totem and the one who informs him of the mission he has in the game. They are very fond of each other, since during Gal's childhood she was one of her instructors and they spent a lot of time together.

- **Lurr.**

He is one of the strongest warriors of the great enemy tribe nearby and is also the son of the current chief of that tribe. He is a brave young man who does not agree with many of the wars that his father is provoking in the vicinity, although for the moment, he

continues to obey the orders given to him. At a certain point in the game, Lurr and Gal confront each other and after defeating him, the protagonist spares his life, which will make him reflect and change sides at a certain moment.

- **Mone.**

He is the most powerful warrior and therefore the chief of the enemy tribe and the organizer of the many assaults and subjugation of the surrounding villages. He has a very strong and intransigent character and wants to have all the tribes in the valley and surrounding areas under his command. He rules his people through fear and savagery, although they do not seem to disagree too much with his policies. At the end of the game, he is defeated and peace is established in the area after the ascension to power of the now best warrior of his tribe: his son Lurr, who advocates a change in the way his clan acts.

4.3   Objective of the game.

The objective of the game will be to seek refuge in an allied village near the protagonist's tribe, which has just been razed to the ground.

In addition, we will try to attack those responsible for the desolation of the village and put an end to the reign of fear that they intend to impose in the area by subduing other tribes. In any case, each mission will have its own objective.

In the first mission, the objective will be to escape from your tribe and get to safety in a nearby cave.

In the second mission, the protagonist must cross an area ruled by an enemy tribe to reach the next allied tribe, although she is captured and imprisoned by them.

The objective of the third mission of the game will be to escape from the enemy tribe and reach the allied tribe, in order to deliver the sacred totem and finish the game.

5. PLAYABLE CHARACTER MECHANICS

In this section I will explain as bullet points the list of basic attributes that the playable character has, as well as the controls associated with the keyboard necessary to play the game and the mechanics that can be used, derived from the characteristics of the character.

5.1 Attributes

The basic attributes that the player will possess are as follows:

Life.

- The character has 100 life points.
- It is represented by a green bar in the lower left corner of the screen.
- Receives damage when character gets hit by enemies.
- It can be cured with red berries.
- When it reaches 0, the character dies.

Stamina.

- Allows the character to run, jump and dodge.
- When it reaches 0, the character cannot perform these actions.
- It is represented by a blue bar in the lower left corner of the screen.
- It recharges automatically when you stop performing actions that consume stamina.

Hunger.

- It is represented by a bar at the bottom left of the screen.
- When it reaches 0, the character begins to subtract points from the life bar until the character eats or dies.
- It satiates itself by eating animal meat.

Experience.

- Allows the character to level up.
- Leveling up allows you to improve certain statistics.
- It is represented by a purple bar at the top of the screen.

Force.

- It is the amount of damage the player does to enemies with the melee attack.
- It is represented by a number that can be accessed when the inventory is opened.
- It can be improved by leveling up through the skill tree.

Vitality.

- This is the maximum amount of life the character can have.
- It is represented by a number that can be accessed when the inventory is opened.

-   It can be improved by leveling up through the skill tree.

Ability.

-   It is the amount of damage the player does to enemies with the ranged attack.
-   It is represented by a number that can be accessed when the inventory is opened.
-   It can be improved by leveling up through the skill tree.

Intelligence.

-   Regulates the duration of the buffs applied by objects to the character.
-   It is represented by a number that can be accessed when the inventory is opened.
-   It can be improved by leveling up through the skill tree.

5.2   Controls

Here you can see the list of controls to play Ancient Odyssey on keyboard and mouse.

Figure 4: Image of game controls on keyboard and mouse

5.3   Mechanics

The mechanics that the player will be able to use in the game are the following.

Movement/Running.

-   The character will be able to move on the ground of the world in any direction and run.

Jump.

-   The character will have the ability to jump to avoid obstacles or make combos in fights with the attack.

Crouching.

- The player will be able to duck and cover in certain areas to avoid detection by some enemies.
- Crouching will slow you down.

Simple melee attack.

- The player will have a simple attack with his weapon.
- It consumes little stamina and is fast.
- It does not do too much damage.

