High concept document

Rogue
Of Darkness

Name: Mika Wishaupt
Student number: 2136967
Version: 1
Date: 12-9-2023 (Start)
Teachers: Niels Riethorst & Jeff Cook
& Yessica Baeten
Place: HAN Arnhem

Introduction

My name is Mika Wishaupt and I follow the Create a High-End Game minor at the HAN University. I am in my fourth year of Communication & Multimedia Design at the Avans University.

In this document I will show my own game concept which is called:

Rogue of Darkness

Table of contents

Core Concept

Rogue of Darkness is a first-person, single-player, roguelike horror game where the player must survive and escape procedurally generated dark castles from a relentless monster, with both the player and the monster gaining upgrades after each escape until the player reaches a set number of escapes or falls victim to the creature.

Core Aesthetics

Challenge:
*The main aesthetic behind the game is challenge.
The player will be challenged with escaping procedurally generated maps while a vicious monster is finding him. Can the player survive?
The game challenge also relies on the upgrades.*

If the monster picks an upgrade that is extremely powerful, the challenge will be significantly harder, and because the monster upgrades are randomized, you can't just replay the game and retry everything you learned earlier.

Discovery and exploration:
Another aesthetic of the game is discovering the map and all the possible upgrades and monster outcomes. Since every map and gameplay are different when you start a new game, the player can explore new, unique places and ways to play the game. Exploration is, however, limited if the monster is hunting you.

Expression:
The player can express his own play style through certain upgrades. If the player likes to be fast, he can pick upgrades that will help him in his play. Also, the player decides how he will explore the maps and counter the monster.

Target Customer

What type of player is the game meant for?

The audience for the game varies from horror enjoyers to roguelike players, but mostly people who are in for a challenge. The game is made to be hard and challenging, but also to have the ability to explore and customize your own experience to tackle the obstacles that come with the world.

With the procedural maps and the way you can make the player and the monster will pick upgrades, and there will be a unique experience with a lot of replayability.

When it comes to player types, the game will fall into the categories of achievers and explorers, and some aspects of the game are meant for killers.

*Game examples for the target customer are Risk of Rain 2 [1] for people that want a challenge and a roguelike experience to pick up upgrades and with a permanent death every time.
Amnesia the Dark Descent [2] for exploring a dark castle while a monster can be anywhere.*

Bartle's Player Type for Rogue of Darkness

Achievers:
You will have the task of escaping the maps and win the game. There is a certain goal that you are striving for. There is the additional option to make achievements in the game like to get every upgrade throughout multiple Gameplays and to get special items on the map.

Explorers:
For explorers there is the exploration of procedural maps with unique shapes and features to find out and see. Also the explorers can find out unique upgrade combinations and how that would affect finding things in the world and beating the monster.

Killers:
For killers there will be some cool upgrades like placeable traps so the monster can be stuck for a period and to dominate over the monster. There will be no literal killing which might turn off some killers.

Gameplay

Mechanics:
Walking: The player moves around without making much noise.
Running: The player can run but will make more noise and lose stamina.
Collecting: The players will find unique items to help them escape the maps.
Power picking: After finishing the map the player can select one of a number of upgrades which he will keep for every map. It will stack with other powers, so after a certain map, you have an amount of powers.
Using abilities: From the upgrades, there will also be a variety of abilities that the player can use like teleport which will the player quickly go to one place to the other.

Dynamics:
The player can explore unique maps and find items. The player can escape maps through portals. The player can select upgrades after escaping every level. The player can win the game if he reaches the final stage and the last portal. The player can die from the monster.

Aesthetics:
Expression: Customize your play style through your upgrades and the way you explore the maps and counter the monster.
Discovery: Explore the maps, items and upgrades and how to use them.
Challenge: Find ways to escape and not to get killed against a monster that can upgrade himself.
Fantasy: The player finds himself in a scary but magical castle with portals.
Sensation (horror): The player is placed in a dark world where a monster can be everywhere to kill him. The player will be on a constant lookout, and this will be accompanied by scary sounds like the footsteps of something.

GARF

The upgrade mechanic:

Goal: Give the player the option of certain upgrades to help him escape the maps and the monster.

Action: After every map, the player gets the option to pick an upgrade between an amount of options.

