

**Game Design Document**

**CM0565**

**Alexander Stirk**

**11010988**

10/10/2012



GAME  
DESIGN  
DOCUMENT

REDEEMER

Games Mechanics | alex.stirk

## Table of Contents

Introduction .....	3
Story Flow and Progression .....	4
Environments/Planets.....	4
Story Progression .....	5
Character Progression and Attributes .....	6
Strength.....	6
Agility .....	6
Will .....	6
Charisma .....	6
Vitality and Stamina .....	7
Classes.....	9
Enforcer.....	9
Agent.....	10
Dominator.....	10
Officer .....	11
Space and Time .....	12
Space .....	12
Time .....	14
Interface.....	14
Camera.....	14
Control .....	17
Player Feedback .....	18
Experience and Levelling.....	19
Experience.....	19
Levelling .....	20
Level 1 .....	21
Level 15 .....	21
Level 30 .....	21
Missions .....	22
Log.....	22
Missions .....	22
Example Mission .....	23

Combat and Psychic Powers .....	24
Combat.....	24
Enemies.....	25
Psychic Powers.....	26
Pyro .....	26
Wall .....	27
Fortify.....	27
Inventory and Money.....	27
Inventory.....	27
Equipment Slots.....	27
Money .....	28
Items .....	29
Item Types.....	29
Item Usability Chart .....	30
Item Rarity Scale .....	31
Example Items.....	32

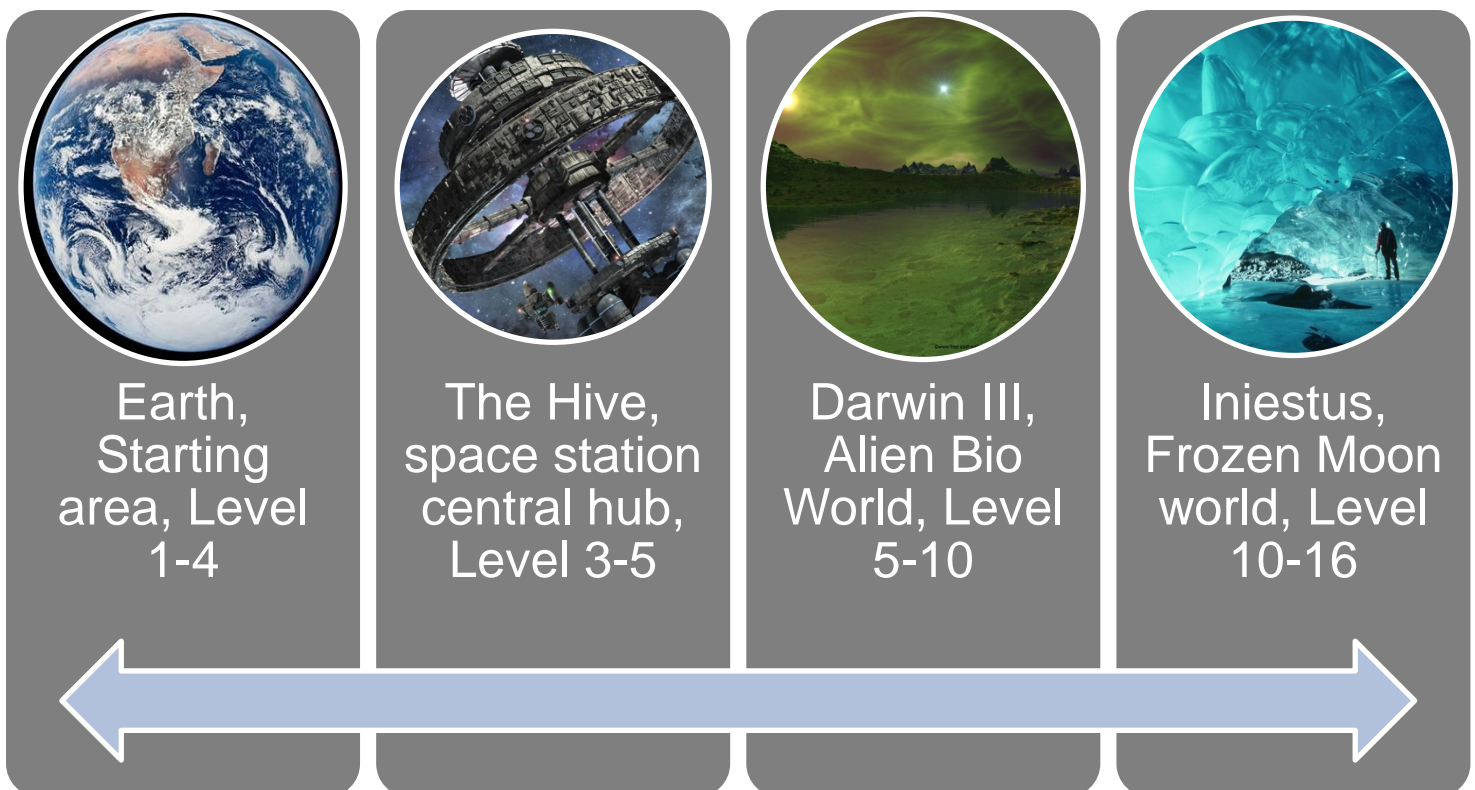
## **Introduction**

Redeemer is a game of the Action – RPG genre for the Xbox 360, set in a future world where humans live out a tentative peace across the galaxy, the player takes the role of an interplanetary secret police officer, known in the game universe as a Redeemer. This sets the stage for the player to journey planet wide to at first do his duty as a Redeemer, but later delves into a greater story of betrayal and conspiracy. The game will be playable both in 1<sup>st</sup> and 3<sup>rd</sup> person modes, with neither having a significant advantage over the other. The player will control a male or female protagonist however both will have the name Loken Artanis rather than letting the player pick their own name, since this makes in game cut scenes far more immersive when the player's character has a name and voice and is referred to as such. As the player progresses through the game they will become more powerful and be able to make decisions on how best to specialise their character.

## Story Flow and Progression

The story of the game will follow Loken from his/her start as a rank and file officer, which even at this early start lets the player have more options available to them than most games of this type due to the unique position the character inhabits in the game world. This will be tempered so that the player is not dominating everything in the start of the game with a host of abilities, but the first abilities of the play styles are available to try for a short while, so that the player can choose how they want to play right away and change early on, rather than getting 10 hours in and deciding they want a change. After this initial burst, and a mission with each of the play styles the player will be able to explore the rest of the world as they see fit in any style they wish. They will be able to take missions from the denizens of the world as side parts, as well as the overall story mission which will take them from planet to planet. This serves as a non-intrusive way of making sure that the player is in areas that are level appropriate to them, so they aren't getting overwhelmed in a higher level area, or earning no experience in somewhere that is too low for them. The various planets will have different aesthetic looks to them to break up the scenery, with alien landscapes, city masses and barren worlds. The diagram and pictures below show the planet progressions and some landscape styles that the player can expect to see on their travels through Redeemer, and the expected player level at the time they are at the zones.

### Environments/Planets





Rexnar Prime,  
Jungle World,  
Level 15- 19



Rexnar  
Minoris, Earth  
like Planet,  
Lower Gravity,  
Level 20-25



Halley's  
Comet, Level  
25-28



Ganymede,  
Jupiter's  
Largest Moon,  
Level 28-30



### Story Progression

This progression between Environments is broken up by being able to return to The Hive to have access to all the facilities in the game, and to give the player a comfortable point to rely on. Loken will chase a galactic fugitive, Ulax, through these worlds, starting with Darwin III and eventually catching up to him on Rexnar Minoris. Through these worlds Loken will gain new powers and abilities and follow a path of destruction and carnage that the criminal has left in his wake. Throughout this various side missions will be available, some of these will be encouraged to be completed, both for the experience that the player will gain from it, and for a better view of the world that they are in. Over these worlds Loken will become stronger both physically and mentally, and eventually manages to get to the criminal, but before executing him will find out that he is not the one who is the mastermind behind his attacks and violence, it turns out to be Loken's own mentor, and after almost getting killed on Halley's Comet, Loken's mentor is finally cornered on Ganymede and the player has the option to arrest him, join him or execute him. The side missions of the story will focus on Loken exploring the world around him/her and affecting it in smaller ways than with the main storyline. Loken can also gain experience and equipment this way. They are not a required part of the story, however they will make the main missions easier since Loken will be a higher level and have better equipment than he would if the player was to progress purely through doing story missions.

## Character Progression and Attributes

As Loken progresses through the game, he will become stronger and his Attributes will go up. There are a number of different attributes that Loken can choose to increase through items and skills and are listed below. In addition to this, depending on the skill set that Loken has picked, his stats will be skewed in such a way that is suitable for that character, for example, the heavy Enforcer skill set will have more health than the other skill sets, whilst the Dominator will have much more psychic potential. The base stats of the skill sets will differ from one another, as will the way items affect those statistics. Every time the character will level up, and their primary attribute and Vitality will increase by 2 points and all others by 1, they will also gain a point to place in one of the Skill Trees. This increase does not include Stamina as it is a (mostly) fixed value. Below are a few tables explaining the Attributes.

<b>Class</b>	<b>Strength</b>	<b>Agility</b>	<b>Will</b>	<b>Charisma</b>	<b>Vitality</b>	<b>Stamina</b>	<b>Total</b>
<b>Enforcer</b>	33	18	17	17	45	90	220
<b>Agent</b>	18	34	16	17	35	100	220
<b>Dominator</b>	12	17	31	15	35	110	220
<b>Officer</b>	13	20	20	29	38	100	220

The first 4 attributes in the table are each the primary attributes of one of the different classes, each of them increases that classes' damage and something else about them that is common with the other classes but that the main class still benefits slightly more from. Having this system set up means that the player is encouraged to use items that are for their class, and gets the player to hunt them rather than just getting any piece of equipment in the game and using that instead.

### Strength

Strength is the primary Attribute for the Enforcer and Increases the Enforcers damage only, but for him and everybody else it also decreases the recharge time on the player's shields, making it useful to everybody, but not a necessity.