Dodge.

- A small dash can be made to either side while the player is moving.
- Consumes stamina.

Bow shot.

- The player will have a bow available to shoot from a distance.
- You will use arrows as ammunition that can be picked up around the map.
- The shot will have to be loaded for a short interval of time before it can be fired.
- The player can move slowly while the shot is being charged.

Camouflage.

- The character will be able to camouflage himself from some animals by using their viscera.
- Viscera are collected when looting some animals after hunting them.

Healing.

- The player can heal himself using red berries found throughout the level.
- It is an almost instantaneous action and can be performed while moving.

Equipment.

- The player will be able to equip himself with equipment items that will increase certain attributes.
- There will be an equipment section in the inventory.

Inventory.

- The player will have an inventory where he will store the items collected for the level.
- Allows the player to equip equipment items.
- Allows you to assign collected items with keyboard shortcuts for use at game time.
- An item collected in the level can be reinstantiated on the map through the inventory.
- Allows you to use objects, even if they are not in keyboard shortcuts.

6.   GAMEPLAY ELEMENTS

In this section I will explain in bullet points all the series of elements that the player will find instantiated by the game level, that is to say pickups, interactive elements and enemies, besides commenting firstly the core loop of the game.

6.1   Core Loop of the game

The Core Loop of the game will be typical of almost all role-playing games. It is the following, represented in this scheme:

Figure 5: Representative schematic of Ancient Odyssey's Core Loop

6.2   Pickups

They are all those elements of the level that the player will be able to collect and store in the inventory. They are the following.

Red berries.

- They can be collected from red plants and appear in the inventory.
- They allow the player to recover a few points of the life bar.

Blue berries.

- They can be collected from blue plants and appear in the inventory.
- Boost the damage done by the character to enemies for a few seconds.

Animal viscera.

- They can be collected from hunted animals.
- They can be used as camouflage against wild animals when used on the character.

Meat.

- It is taken from hunted animals, although it can also be found on the ground or when looting enemies.
- It serves to satiate hunger.

Equipment items.

- The player can collect equipment items throughout the level or after looting enemies he has defeated.
- They can be equipped from the inventory.
- When equipped, the data of certain attributes will vary depending on the power granted by that equipment item.

Mission object: Animal skin.

- Obtained by defeating animals at the beginning of the game during the first mission.
- It will be stored in the inventory.
- It will be delivered for the first mission at the end of it.

6.3   Interactable elements

These are all those elements of the level with which the player can interact, but which are not intended to be stored in the inventory.

Carved village totems.

- You can see totems with carved images as lore objects that explain certain things about a village.

Allied NPC's.

- It will be possible to talk to allied NPC's from non-hostile villages.
- They will tell lore of the place or simply chat.
- Some may grant some objects.

6.4   Enemies

These are the elements that the player must fight or avoid while going through the level.

Enemy with spear.

- They are fast.
- Their attack is melee.
- They do not do much damage, although they attack a lot (they are very aggressive).
- Its life bar is medium.

Enemy archer.

- They are ranged enemies.
- Arrows do moderate damage.
- The arrows they shoot go at a moderate speed to give the player the option to dodge if done quickly.
- Their life bar is small.

Enemy with club.

- They are melee enemies.
- They are large and slow.
- Their club attack does a lot of damage.
- They have a large life bar.

Tigers.

- They are the most dangerous animals in the game.
- They are very fast and lethal.
- Designed to pass them in stealth or camouflage mode.
- They have a medium life bar.

Lobos.

- They usually go in groups.
- They are fast, although they do not do much damage.
- They have a small life bar.

7.   LEVEL DESIGN

The game is developed as an open or semi-open world map in which all quests are on the same level, but are activated as the player progresses through the game.

For this reason, we can distinguish three zones on the map:

-   The first zone corresponds to the protagonist's village and a nearby forest area where the hunting theme will be introduced as a tutorial.

-   The second area is a path between mountains that must be crossed in which there is an enemy village from which you must escape after being captured.