Rules:
-The player will pick an upgrade every time a map is completed.
- The upgrades are permanent and will stack until the player dies and has to restart the game.
- As the player picks an upgrade, the monster will pick an upgrade as well which will be randomized.
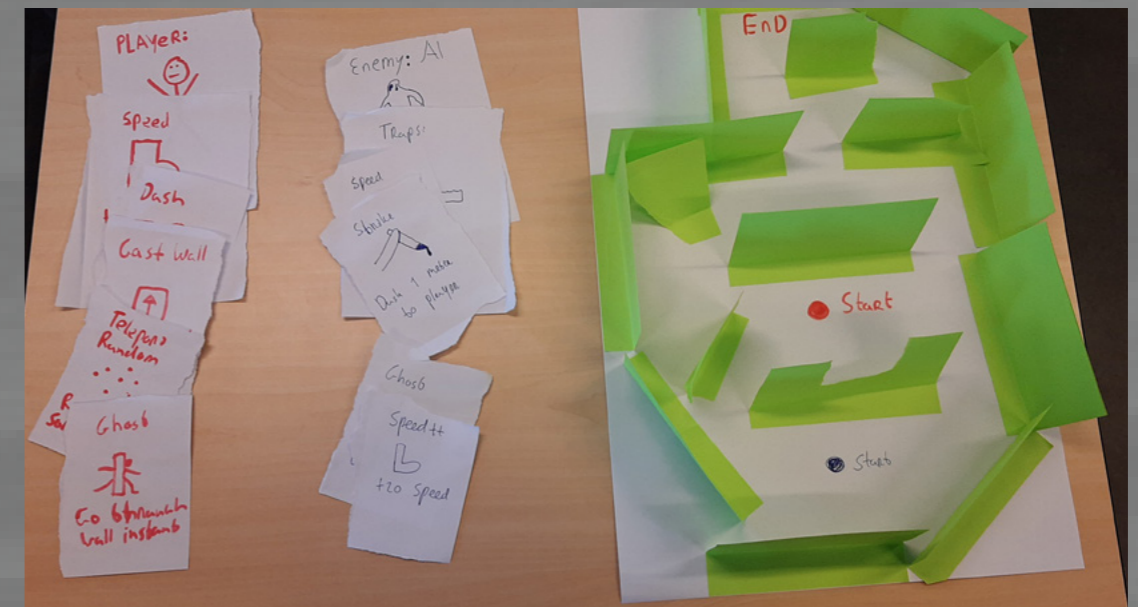
Feedback:
Whenever the player picks an upgrade he will hear a sound that it is selected. In the game every upgrade has his unique feedback. If the player picks an ability upgrade like dashing he will press a button and will hear a dash sound. If the player presses the button again he will see a cooldown timer and on the screen is a dash icon and a timer.
Every upgrade will be displayed on the screen.

Testing core concept and GARF (Field Research)

To test my GARF and core concept for my target player type, I made a paper prototype to test out what people thought of the most important mechanic that makes my game unique. I remade my game to its core and tested it out. Let people escape from a monster and both get upgrades.

Overall, people were very positive, but one great feedback was to make the upgrades for the monster more altering the map and to balance out the players to make it a fair game. I found that the people found the most important thing the exploration of what happens with the monster and what you can do with the cards, to achieve the end and to bully the monster, for example with placing walls.

Unique Selling Point (USP)

What makes Rogue of Darkness stand out compared to most other games are the combination of two different genres into one game (Roguelike and horror).

The idea of a monster chasing you is nothing new. We have seen it in games like Amnesia: The Dark Descent, or the idea of starting over and finding upgrades, like, for example, in Risk of Rain.