### Agility

Increases the agent's damage, but for everyone else it increases the chance that the player's attacks will hit their targets. This hit chance has a much higher effect on the Agent, since it is the primary attribute of that class, but still has a small effect for the other classes. The hit chance also affects whether or not an enemy can dodge an attack, since the player missing and the enemy dodging are actually 2 different mechanics.

### Will

The Dominators primary Attribute increases his damage, and speeds up all classes' regeneration of health and stamina. Stamina and Health will both regenerate slowly anyway, but with this Attribute it does speed up the process slightly, meaning less downtime between fights for the player.

### Charisma

The officer's primary Attribute and to all the other classes it increases the chance that an enemy attack will miss them completely. this effect is similar to the one that agility has on enemies, this Attribute also affects bartering with traders to get them to buy and sell at a price that is better for the player.




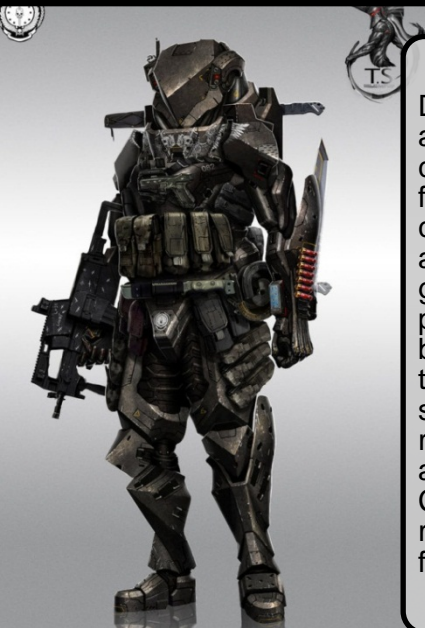
## Vitality and Stamina

The 2 Attributes that all classes need, since Vitality is proportional to health, more so for the Enforcer and Stamina is for Psychic Powers and sprinting. In the subsequent table the ratio of Attributes to player output is shown. Stamina cannot be changed permanently so is not included in the table even though it is a listed attribute, however as mentioned some of the attributes do change Loken's stamina regeneration, rather than the Equipment

Attribute	Enforcer Modification	Agent Modification	Dominator Modification	Officer Modification
<b>Strength</b>	(Strength * 1.3) + (Rnd 1-10% of Strength) = Damage AND Strength/ 10 = Shield Recharge Speed Increase%	Strength/ 15 = Shield Recharge Speed Increase%	Strength/ 15 = Shield Recharge Speed Increase%	Strength/ 15 = Shield Recharge Speed Increase%
<b>Agility</b>	Agility/ 8 = Hit Chance Increase%	Agility * 1.6) + (Rnd 5-15% of Agility) = Damage AND Agility/ 12 = Hit Chance Increase%	Agility/ 8 = Hit Chance Increase%	Agility/ 8 = Hit Chance Increase%
<b>Will</b>	Will/ 10 = Health and Stamina Regeneration Speed Increase%	Will/ 10 = Health and Stamina Regeneration Speed Increase%	Will * 1.2) + (Rnd 1-10% of Will) = Gun Damage AND Will * 1.4) + (Rnd 1-30% of Will) = Psychic Damage AND Will/6 = Spell Stamina Cost Reduction AND Will/ 7 = Health and Stamina Regeneration Speed Increase%	Will/ 10 = Health and Stamina Regeneration Speed Increase%
<b>Charisma</b>	Charisma/10 = Dodge Chance Increase%	Charisma/10 = Dodge Chance Increase%	Charisma/ 10 = Dodge Chance Increase%	Charisma * 1.1) + (Rnd 1-10% of Charisma) = Damage and Follower Damage AND Charisma/ 8 = Dodge Chance Increase%
<b>Vitality</b>	Vitality * 12 = Player Health	Vitality * 9 = Player Health	Vitality * 10 = Player Health	Vitality * 10 = Player Health



Loken will be able to be played in 4 distinct styles through skill selection; Loken may be played in a hybrid manner after reaching the level 10 mark. At this point Loken can put skill points into the other class trees, though these set ups will never be as strong as their pure counterparts, though they may produce unexpected results. The first point that the player puts in a tree defines their class and gives them their Class Skill as mentioned before. The 4 skill trees represent traditional RPG classes, however the 4<sup>th</sup> especially is a more interesting and unusual choice.

<p style="text-align: center;"><b>Enforcer</b></p>  <p>The Enforcer is a heavily armored, bulky character with a large, complex mechanical weapon mounted on its right arm. It has a dark, metallic appearance with some red accents.</p>	<p>Gun Toting class, focus on Weapons and armour, has the most Health by far and can use all the firearms in the game. Traditional Tank.</p>	<p style="text-align: center;"><b>Agent</b></p>  <p>The Agent is a sleek, agile character with a more human-like build than the Enforcer. It wears dark, form-fitting armor and has a sword or blade tucked into its waist.</p>	<p>Favours blades and smaller silenced weapons and technology rather than noise, has access to all the technology and gadgets in the game, much softer than other classes.</p>
<p style="text-align: center;"><b>Dominator</b></p>  <p>The Dominator is a character with a more organic, beast-like appearance. It has large, branching antlers or horns on its head and wears armor that looks like it's made of natural materials or bone.</p>	<p>Physic power wielding class, uses physic abilities to damage enemies and protect himself, similar style to a classic Mage.</p>	<p style="text-align: center;"><b>Officer</b></p>  <p>The Officer is a character in full, heavy armor, appearing more like a traditional knight or warrior. It has a large, imposing presence and is equipped with a sword and a shield.</p>	<p>Diplomatic and less combat focused class, still has armour and guns, but can persuade and barter through situations rather than always fight. Can also recruit followers.</p>

## Classes

Whilst there are no set classes as mentioned before, through the allocation of points into the 4 respective skill trees, Loken will fit into the roles shown above. Each of them are designed to be distinct from the others in terms of how the player interacts with the denizens of the world, and moreover how they function in combat. For every level that the player goes up they have an extra point to put in these trees, so that they can push a certain tree to fit the style they like. These points are able to be reset for a relative fee on the player's level, so that they can change their style to something else or rectify any mistakes they think they have made. The 4 classes and their abilities are listed below. Each of the classes also has a Class Skill that is unique to them, and once Loken makes his decision of which class he wants to be this is the first skill in the skill tree that is unlocked. As with the other skills, when reset this ability will also be taken away until Loken selects a new skill set.

### Enforcer

The enforcer is the traditional tank play style prevalent in most RPG's, the Enforcer can take a lot of punishment and has the biggest guns, and though he might not do the most damage, he can certainly take it better than the rest of the skill types. This class uses the heaviest armour, and some armour types are only useable by him. His skills focus more on brutish survivability and damage reduction, rather than outright damage. The Enforcer also has the most health out of all the classes, since one of his first skills increases his base health. This is probably the simplest class to play, since it protects the player from a lot of damage and doesn't have as much reliance on extra abilities as the other skill sets do. Below are a few examples of the skills that the player can get in the enforcer tree, with tier 1 being the early abilities and 10 being the end game abilities.

Skill name	Tier	Estimated Level skill can be acquired at	Ability
<b>Class Skill: Combat Drugs</b>	1	1	Regenerate 50% of Loken's Health in 5 Seconds, but also lose 50% accuracy for the same period
<b>Hard as Nails</b>	2	3	Increases Loken's health by 20%
<b>Firm Grip</b>	2	5	Recoil is reduced by 40% for Machine Guns
<b>Refreshing!</b>	3	8	Shield recharge delay 50% faster
<b>Shrapnel Muncher</b>	4	11	Surviving and explosion grants 3% of Loken's ammo back
<b>Reinvigorate</b>	6	16	Health Regeneration continues even whilst in combat
<b>Double Barrelled</b>	8	24	Clip size for all weapons is increased by 100%
<b>Heavyweight</b>	10	30	When activated all damage taken for 4 seconds is absorbed and expelled back at all enemies within 10 Yards ( 1 Minute Cooldown)

In terms of items and stats, the Enforcer will tend to aim towards items with a lot of Strength, every point will increase the damage that he does by 1.3%, by the higher levels this will make a significant increase in the damage that the Enforcer does, and it also increases the Enforcers melee damage. Vitality is of course important as it continues to increase the Enforcers health even further than its already high amount, the Enforcer also gains more health from each point of vitality than the rest of the classes, since he is designed to be the toughest class.

### Agent

The Agent is designed to be a stealthy approach to the game; the Agent can't take a lot of direct damage, but conversely has the highest base damage output due to the way his damage is calculated. This class makes use of silenced weapons and blades, so that he is not discovered by those he is investigating. This style of play is intended for more experienced players who have played similar genres and stealth games. The Agent also has use of technology as his Final Skill that can be modified to make the player into an efficient killing machine. The agents Class Skill is a Stealth Cloak to hide from the enemy or sneak up on them. The skills below are a few that would be available to the player in this skill tree.

Skill name	Tier	Estimated Level skill can be acquired at	Ability
<b>Class Skill: Stealth Cloak</b>	1	1	Makes Loken Invisible to all observers for 10 Seconds, runs out faster if running
<b>Sword Arm</b>	2	3	50% more Melee Damage
<b>Zoomification</b>	2	5	Adds an extra level of Zoom to any scoped weapons
<b>Smoking Gun</b>	3	8	Any shooting whilst under the effect of the Stealth Cloak is silenced
<b>Assassin</b>	4	11	Melee Attacking an Enemy from behind does 200% Weapon damage on the first hit
<b>Predator</b>	7	19	Killing an Enemy without alerting them makes the Enemies body disappear and not raise the Alarm
<b>Light Bender</b>	8	24	Running or sprinting doesn't reduce time on Stealth Cloak
<b>Awareness</b>	10	30	Enemies within 50 yards, or any through a Sniper Rifle Scope can be seen through cover

The Agent needs agility to add to his damage and help him reduce the time it takes him to dispatch an enemy even further so that he doesn't suffer any damage. The survivability of the Agent is extremely poor, as he is one of the softest characters both in terms of health and armour. To counter this, the Class Skill can be used to escape from a situation giving the player a way out. As with the enforcer, Vitality is a staple Attribute, however for the Agent it really can mean the difference between life and death.