-   The third zone is found after crossing the mountain ranges and escaping from the enemy village. This area is a valley between mountains full of wild animals and a forest area. At the end of this area there is the allied village which must be reached to complete the third mission of the game.
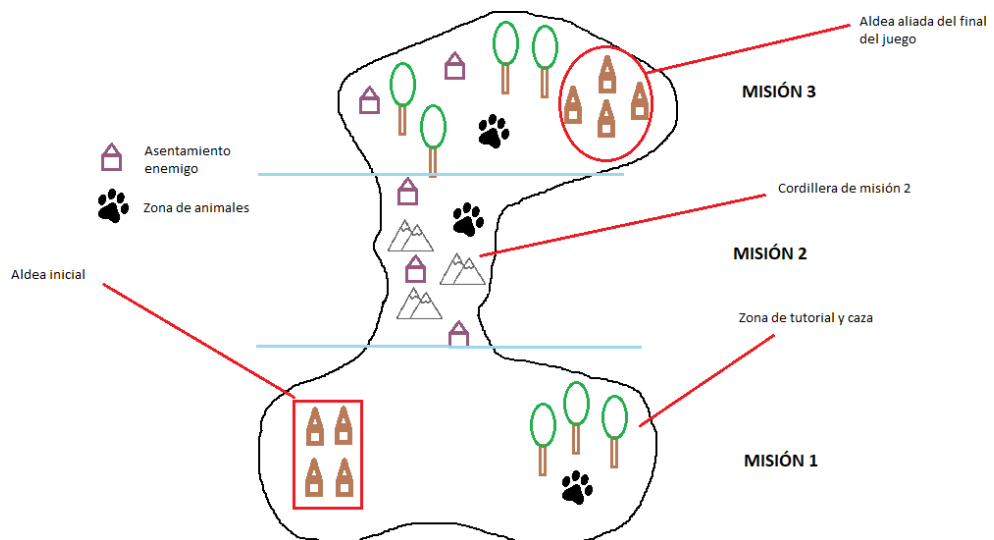
The layout of the game world would be as follows:

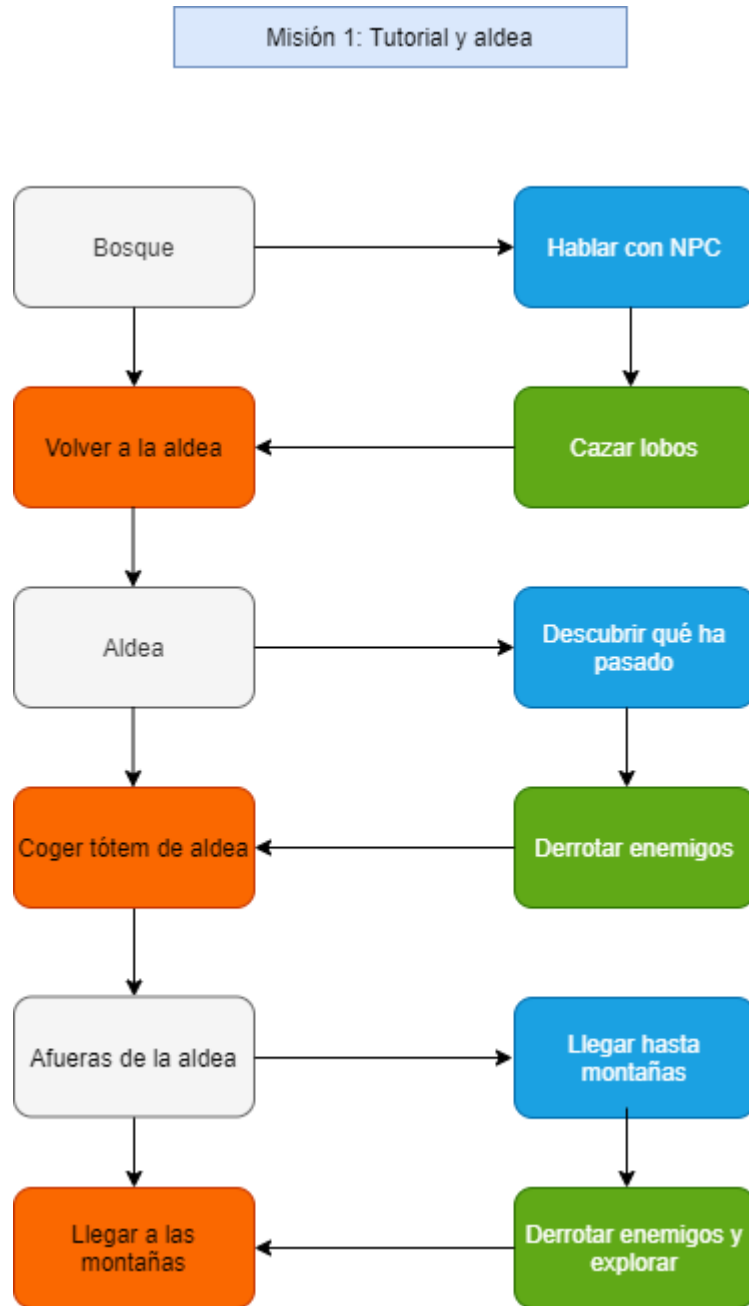
Figure 6: Layout of the game world of Ancient Odyssey