But to combine replayability with the thrilling elements of horror games and upgrades make for a unique experience for the player types: explorers, achievers and killers.
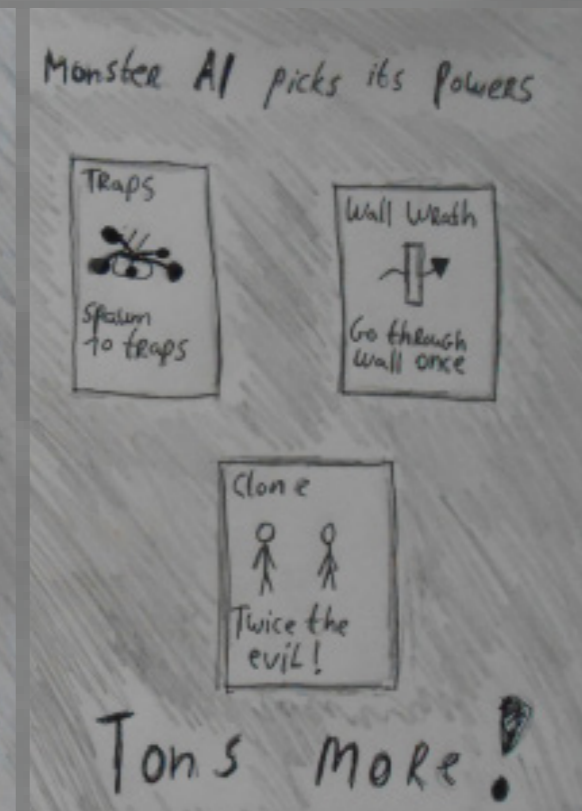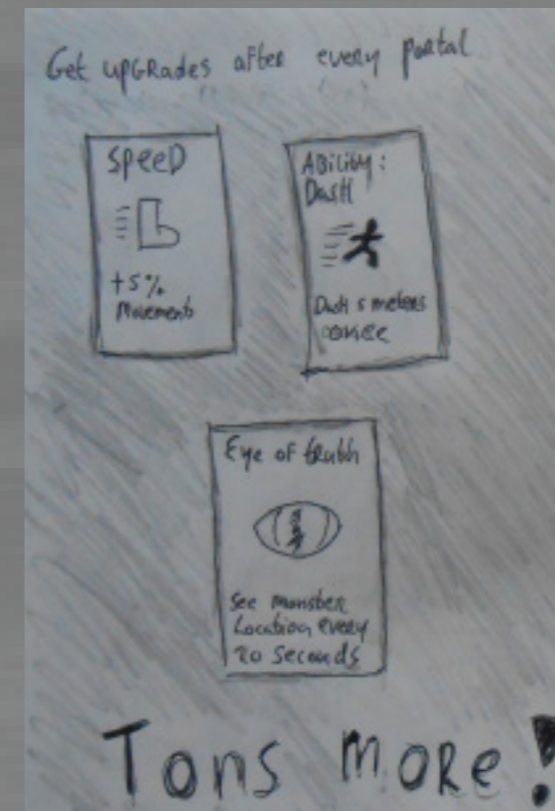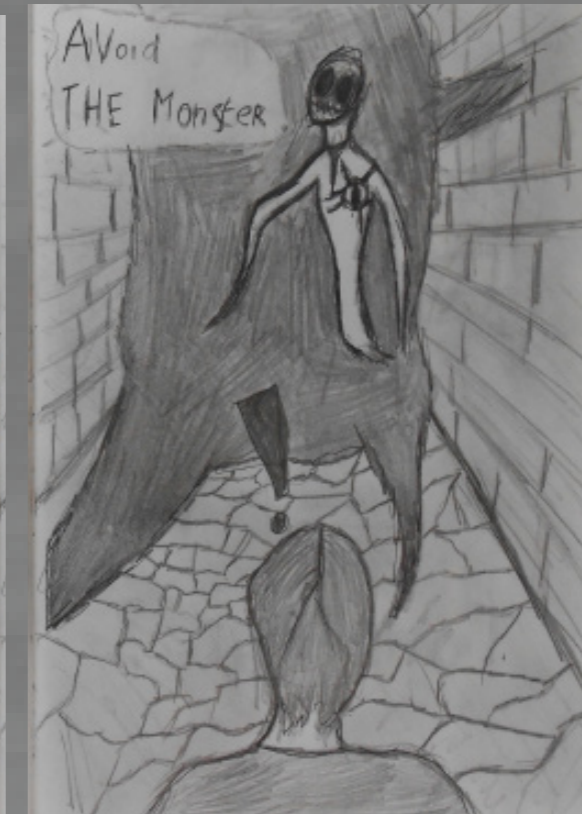
An additional unique aspect of the game is the upgrading monster, which becomes a new challenge every time you play. Instead of you becoming stronger and fighting the same enemies, you are tasked with countering a monster that changes over time, which makes the game extra difficult since you don't know what the monster will do.

Setting

Rogue of Darkness takes place on an infinite amount of maps that follow the theme of a castle. In the beginning of the game, it's made clear that you (Timar Viarta) were punished by an evil sorcerer by the name of Fius for stealing one of his magic orbs, which is named the Reop which you wanted because it would help you with an important project of yours. He places you in a dark hallway (start the game) and tells you he will give you a chance to escape with the orb because he believes in mercy and wants to play with you. Through portals that will bring him to the next castle every time until he reaches the last one, where one final portal is where he can escape and return to the normal world. However, the wizard tells about an evil that lures through the castles and is there to kill you.

Artwork/SEED

The audience for the game varies from horror enjoyers to roguelike players but mostly people that are in for a challenge. The game is in first person perspective.