### Dominator

The dominator uses one of the mechanics that hasn't really been explained yet, Psychic Powers. Whilst all the classes will have 3 powers that they can call upon using Stamina, the

Dominator can augment these to make them far more powerful, and can make them stronger than even the Agents attacks if he gets lucky. The dominator can still use firearms, and other weapons, however he is nowhere near as proficient with them as the other skill sets. This class could be compared to a mage in other games, however the mechanics of the way the Dominator uses “magic” is unique. In addition to the 3 powers that all the classes will have the Dominator will also have the Class Skill Aether Vision, with this extra skill the Dominator slows down time and can lock onto enemies in his immediate area and release a barrage of spells on targets simultaneously when the effect ends. This play style is much harder than most since the dominator requires low player response times to battlefield with a character who can't take a lot of punishment out in the open. Below are some of the Dominators Skills

Skill Name	Tier	Estimated Level skill can be acquired at	Ability
<b>Class Skill: Aether Vision</b>	1	1	Slows time and allows the casting of multiple spells on multiple enemies to be queued for when time returns to normal after 6 Seconds
<b>Metabolise</b>	2	3	Loken's stamina regeneration is increased by 20%
<b>Glacier</b>	2	5	Loken's Wall ability becomes impossible to break through or climb over
<b>Burn Baby Burn</b>	3	8	Loken's Pyro ability deals an extra 30% of its damage after the initial hit over 5 seconds as burn damage
<b>Attuned</b>	4	13	Reduces the Stamina cost of Psychic Powers by 25%
<b>Faustian Deal</b>	6	17	Sacrifices 10% of Loken's Total Health for 15% of his Stamina
<b>Avatar</b>	8	24	Loken's Fortify ability also creates a clone of Loken, who attempts to draw enemy fire, but does not do any damage, lasts 6 seconds.
<b>Master of Time</b>	10	30	Aether Vision does not have a time limit allowing Loken as much time as needed to line up abilities on Enemies.

The Dominator requires Will to add to the power of his Psychic abilities and weapon damage, the addition to his damage is not as large as the other classes since the majority of his damage comes from spells the damage multiplier is much higher for this, however it does have a much more random element to it with spells, since the variance between the damage in attacks is far higher than any of the other attacks in the game, this also means that the Dominator can potentially do more damage than the agent if the ability is lucky. Vitality and Health can be used as a dual resource for the dominator with the Faustian Deal Skill, which is unique to the class.

### Officer

The officer is the final and most unique skill set out of the 4 available, rather than always focusing on combat and firearms, the Officer can recruit allies to do his fighting for him and order them to do his fighting whilst he slips by. This is not to say that the Officer cant fight, he is just not as orientated towards it as the other skill sets. Players wanting to play the

game more pacifistically and explore the world more will suit this. The explorer type of gamer suits this class massively. The Officers Class Skill is the Ultimate Charmer ability that turns an enemy to the Officers side for a short while. Below are some of the skills that the Officer can learn.

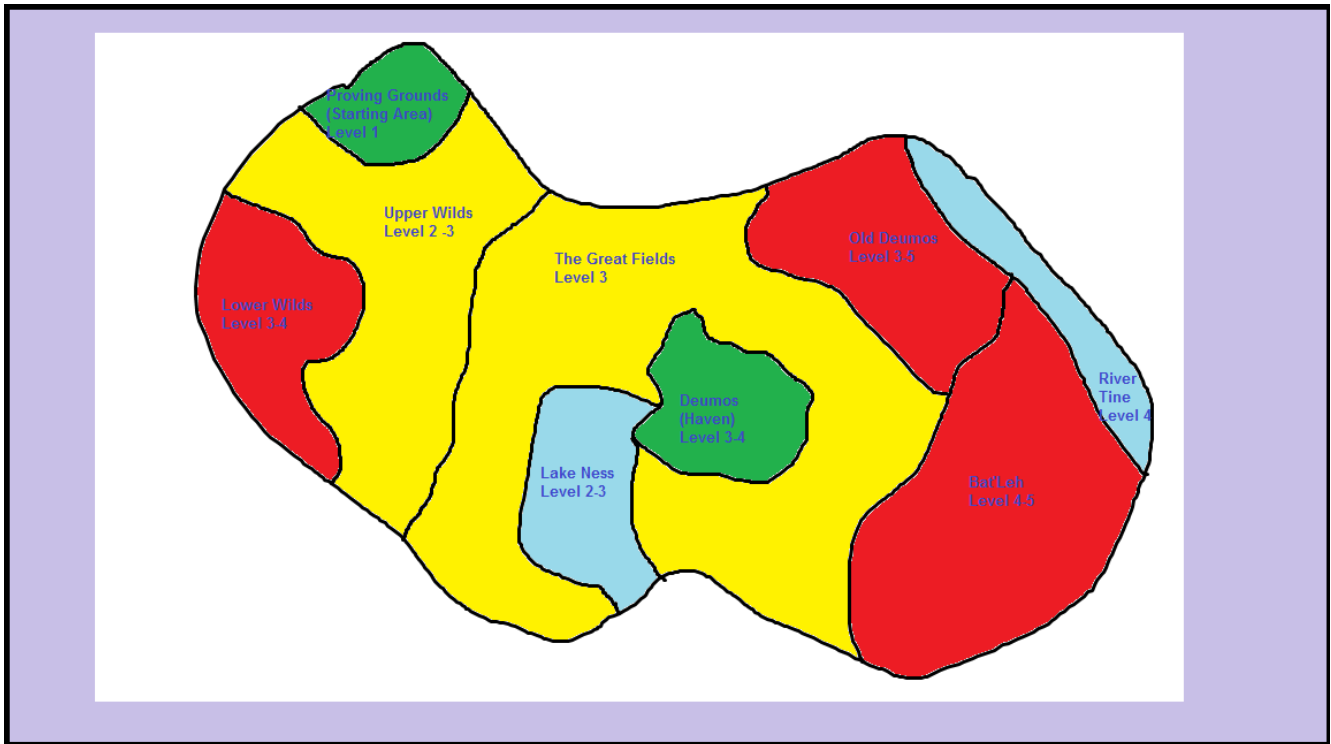
Skill Name	Tier	Estimated Level skill can be acquired at	Ability
<b>Class Skill: Ultimate Charmer</b>	1	1	Makes an Enemy Unit Friendly for a short amount of time
<b>Loyalty</b>	2	3	Followers gain an additional 20% of Loken's attributes
<b>It's Tricky</b>	2	5	Enemies have a 10% increased chance for their attacks to miss Loken
<b>Bad Cop</b>	3	8	Killing an enemy restores 3% of Loken's health.
<b>Good Cop</b>	4	13	Sparing the last enemy of a group has a chance to show all enemies on the map for 20 seconds
<b>Wall Hax</b>	6	17	Any enemy that Loken has been in combat with can be seen behind cover
<b>Sting</b>	8	24	Non Lethally taking down an enemy and not being discovered pacifies enemies of the same type for 20 seconds and changes Loken's appearance to the enemies
<b>Shit Just Got Real</b>	10	30	Turns an Enemy indefinitely and will stay as Loken's follower until killed or a new follower is acquired

The Officer is the most tactical and arguably the hardest gameplay style to attempt, since the player is not encouraged to kill every single enemy they see, and is in fact rewarded for not gunning everyone down. The Officer needs Charisma to increase his effectiveness, and his followers. Vitality is again more useful for just staying alive in a firefight rather than sustaining a lot of damage, since the officer isn't the highest health class in the game.