Figure 7: Flowchart of the first mission of the game
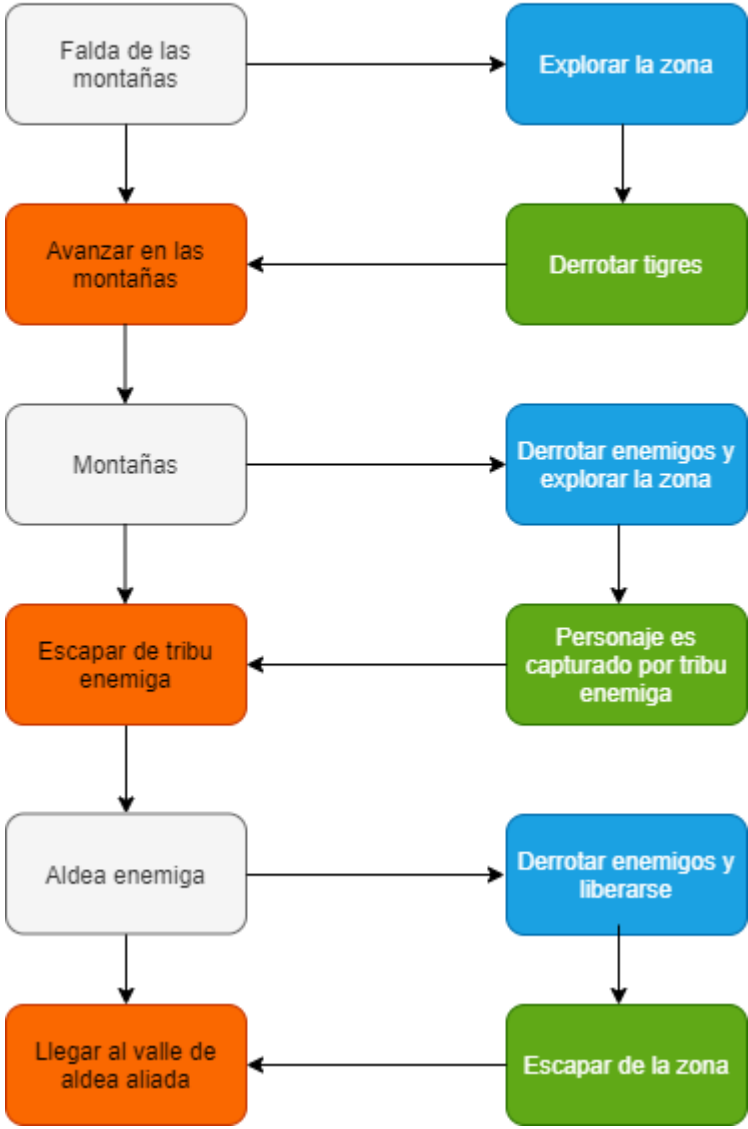
Misión 2: Atravesar las montañas