Rogue of Darkness
Explore procedural Castles
Escape through Portals inside The castles

Avoid THE Monster

Get upgrades after every portal
Speed +5% movement
Ability: Dash Dash 5 meters forward
Eye of truth See monster Location every 20 seconds
Tons more!

Monster AI picks its powers
Traps Spawn traps
Wall Wraith Go through wall once
Clone Twice the evil!
Tons more!

Feedback HCD

To make the HCD better I analyzed other HCD's
for feedback and people gave feedback for my HCD.

Feedback for me

Wes

Introduction:

My name is Mika Wishaupt and I follow the Create a High end game minor at the HAN university. I am in my fourth year of Communication & Multimedia Design at the Avans university.

In this document I will show my own made game concept which is called:

Rogue of Darkness

Denk eerlijk gezegt niet dat discovery van toepassing is bij jouw concept, aangezien je niet echt de tijd krijgt om te ontdekken (omdat je constant achtervolgt wordt)

Ook expression is niet echt van toepassing denk ik, omdat expression meer gaat om het uiten van jezelf in bijv. uiterlijk, bouwwerken

Lange stukken kard commen hadd vat fin

Dubbele punten weghalen hier

r
roguelike players but mostly people that are in for a challenge. The game is made to be hard and challenging, but also to have the ability to explore and customize your own experience to tackle the obstacles that come with the world.

With the procedual maps and the way how you can make the player and the monster will pick upgrades there will be an unique experience and alot of replayability.

When it comes to player types the game will fall into the categories of Achievers and explorers and some aspects in the game are meant for killers.

the game like to get every upgrade throughout multiple gameplays and to get special items in the map.

Explorers:
For explorers there is the exploration of procedual maps with unique shapes and features to find out and to see. Also the explorers can find out unique upgrade combinations and how that would affect finding things in the world and beating the monster.

Killers:
For killers there will be some cool upgrades like placeable traps so the monster can be stuck for a period and to dominate over the monster. There will be no literal killing which might turn off some killers

Denk niet dat dit seed geschikt is voor explorers

Je vertelt nu alleen dat je een paper prototype gemaakt hebt, niet hoe je prototype werkt en wat je getest hebt.

lijk neemt. Het gaat bij ents.

Veel te veel aesthetics.

Word de upgrade ook zichtbaar op het personage? Bijvoorbeeld in de vorm van kleding/accesoires of een effect.

What makes Rogue of Darkness stand out compared to most other games is the combination of two different genres into one game.

Welke genres?

an evil that lures through the castles and that is there to kill

Waarom wilde Timar de magic orb stelen?

Waarom geeft de sorcerer je nog een kans?
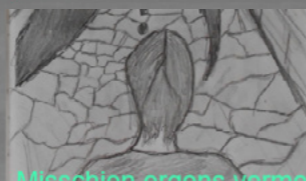
Misschien ergens vermelden dat het 3rd person is (volgens dit plaatje)

Ik denk niet dat
de seed helemaal klopt

Max

effe wat snelle feedback nu al

Table of contents:

Core concept:
Core aesthetic:
Target Customer:
Essential pillars:
Unique Selling Point (USP):
Seed:
Setting:
GARF:
Main gameplay:
Example upgrades:
Artwork:
Peer review:

Sources:

ik zou de dubbele punten bij alles behalve de woorden table of contents weghalen
waarom staat je intro hier nog eens onder essential pillars? (bewerkt)

twee dingen hier:
Horror valt onder Sensation als aesthetic.
is die random stuff linksboven in de pdf of is mijn reader gek aan het doen? (bewerkt)

Gameplay:

Mechanics:

Walking: The player moves around without making much noise.
Running: The player can run but will make more noise and loses stamina.
Collecting: The players will find unique items to help them escape the maps.
Power picking: After finishing the map the player can select one of an amount of upgrades which he will keep for every map. It will stack with other powers so after a certain maps you have an amount of powers.
Using abilities: From the upgrades there will also be a variety of abilities that the player can use like teleport which will the player quickly go to one place to the other.

Dynamics:

The player can explore unique maps and find items. The player can escape maps through portals. The player can select upgrades after escaping every level. The Player can win the game if he reaches the final stage and the last portal. The player can die from the monster.