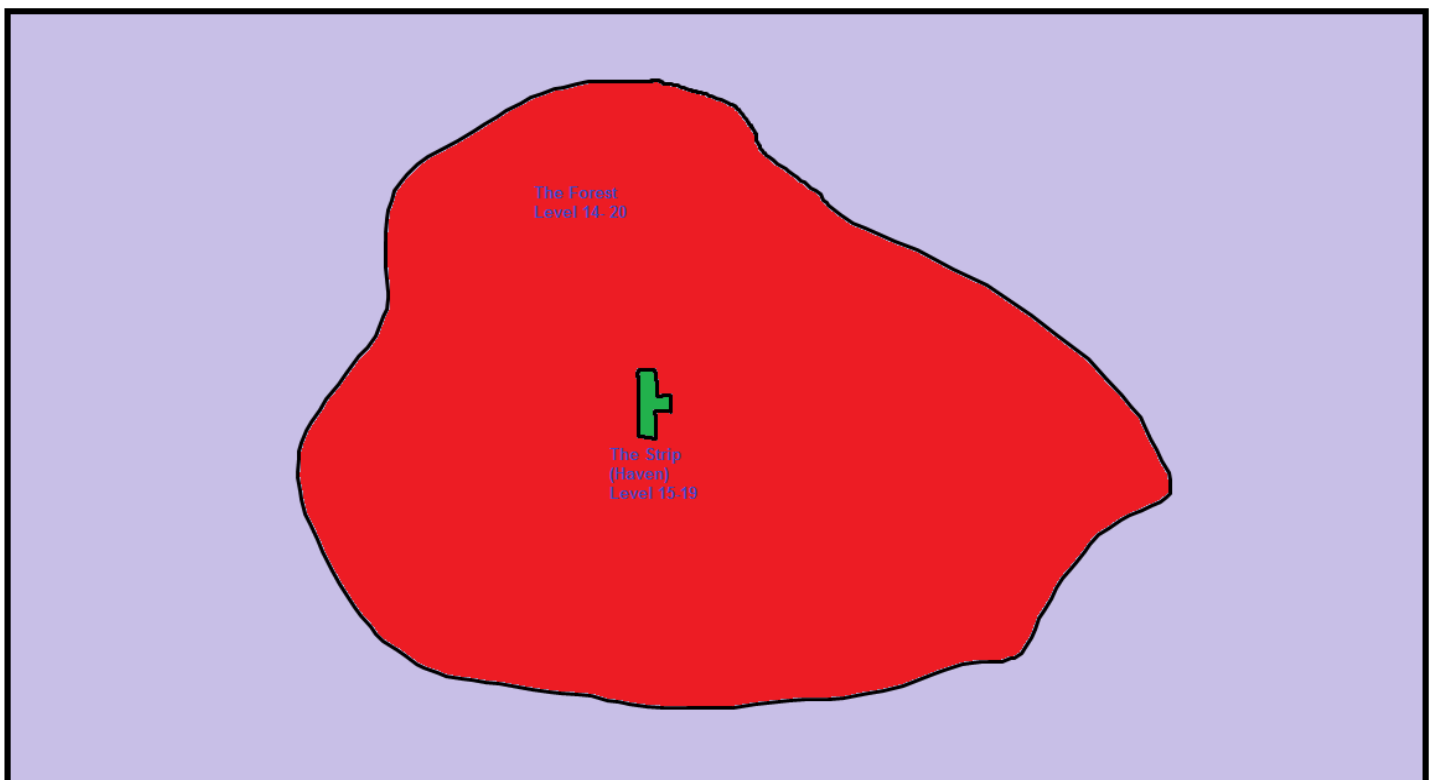
## Space and Time

### Space

Redeemer is set in a 3 dimensional world, with the player able to run, jump and swim in all 3 axis, this was the logical choice since a 2 dimensional side scrolling game would lack the depth that this game aims to go for. The size of each of the area differs, with some areas being crossable in a matter of seconds, and some of the larger areas, especially the hubs such as the Hive and on Rexnar Minoris being much larger and taking several minutes to cross through due to the large amounts of infrastructure in them. The following map shows the area that the player starts the game off in to give an idea as to the size of the world that the player can inhabit.



From this map it is possible to see the areas that player inhabits when they start the game, the green Proving Grounds in the top left hand corner would take around 2 minutes to travel from edge to edge when running, slightly faster when sprinting, this makes it around 300 yards from end to end. From this the entire area, from the Proving Grounds down to Bat'leh would take around 20-25 minutes to walk to. This sort of size is typical throughout the rest of the game; however the individual zones can differ in size. For example on Rexnar Prime the only sizeable safe area is in the middle, with everything outside of that being hostile making the Forest Zone one of the biggest in the game as you can see from the map showing the proportion below.



The edges of the world are defined by high walls, impassable doors or sheer cliff faces depending on the type of environment that the player is in. This is to stop the player exploring too much of the world and breaking the game.

## Time

The Hive is probably the largest single area in the game is nearly 2<sup>2</sup> Mile. This means the player will take quite a while to cross throughout it all. Travel is achieved on foot throughout the game, though fast travelling between different havens on a planet is possible whilst the player is not in combat. This is instant for the player, however in terms of the internal game time cycle; it will take a relative amount of time, meaning a change in sunlight. This doesn't apply to the other planets the player visits that happen to have differing day/night cycle very similar to Earths. Some of the smaller satellites and Moons have differing cycles however, as seen in the following table

Planet/Zone	Day Cycle	Daylight Length	Night Length
Earth	24 Hours	15 Hours	9 Hours
The Hive	N/A	0 Hours	All the Time
Darwin III	78 Hours	76 Hours	2 Hours
Iniestus	15 Hours	4 Hours	11 Hours
Rexnar Prime	30 Hours	20 Hours	10 Hours
Rexnar Minoris	9 Hours	3 Hours	6 Hours
Halley's Comet / Ganymede	N/A	Intermittent	Intermittent

The game uses all the 3 axis as mentioned before, so the player can jump and climb and isn't limited to the ground. In the later game this comes further into play with lower gravity worlds meaning the player can jump further and projectiles will travel a lot further than on a terrestrial environment. This shift in gravity does come into effect in combat since it can make projectiles have much larger range and for firearms to be more accurate over a longer range due to the lesser amount of air resistance.

Redeemer also allows for the player to both Manually save the game at any point they wish other than in combat or in a cutscene, the game will also quick save both periodically and when a new area or item is unlocked. This is just a failsafe in case the player forgets to do it themselves.

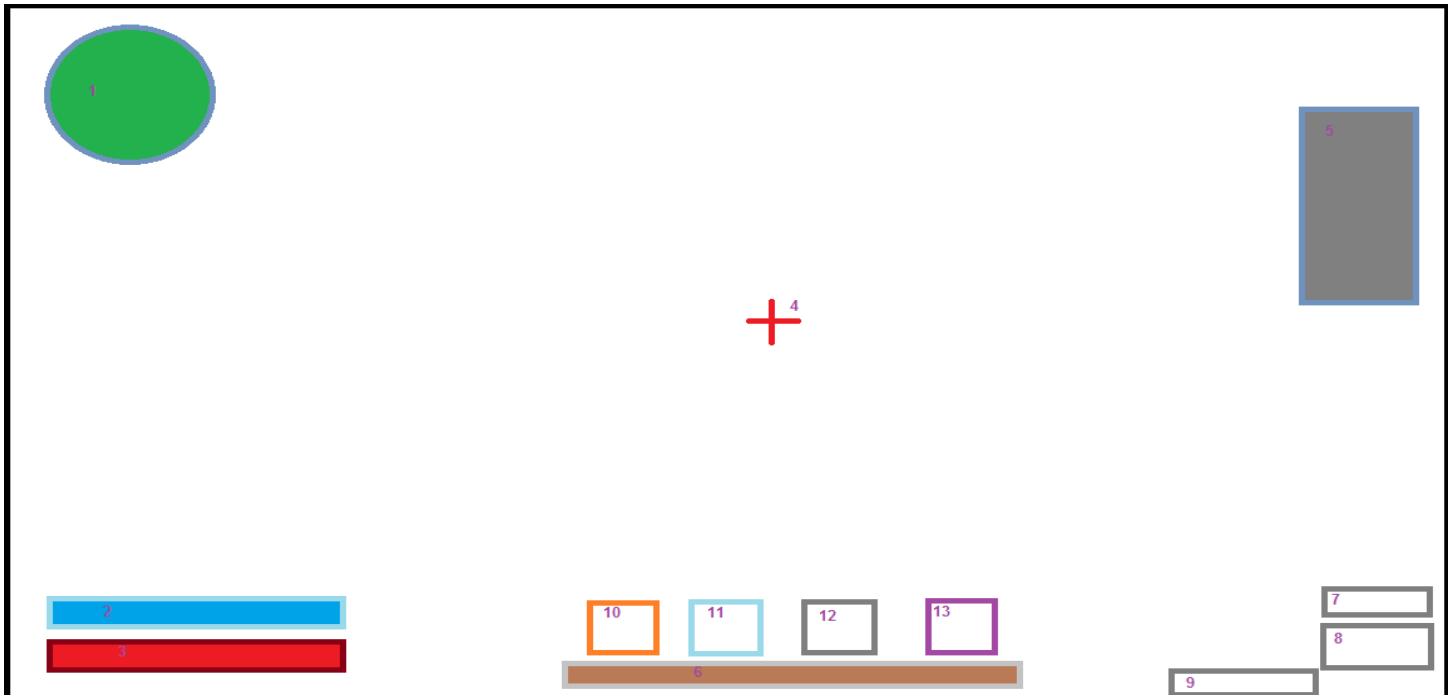
## Interface

The player will see a variety of interfaces for the game, from the menu system at the start of game, the standard game screen, and any in-game menus that they will have to navigate at some point in the game. The interface has to show all the information that the player wants to see at the time, both in 1<sup>st</sup> and 3<sup>rd</sup> person modes.

## Camera

The perspective is entirely up to the player, they may switch between either on the fly to whichever suits their preferred style at that moment in time. A point to note is that the 3<sup>rd</sup> person perspective has a tracking camera rather than a fixed one due to the flowing nature of the game. A fixed camera would not be wise due to the wide variety of play styles and different approaches that the player can take, too many errors would occur. The following

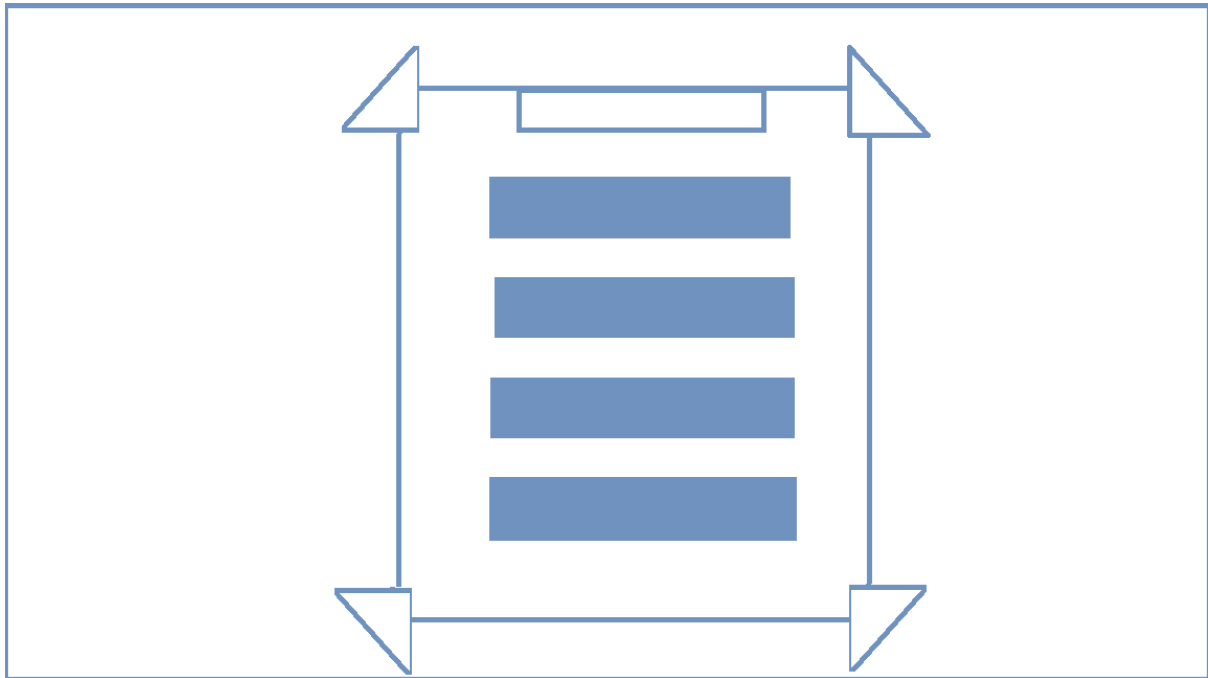
screen mock up show what the intended interface would be like for the player in the majority of the game in both 1<sup>st</sup> and 3<sup>rd</sup> person perspectives.