Falda de las montañas → Explorar la zona

Avanzar en las montañas ← Derrotar tigres

Montañas → Derrotar enemigos y explorar la zona

Escapar de tribu enemiga ← Personaje es capturado por tribu enemiga

Aldea enemiga → Derrotar enemigos y liberarse

Llegar al valle de aldea aliada ← Escapar de la zona

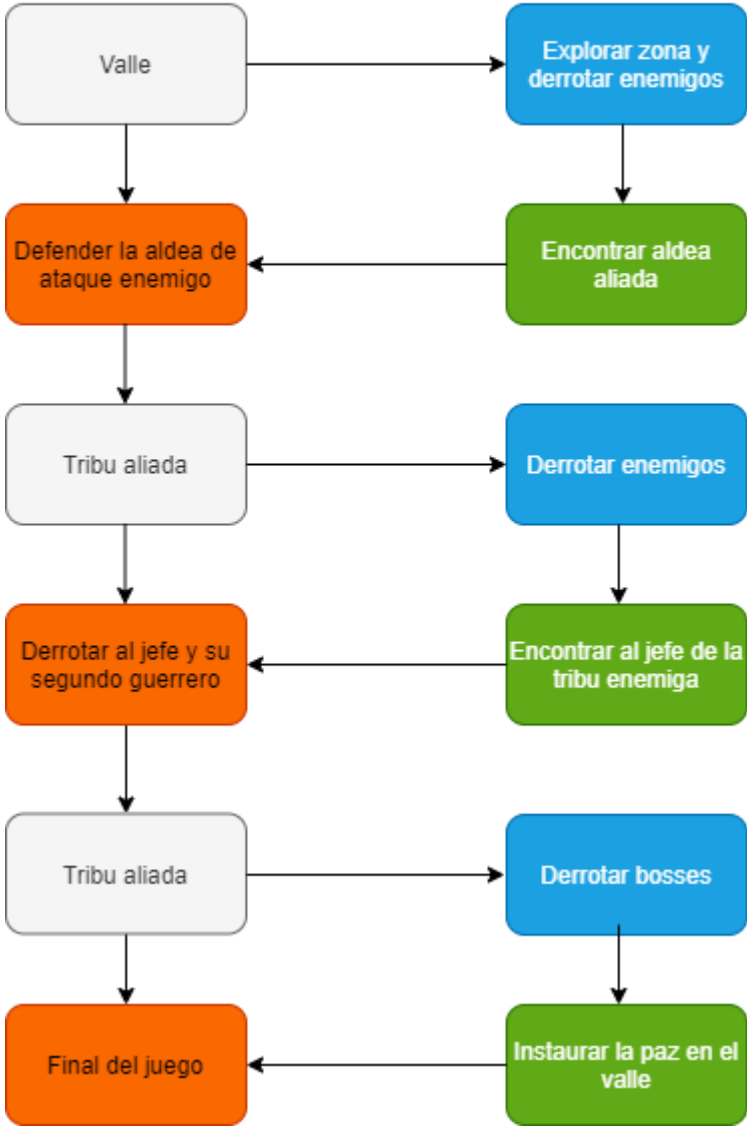*Figure 8: Flowchart of the second mission of the game*