Aesthetics:

Expression: Customize your playstyle through your upgradesand the way you explore the maps and counter the monster
Discovery: Explore the maps, items and upgrades and how to use these
Challenge: Find ways to escape and not to get killed against a monster that can upgrade himself
Fantasy: The player finds himself in a scary but magical castle with portals.
Horror: The player is placed in a dark world where a monster can be everywhere to kill him. The player will be on a constant lookout and will need to be accompanied with scary sounds like the footsteps of something.

voor de rest is het goed maar ik weet niet of je meerdere images mag gebruiken als seed

leuke themeing van het document trouwens

Koen

-Unique selling point: second paragraph is written weird. It sounds like a TedTalk. The third paragraph has a weird sentence.
-You can't start a sentence with or.
- You just have nothing with essential pillars except some copy text.
- Mag je met de seed meerdere images gebruiken?
- At paper prototype. To test my garf? What about core concept.

Feedback to others

Wes

- The Seed speaks about your concept but maybe add some more illustrations on the pages that hints about the core concept.
- Je mist een GARF. De GARF kan je belangrijkste core concept duidelijk maken en meer inzichten geven.
 Je belangrijkste combat mechanic (Swing weapon) is heel belangrijk voor je game en daarover zou je een GARF kunnen schrijven. Wat zou er gebeuren als je dit zou weghalen? Zou Reflecto nog zichzelf zijn.- Can you add links to the fantasy in core aesthetics like for Zelda.
You name Zelda but what is that? I want to learn more about it!
- Is the target customer only achievers really? How about someone that wants to dominate over all the enemies.
- In mechanics you say move in 8 directions. What do you exactly mean with that?
- I would add a page with all your sources.
- You should add that it is a 3D game even if it's already known it will become a 3D game. Maybe for someone outside of the HAN it's confusing.
- The addition of a narrative page was a good idea.
- You use two pages for your gameplay mockups which makes it sound really important.
Are these mockups that important for having two pages?
- You emphasize in Unique Selling Points that reflecting projectiles is one of your most unique points but is that really what makes your game that unique? There are games like pong where you only do that already.
- I get you want to show of your features but because it's tilted it kinda puts me off.
- In genre you say something like bullet hell but what is it? Just like with Zelda you could emphasize it and maybe link it.
- In target customer you explain pretty well what kind of customer you want but maybe you can expand it with age groups, entry level and what more. Is the game too hard for beginner players.

Max

- Start with your core concept at the beginning. Show me what you got.
- Maybe add visuals to the first page that appeals more.
- Where is name and your student number?
- Target customers: Why is it only Achievers? A game based on combat and dominating enemies could also be for killers and exploring a map and what is possible could be something for explorers.
- In the core concept you say the submarine fights but how does it fight?
- You say weapon but what kind of weapons and what do can I expect?
- Switch weapons is understandable but how fast can you switch?
- Approaching battles for a strategy in different ways sounds something like an explorer.
- Unique selling points was for me still not that convincing.
A game like Barotrauma has you in a submarine fighting big monsters while also playing with others. I like the dodging but maybe you could make something more unique with your concept.

Koen

- Add student number
- Maybe put core concept above your text. Also is it really one sentence and can you make it shorter?
- In core aesthetics you maybe could look at expression.
- For what kind of player type is this game meant?
- Can you rewrite the unique selling point in a different way because now it's just a copy of your core concept.
- The seed explains it well but maybe add some visuals.
Since you have a concept that isn't that common or completely unique you should add some visuals to give a better expression of what it is. If I am talking about a shooter game people might already have some ideas of what will happen and what it will look like.
- Can you use GARF for your most unique mechanic.
What mechanic is so important?

Feedback implementation:

- Add title of game on main page and version number
- Remove dots on the content of tables page
- Remove unused content and adjust format.
- Adding sensation as aesthetic for horror.
- Adjusting discovery and exploration. I still think that exploration is part of my game since you will discover procedual maps and unique aspects however it can be limited if the monster is hunting you.
- I looked at expression but kept it since I believe that you can express yourself in the game by going for your own playstyle and adapt it.
- Explaining my paper prototype and what I was testing.
- Make sure that with achievers I mean people that want to achieve a goal and not just going for achievements.
- Upgrades are shown on your screen.
- Setting rewritten.
- GRAMMAR CHECK!

Sources:

1: Risk of Rain 2 Wiki. (z.d.). Fandom. Geraadpleegd op 24 september 2023, van https://riskofrain2.fandom.com/wiki/Risk_of_Rain_2_Wiki

2:
Amnesia Wiki. (z.d.). Fandom. Geraadpleegd op 24 september 2023, van https://amnesia.fandom.com/wiki/Amnesia:_The_Dark_Descent

Illustration title page:
Adobe Photoshop AI