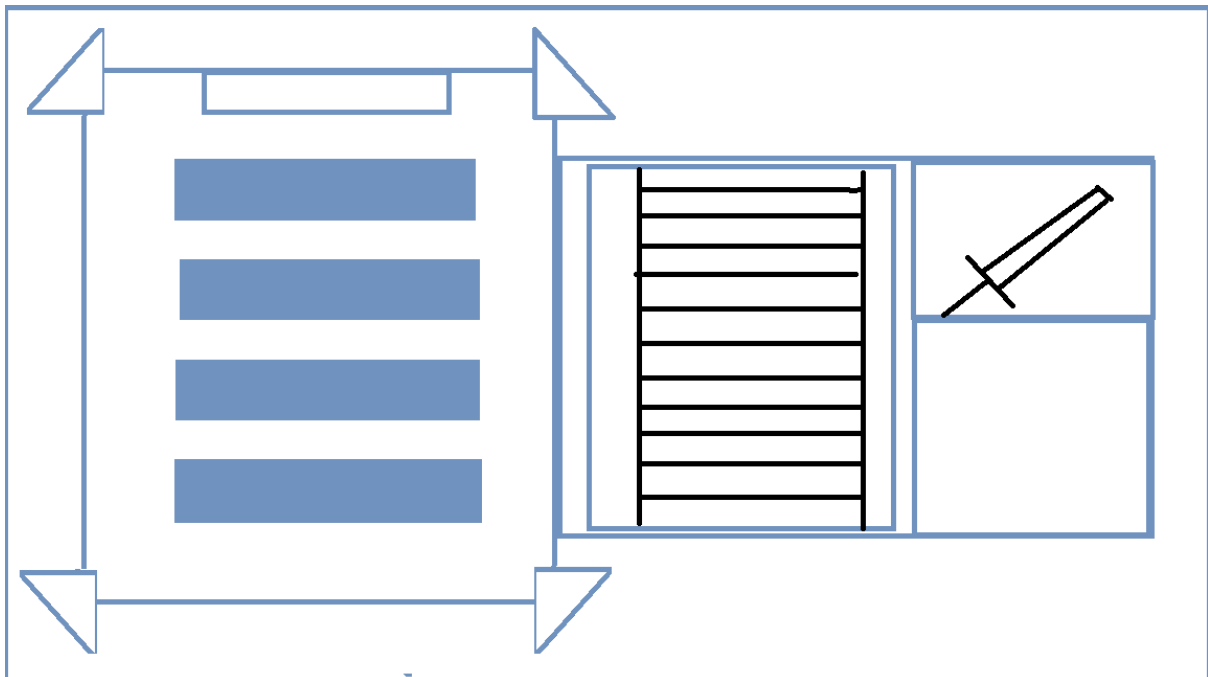
Number	Name	Usage
1	Minimap	Minimap shows the current area within 50 Yards of the player's position, showing the ground and any NPC's or enemies that have been seen.
2	Shield	Shows the players current level of Shield, the inner bar decreases when the player takes damage, whilst the outer shows how high its maximum is.
3	Health	Shows the players current level of Health, the inner bar decreases when the player takes damage, whilst the outer shows how high its maximum is.
4	Reticule	The aiming reticule for all weapons including Firearms, Melee Weapons and Psychic Powers
5	Log	Shows the current missions that the player is on and the progress they have made if it has a numerical value
6	Stamina	Shows the players current stamina, inner bar decreases when using abilities and sprint.
7	Current Weapon	Shows the name of the current weapon that the player has equipped in their hands.
8	Weapon Ammo	Shows the current weapons ammunition, both the current clip size and the reserve rounds, such as 30/240, showing the player has 30 rounds in the current clip and another 240 after that.
9	Money	Shows the players current level of cash for quick reference
10	Pyro Ability	Shows the Pyro ability symbol with a fade out if the ability is not ready to be used yet
11	Wall Ability	Shows the Wall ability symbol with a fade out if the ability is not ready to be used yet
12	Fortify Ability	Shows the Fortify ability symbol with a fade out if the ability is not ready to be used yet
13	Class Skill	Shows the Class Skill ability symbol with a fade out if the ability is not ready to be used yet



This interface is the same for both 1<sup>st</sup> and 3<sup>rd</sup> person, since all the information is needed in both perspectives. The menu system for the game will have a consistent layout throughout, so that the player knows how to navigate them right from the off. The mock up below shows what the game menus will look like throughout the game.



The professions and shop menu are intended to look aesthetically and functionally similar to the other game menus so that the player does not feel confused by the menus. The following is a screen mock-up of the intended interface style.



## Control

Since the title is designed to be played on the Xbox 360, the control scheme should take this into account when assigning buttons. The player will control the avatar of Loken throughout the game; no other characters or vehicles are to be controlled. The only time the controls are not directly controlling Loken is when the player is navigating the menus, and the player will be prompted to use the Left Analogue Stick and the A button to navigate these menus. The design below shows the currently planned control scheme for controlling Loken.

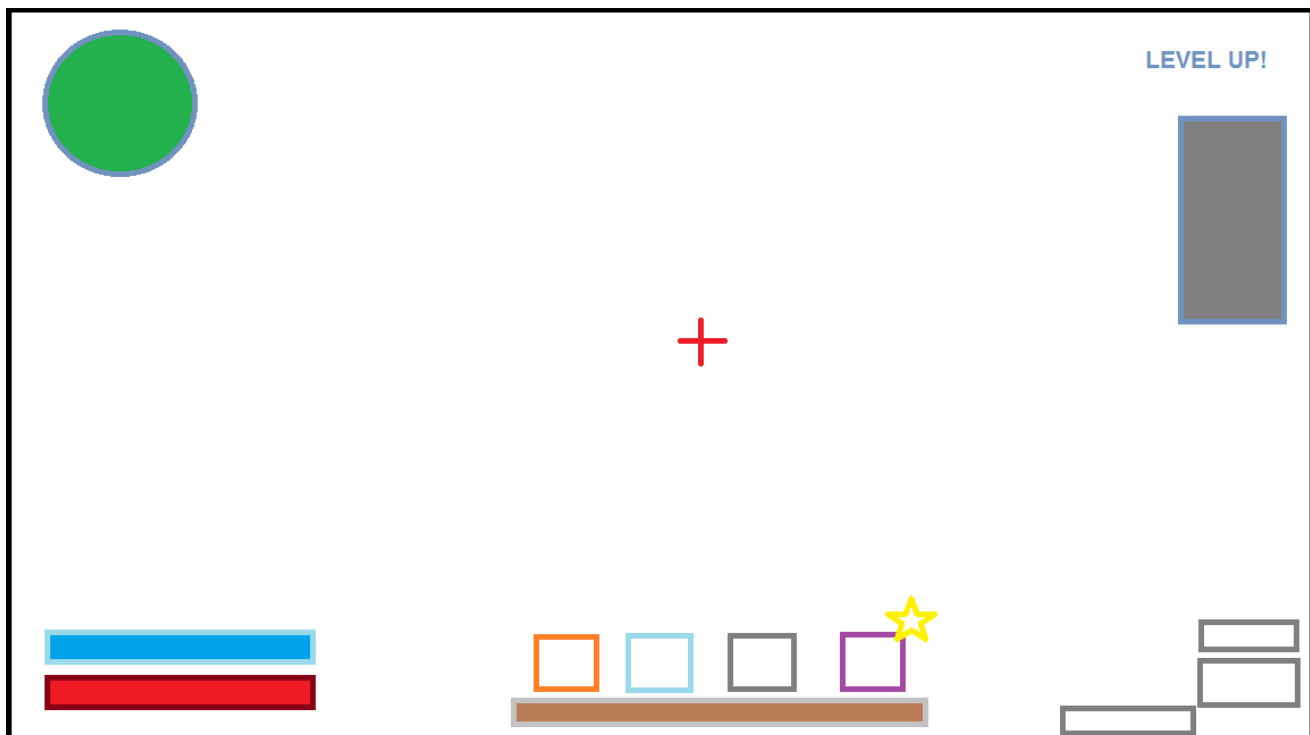


Number	Button	Function	Description
1	Left Trigger	Aim	Aim down the sights of weapon, or tag enemies with Psychic Abilities
2	Right Trigger	Fire	Fire Weapon
3	Left Shoulder	Use Selected Psychic Power	Use Selected psychic ability on area/target
4	Right Shoulder	Use Class Skill	Activate players Class Skill
5	Back	Switch Perspective	Switch between 1 <sup>st</sup> and 3 <sup>rd</sup> person perspectives
6	Start	Pause Game	Pause game and go to menu
7	Left Analogue Stick (Move)	Move	Move Loken around or navigate menu
7	Left Analogue Stick (Click)	Sprint	Make Loken sprint whilst held down
8	D Pad (Up)	Open Inventory and Log	Open inventory and log to change and view equipment
8	D Pad (Left)	Select Pyro Ability	Select the Pyro Ability to be used when Psychic Attack is used
8	D Pad (Right)	Select Fortify Ability	Select the Fortify Ability to be used when Psychic Attack is used
8	D Pad (Down)	Select Wall Ability	Select the Wall Ability to be used when Psychic Attack is used
9	Right Analogue Stick (Move)	Aim	Aim Weapon and Look around
9	Right Analogue Stick (Click)	Melee	Melee with standard melee attack if a Melee weapon is not currently equipped
10	A Button	Jump	Makes Loken Jump
10	B Button	Interact	Interact with Objects and People in the world
10	X Button	Reload	Reload the current weapon that Loken has Equipped
10	Y Button	Switch Weapon	Switch between equipped Weapons.