Figure 9: Flowchart of the third level of the game

8. HUD DESIGN

The HUD that will appear by default on the player's screen will present 3 bars in the lower left corner referring to Life, Stamina and Hunger (green, blue and yellow respectively), which will be filled from left to right.
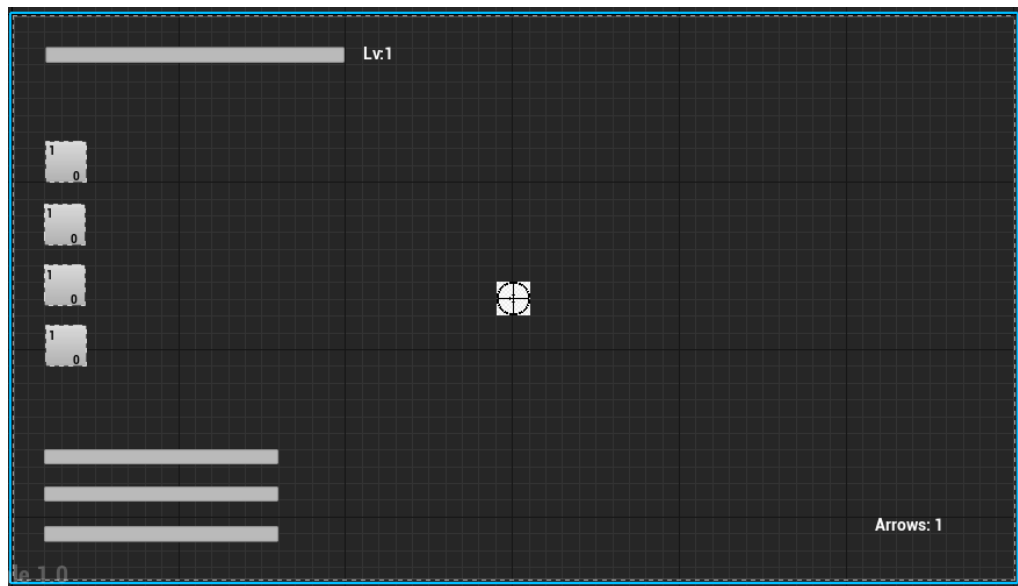

Figure 10: Main game HUD

The experience bar will appear at the top left of the screen next to the character's current level. It will be purple, also filling from left to right like the other bars. In addition, also on the left side of the screen there will be four fast use object binding buttons cascading from top to bottom.

In addition to the default HUD, we will have our own inventory page with 25 slots for all kinds of items. Also, there is an aim point to help shooting the bow when equipped in the middle of the screen.
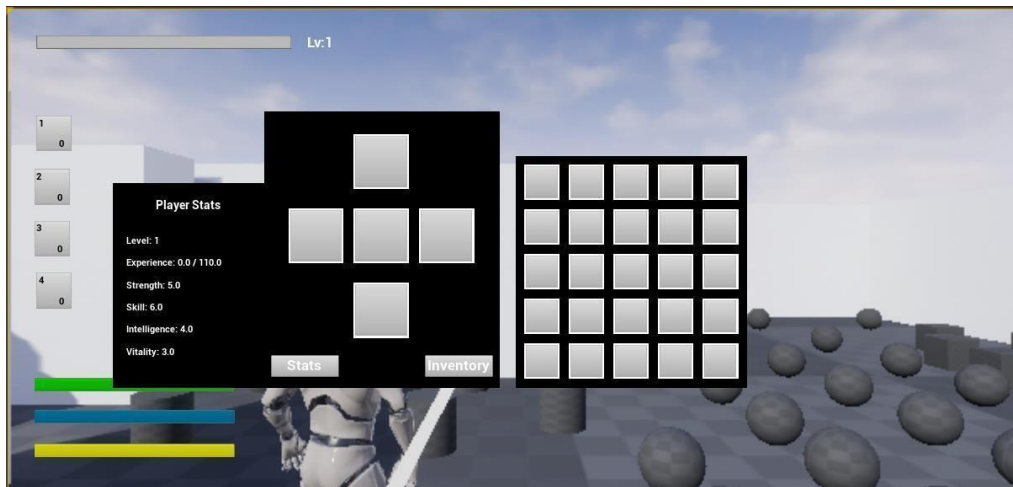
Figure 11: HUD and game equipment screen

Elements related to lore and conversations with NPCs will also be instantiated in the HUD.

As for the menus, we will have a Game Over screen, when the character is defeated and from which you can replay the game level or exit the game. In addition, there will also be such options in the menu after finishing the game by defeating the leader of the enemy tribe.

9. AUDIO DESIGN

As for the audio, we will have ambient music that will be played in loop during the game. The melody will have a simple and perhaps percussion-based tone, to reflect in a correct way the era in which the game is based. I will probably do some research on the Incompetech website to find the most suitable music and I will also probably use Audacity to adjust the audio.

For other in-game features, such as bow shots, melee hits, enemies, etc... I will use individual sounds appropriate to the theme of the game. For pause menus, inventory, etc... the music will be softened so that it plays in the background in a subdued way.

In addition, for the introduction of the game, another music theme with a slightly more solemn tone will be played with the aim of giving an epic component at the beginning to increase the hype to start playing.