These controls and the various extras that go on such as controller vibration, sensitivity and inversion will all be in as standard so that the player can have the game play the way that they are most comfortable playing it.

## Player Feedback

Relaying information to the Player is one of the most important features of any game, so for this Redeemer has a few well known examples. For example when the player is firing a weapon or receiving damage, the player's controller will vibrate accordingly, letting them know that what is happening on screen both through the actual on screen visuals and the feel in their hands. Other less obtrusive feedback signs are the Level up message in the top left when the player levels up, accompanied by jingle, and the star next to their Class Skill to let them know that they have a skill point to spend. Without this the player may not actually realise that they have levelled up, not spend their points, and potentially get bored and frustrated with the game. The screen mock up below shows the level up feedback that the player would receive after levelling up.



These little additions greatly enhance the player experience, as Audio and Visual cues to something that may not actually be happening directly on screen is a great tool to keep the player informed as to what is going on without being too overt and breaking the immersion of the game. Other feedback to be included is the flashing of the players Health, Shield and Stamina bars when they are below 20% to let them know that they have almost reached the end of the resource.

## Experience and Levelling

### Experience

The player will gain experience through killing enemies, completing missions, exploration, and crafting items. This allows the player a bit of variety when choosing how to level their character rather than having to just go out and grind monsters for experience. The rate of experience will decrease over time, meaning that getting from level 1 to 2 might only take a few minutes, were as getting from level 29 to the maximum level 30 will take considerably longer. The actual amount of experience that the player will need will also increase, meaning that they will have to go the relevant level areas to carry on levelling up, rather than just staying in the low areas and killing easy enemies. To this end there will also be a cap on when the player stops getting experience from lower level enemies. For example a level 10 player would not get experience from a level 1 enemy, since it would severely hinder the flow of the game. The table below shows the amount of experience needed per level from level 1 all the way up to level 30, and the estimated amount of time it will take the player to complete that particular level.

Level	XP required to Progress	Average time to Next Level (Minutes)
1	800	5
2	1200	10
3	1800	15
4	2700	30
5	3780	40
6	5292	45
7	7408	50
8	10372	50
9	14521	55
10	20329	60
11	25412	60
12	31765	60
13	39706	65
14	49633	65
15	62041	70
16	77551	70
17	96939	75
18	111480	75
19	128202	75
20	147433	75
21	169548	75
22	194980	80
23	224227	80
24	257861	80
25	283647	80
26	312012	90
27	343214	90

<b>28</b>	377535	90
<b>29</b>	415288	120
<b>30</b>	456817	120
<b>TOTAL</b>	3873506	32 Hours

From the table it works out at around 32 hours of gameplay for the player to get from the start of the game to the end, without completing every side mission and objective available to them, as most players don't do this anyway. These figures are estimates and with a highly skilled player who has played the game through a few times it can be completed much quicker. The experience that the player gets each level is relative to what they are doing, killing an enemy at level 4 will not give as much as a player at level 20 killing a level 20 enemy, the higher level enemy will give far more. This is another way to stop the player become bored and grinding away at lower level enemies, as it encourages them to take on harder enemies to get more experience and level faster. The difference in experience also extends to the difference in level between the player and the enemy they are fighting, enemies that are a higher level than the player will grant much more experience than those that are lower, but will be much harder to kill. The table below shows a few examples of this.

Player Level	Enemy Level	Difference	Experience Multiplier
<b>1</b>	2	+1	120% of Normal Experience
<b>6</b>	5	-1	80% of Normal Experience
<b>17</b>	19	+2	140% of Normal Experience
<b>24</b>	18	-6	0% of Normal Experience
<b>30</b>	33	+3	160% of Normal Experience

These modifiers means that experience isn't diluted down to a specific amount of kills per level to go up, the player can define their own pace by choosing to consistently take on harder enemies rather than easy ones.

## Levelling

As mentioned before there is a maximum level cap of 30, with Planets, Missions, Items and Enemies designed for the entire range. The Attributes of the classes and how being higher levels will naturally increase them was shown before, but a more detailed examination is to follow. The level flow is designed to give the player rewards for every hour of gameplay to keep them coming back. This philosophy is common in games, with short to long term rewards keeping the player hooked on the game. In this case levelling comes somewhere in the middle in terms of the time scale and reward. Whilst skill points may not seem like the most rewarding of prizes, the affect it has on the player's gameplay makes them more than worthwhile for the player to keep playing for. The tables on the next page shows a comparison of the characters at different levels and how the levelling and attributes affect them, even without equipment and weapons that they would have otherwise.

Level 1

Class	Enforcer	Agent	Dominator	Officer
Strength	33	18	12	13
Agility	18	34	17	20
Will	17	16	31	20
Charisma	17	17	15	29
Vitality	45	35	35	38
Average Damage	45	58	47	33
Player Health	540	315	350	380

Level 15

Class	Enforcer	Agent	Dominator	Officer
Strength	61	32	26	27
Agility	32	62	31	34
Will	31	30	59	34
Charisma	31	31	29	57
Vitality	73	63	63	66
Average Damage	82	105	89	66
Player Health	876	567	630	660

Level 30

Class	Enforcer	Agent	Dominator	Officer
Strength	91	47	41	42
Agility	47	92	46	49
Will	46	45	89	49
Charisma	46	46	44	87
Vitality	112	93	93	96
Average Damage	123	156	134	100
Player Health	1344	837	930	960

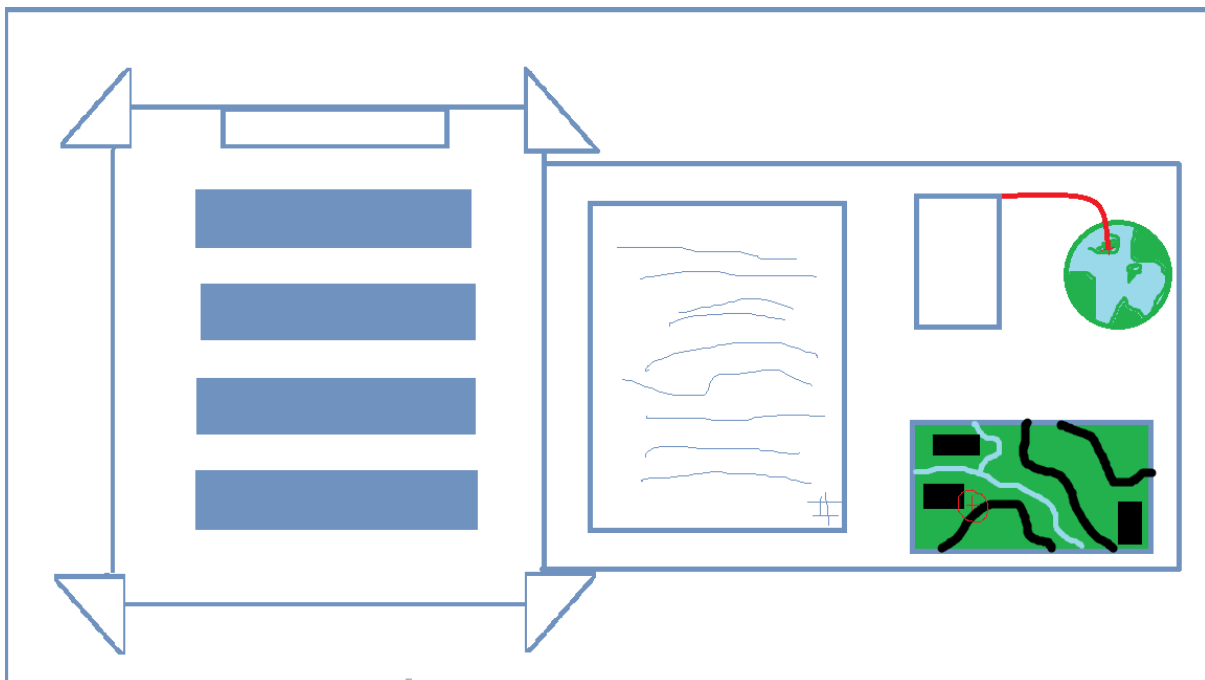
From these tables you can see the effect that levelling has on the player, and though from looking at this the increases might not seem that massive, this is not taking the items that the player has equipped into account. This would further ramp the numbers up and push the classes away from each other, as was intended. All of the classes start with 220 attribute points spread over them to give them a fair start, but after this initial push it is up to the player to kit their character out as they see fit.

## Missions

Missions are the way that the player progresses through the game and gets to explore new areas. Missions are acquired through talking to the NPC's in the world, picking up certain items, or killing specific enemies. Loken can take as many missions on at once as he wishes, there is no limit, however as he progresses and gets to higher levels, the experience and equipment rewards that older quests will give him may be far more negligible and the player has the option to abandon a mission at any time to clear it from the Log.

## Log

The Log is where all of the Missions, both completed and active are shown in a small amount of detail. The missions that are shown in the log are based on Loken's position in the world, if located near a mission to capture a criminal then the progress of the mission will be shown here, rather than one on another planet that can't be affected right now. The Log can be expanded to be in full detail so that the player can read the specifics of the mission and get a better idea on how to complete it if they are stuck and can't figure out where they need to go or what exactly they need to be collecting as is all too common in a lot of RPG's. the screen mock up below shows what the log will look like in its extended view when opened through the inventory.



## Missions

Missions fall into 1 of 2 categories', Main and Optional. Main Missions are the core of the story, and are usually the longest and most challenging; they form the flow of the game and lead Loken from one area to the next with a mental breadcrumb effect on the player. Optional Missions are Missions that Loken can pick up on his travels from all around the world. These are not required to progress, however they usually have equipment and experience awards that can boost the players levels up higher than if they were to purely play the Main Missions. Optional Missions are usually far less in depth than the Main Missions, and usually do not have cut scenes or cinematic pieces with them. They do reveal parts of the story and the universe of Redeemer that would not normally be accessible

however, so the player is encouraged to complete them with material rewards. Some players will want to complete them purely for achievements sake; however this is only a small minority.

### Example Mission

An example of an optional mission could be to investigate some ruins and collect evidence of Alien life on Rexnar Prime. The mission would combine small amounts of combat with searching for clues and navigating mazes. The diagram below show how the mission would progress.



The player has multiple path ways to choose from during the mission, with each one having different types of enemy for the player to fight, with all reaching the same end point eventually. However some of the paths will have images scrawled onto the scenery around them, further strengthening the idea that the Alien life that the player is looking for has existed. Depending on whether or not the player looks and takes these pathways they may not see this and the dialogue that Loken speaks would not be heard.

After reaching the round area at the end of the pathway Loken would be assailed by the cult who sent him there, since he actually did find proof in the ancient ruins that Alien Life had existed here. After fighting off the cult and collecting his findings there would be an entry in the log explain to the player what was just found and what significance it had.

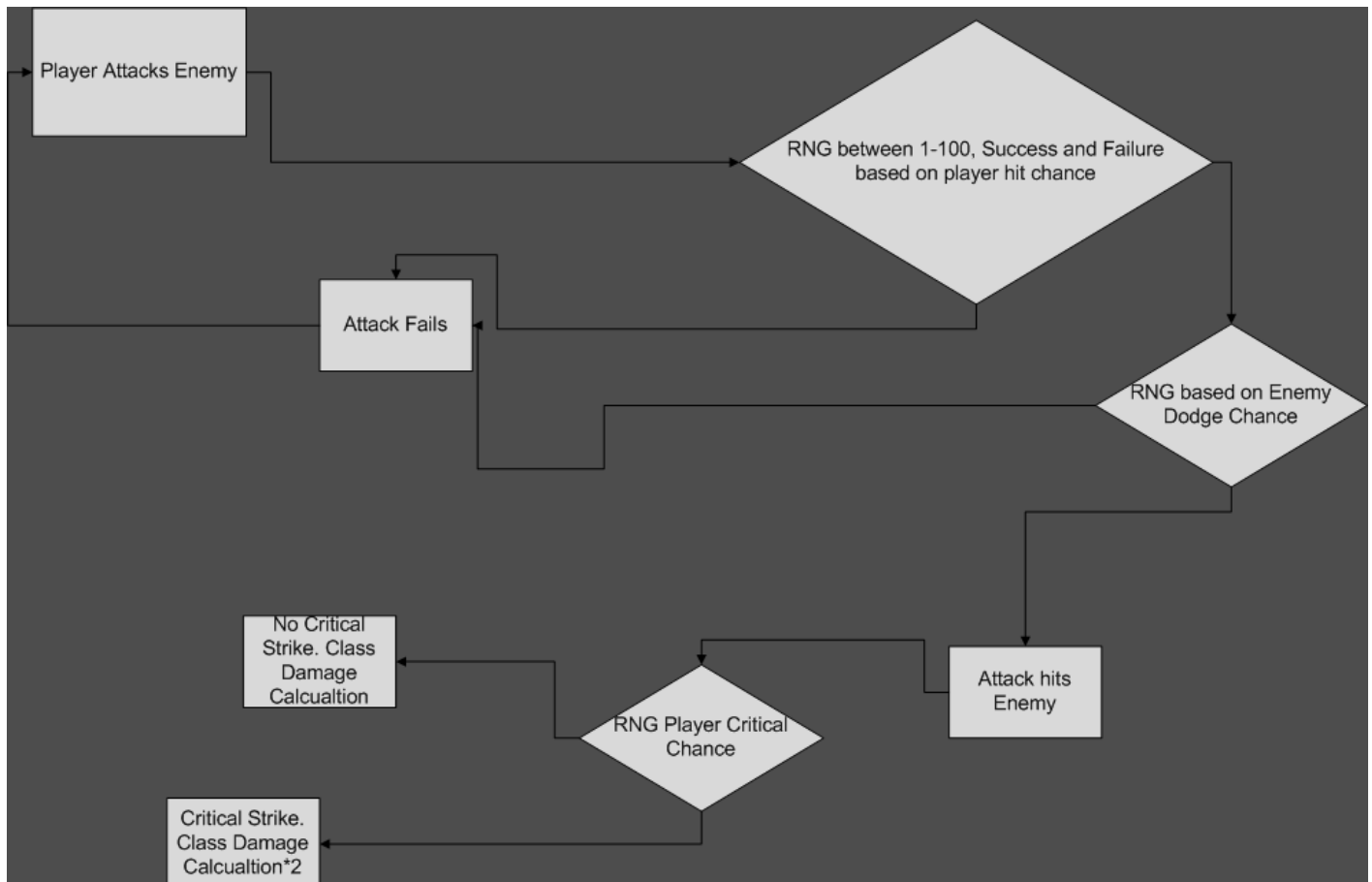
The player would also receive their reward from a loyal cult member who is at the scene and be able to carry on the rest of the game by travelling back to the nearest Haven.



## Combat and Psychic Powers

The combat system in Redeemer is quite simple for a player to understand, it plays much like a standard FPS, however with the addition of Psychic abilities, Player Attributes and the Class Skills it makes it have a slightly more random feel to it. In terms of mechanics there is a process that an attack must go through to be considered successful shown in the diagram below that applies to Melee, Firearms and Psychic abilities, since the way that they hit the enemy is the same idea, even if the animation and physical activity are not.

### Combat



The players attack must first be determined whether or not it was a hit, if it was then the enemy has a chance to dodge it and negate damage, requiring the use of a Random Number Generator. If the attack missed or the Enemy dodged it then the attack will do no damage and the player will keep attacking until they do hit the enemy. If the player does score a hit, the next calculation is to find out whether or not the player scored a critical hit. This is calculated with the players Weapon Critical Chance statistic, since it carries the critical chance. If the attack is not a critical, the characters damage is worked out as normal based on which class they are, and if it is a critical then the same formulae is calculated, but the end result is doubled. For example, an Enforcer with 116 Strength who's attack hit but wasn't a critical strike would have his strength entered into the following formula.

$$(Strength \times 1.3) + ((Strength \div 100) \times 1 \sim 10) = Damage$$

This would return a damage value for the attack that would be subtracted from the Enemies health or shield depending on whether or not the enemy still had a shield when the attack was committed. This very simple system means that attacks are worked out fairly but randomly, and there is enough variation in them so that the character isn't hitting for the same amount every time, which would be boring for the player and lead to a very stagnant and unchanging game.

## Enemies

Enemies come in a variety of types with different strengths and weaknesses. Below are just a few examples of the types of enemies that the player can expect to face in Redeemer

- Low Armour
- Low Damage
- Fast Movement Speed
- Level 1-30
- Poor Quality Loot
- Cannon Fodder
- Attack in Groups
- Easy to Coerce
- Melee Attacker

## Fiend



- Heavy Armour
- Medium Damage, Easily Avoidable
- Slow Movement Speed
- Level 7-20
- Good Quality Loot
- Guard Units, Slow but Strong
- Usually Alone
- Melee Attacker, Slow Heavy Attack

## Brute



- Heavy Armour
- High Damage
- Fast Movement Speed
- Level 22-32
- Epic Quality Loot
- Commander units, rare
- Commands Smaller units
- Shoots and attacks with Whips

## Master



These are just a handful of some of the enemies that player can expect to face, but give a broad idea as to aesthetic and mechanics of the enemies that the player can expect to be pitched against when fighting.

## Psychic Powers

The Psychic powers in Redeemer are usable by all classes but are especially effective with the Dominator Class. Each class has their own unique ability that can be considered magic or at least unique and share 3 over all the classes. These 3 are designed to be strategic aids in the game to help or even control a situation if used correctly. All of the psychic abilities use the Stamina resource as their source. This means that the abilities cant be used indefinitely as the character will eventually need to recharge their stamina. Unlike with sprinting however, the ability can be used after the players stamina has reached zero, as it starts draining the players health in lieu of stamina. This is a risky manoeuvre and can kill the player if over exerted, however it is a last ditch effort to kill off an enemy. Stamina can be recharged naturally over time, and various skills will allow it to be refreshed. The 3 abilities use varying amounts, but all are more effective when at higher stamina. The following abilities have been mentioned before but are explained here in greater detail

## Pyro

Pyro is the archetypal fireball attack of mages in the RPG genre; however with the skills available in the game, especially with the Dominator, it can be mutated in such a way that it barely resembles the original ability or just eclipses it in usefulness. It is a low Cooldown ability, meaning It only takes a few seconds to refresh before being used again, if the user has enough stamina to cast it. Can be charged up by holding the fire button and releasing it when ready to cast, this does cost more Stamina, and leaves Loken open to attacks, but results in a much more damaging attack. This increases the damage up to twice what it would be with a normal attack. Pyro costs 10 Stamina, or 20 for the charged version, and has a 4 second Cooldown.

## Wall

Wall is a blocking ability that creates a small wall of rock out of the ground to trap enemies behind for a short period of time. Wall can be used to funnel enemies into a certain direction, or to block reinforcements off for a short time until the original threat is dealt with. It takes a little longer to cast than Pyro due to its usefulness, and has a higher Stamina cost, but can mean the difference between 3 enemies and 9. Wall can be improved in the Dominator tree to be impassable, and to radiate damage out at enemies. Wall costs 25 Stamina, takes 1.5 seconds to cast during which time Loken is vulnerable, and has a 30 second Cooldown.

## Fortify

Fortify is the final shared ability for the classes, it protects Loken for a few seconds in a bubble of protective shield and increases Shield and Health Regeneration massively. This ability is best used to save Loken from death and heal him up before a big fight. This ability is extremely powerful so has the longest cast time and biggest cost of Stamina. Once again this ability can be improved in the Dominator tree. Fortify uses all available Stamina, has a 3 Second Cast Time and a 5 Minute Cooldown.

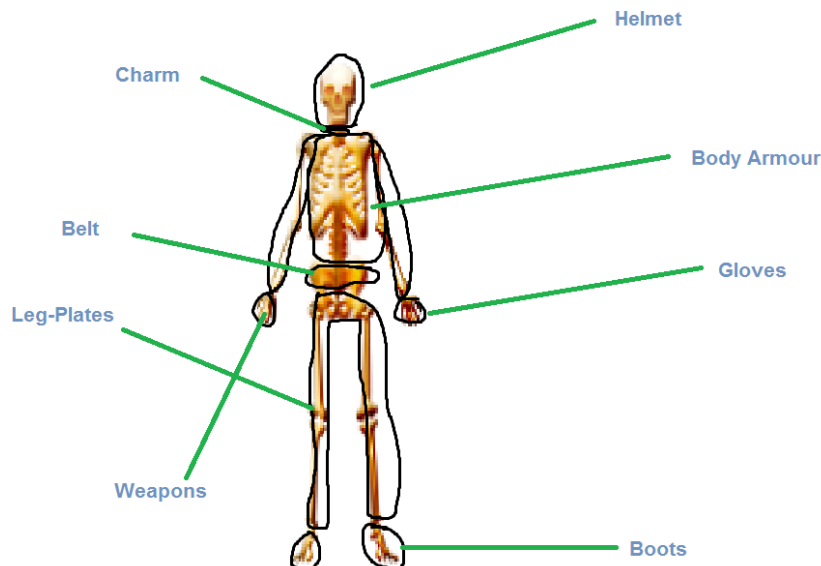
# **Inventory and Money**

## Inventory

The Inventory is where the player keeps all their gear and can view their characters Attributes and skills. The inventory has the item storage area, where any of the loot and equipment that is picked up is stored. Items stored in the inventory fill a spot; duplicates will fill the same spot up to a limit of 10. This does not apply to weapons and armour however, they occupy a single slot each, and cannot be stacked on top of each other unlike the smaller items. The inventory has a starting amount of 32 slots, but can be upgraded by visiting the appropriate merchants later in the game. Once the player's inventory is full they will have to sell some of the things they are holding to be able to pick up any more items. Items can also be dropped straight from the backpack on the ground in case there is an immediate need to make space in the inventory.

## Equipment Slots

Not counting the inventory itself, the player can store items by using them such as armour and weapons, the diagram below explains further. The player can chose to equip appropriate gear on to Loken to augment him further such as armour and guns. Each of the classes has gear that they want to lean towards in terms of the attributes that may be attached to it. The diagram below shows the various slots that can be filled with equipment.



As seen from the diagram there are a number of different slots that equipment can occupy on Loken. The only one not shown on the diagram is the Shield as this is separate to the rest of the equipment. Gear can be placed in these spots and swapped out as long as Loken is not in combat, meaning a set with more health can be worn, whilst a set meant for damage can be kept in reserve in the Inventory until it is needed.

## Money

Money is in the game for multiple purposes, it creates an incentive to pick up equipment that isn't any good for the player's character so they sell it to make money to buy items they want, and it gives the player another realistic goal to aspire to, getting rich. Money in Redeemer is known as Credits and can be gathered from selling equipment to vendors, as a reward for completing missions, and found on the corpses of enemies. The money can then be used to purchase new armour and supplies from merchants, repair the equipment that Loken is using, expand the Inventory and gambled away in mini games. Money is another example of a reward that a player wants for playing the game, and it can be given very often even in small amounts and still gives a good feeling to the player making them feel like they have achieved something. And as long as there are things to spend the money on the player will be happy to keep earning it. The amount of gold that a player has increases as they level up naturally, enemies drop more and the mission rewards are higher. The table below shows the amount of gold that players are expected to have at that level. It also includes some items that would be considered useful and the prices they would be.

Level	Expected Credits	Useful Item
1	10	Minor Health; 2 Credits Western Pistol; 6 Credits
6	120	Regular Health; 20 Credits Tactical Helmet; 99 Credits
15	2200	Large Health; 200 Credits Big Boy Shield; 1900 Credits
23	4000	XL Health; 600 Credits Touch of Pain; 3333 Credits

## Items

Items are one of the big reasons that gamers play RPG's, they want to get the best weapons and armour for their character, and Redeemer is no exception to this rule. The game has plenty of equipment dropping for players both from enemies, creating it through crafting and simply by buying it from a merchant. The different item types that the player can get are listed below, as well as a few examples of sub types.

### Item Types

Equipment Slot	Equipment Type	Example Sub Type
Head	Helmet	Full Face Helmet, Tactical Mask
Neck	Charm/Totem Necklace	Protection Necklace, Offensive Choker
Chest	Chest Plate	Heavy Battle Plate, Stealth Vest
Hands	Gloves	Runed Gloves, Spiked Fists
Weapon 1	Firearm	Assault Rifle, Pistol, SMG, Sniper Rifle, Shotgun, Machine Gun
Weapon 2	Melee Weapon	Knife, Staff, Chainblade Attachment
Legs	Leg Plates	Tactical Combats, Silent Second Skin
Feet	Shoes	Spiked Boots, Casual Slippers
Shield	Shield	Reflective, Absorbing

These different type of items will appeal to the different classes, with some items sharing or even being wanted by pretty much everyone. The items will be tailored towards a specific class most of the time by the attributes on them. For example an Assault Rifle with lots of Strength on it is intended to be used by the Enforcer class rather than the Dominator. This isn't to say that the Dominator can't use it if they wish, it just wont be as good for them as it would be for the Enforcer. The Aesthetics of the weapons are also tailored to the classes when an item is that specific. For example Agent items will be designed to look sleek and silent, were as an Enforcers Helmet may look violent. There are a few restrictions with the items as to who can use what; this is shown in the table below. The reason for this is that some items can be made specifically with a class in mind as the user, and makes them unique. The rarity of an item is also a factor on what it looks like and what kind of attributes it has attached to it. For example a poor weapon that the player starts with at the beginning of the game will not look as good as an epic quality item from a Master at level 25. The item rarity scale is also shown in a table below

Item Usability Chart

<b>Weapons and Equipment</b>	<b>Enforcer</b>	<b>Agent</b>	<b>Dominator</b>	<b>Officer</b>
<b>Light Armour</b>	✓	✓	✓	✓
<b>Medium Armour</b>	✓			✓
<b>Heavy Armour</b>	✓			
<b>Assault Rifles</b>	✓			✓
<b>Pistols</b>	✓	✓	✓	✓
<b>Sub Machine Guns</b>	✓	✓	✓	✓
<b>Shotguns</b>	✓		✓	✓
<b>Sniper Rifles</b>	✓	✓		✓
<b>Machine Gun</b>	✓			
<b>Knife</b>		✓	✓	✓
<b>Sword</b>		✓	✓	
<b>Staff</b>			✓	
<b>Chainblade Attachment</b>	✓			

## Item Rarity Scale

### Imperial

- Best item level in the game, only 1 exists for each class specifically and is an exceedingly rare piece. Every piece has a Unique effect on them to help the Player

### Epic

- More easily obtainable level of item, start to appear more frequently after level 20, but do exist in small amounts before that

### Cursed

- Better than good items in one respect, however they usually have a major drawback to them such as poor accuracy or small clip sizes

### Good

- Easily obtainable, usually better than the average item for the player at that level. Available to buy from Merchants

### Common

- The basic level item for a player that is equivalent to their level. actually become rarer later in the game due to the increase in the player's power.

### Poor

- The worst quality of item, usually drop from weak enemies and are worse than what the player has. Any common item will be better.

This colour scheme is commonly used in the RPG genre to denote the rarity of items, so to facilitate the player's learning experience it makes sense to stick with well-known conventions of the genre like this. The addition of the cursed rarity does add a larger variety than most, and the nature of the items is that they usually have a big trade off for one of their stats. Meaning that whilst one attribute or effect on the weapon will be stronger than its good counterpart, and potentially even an epic, something else on the weapon will be a major drawback, bringing it at par with a common item or worse. Below is an example of some of the items that could be implemented into the game at a variety of levels, showing how the attributes on them increase vastly over the course of the game



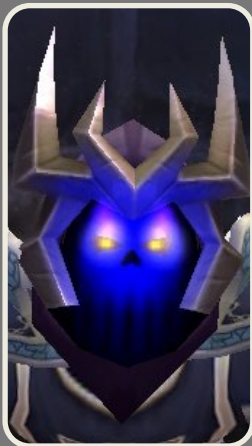
## Example Items

### Worn Stealth Boots



- Requires Level 2
- Light Armour
- +1 Agility
- +1 Vitality

### Void Mask



- Requires Level 15
- Light Armour
- +12 Will
- +8 Vitality
- Decreases Stamina regeneration by 20%

### Touch of Pain



- Requires Level 27
- Chain Blade Attachment
- +60 Strength
  - +42 Vitality
  - 10 Charisma
- 5% chance to make Target bleed for 25% weapon damage over 5 seconds

These are example items just to show how they would be itemised within the game. From the examples it is easy to tell that the 1<sup>st</sup> item is meant for a low level Agent, it has the agility attribute on it, and is of the light armour type. Due to the armour types in the game, any of the 4 class roles would be able to pick this up and wear it. It would not be as good for them as it is for the agent, but it would be better than another boot item that has no attributes at all.

The 2<sup>nd</sup> item is an example of the Cursed item type, whilst this head piece has a lot of Will and Vitality to give to the wearer who would most likely be a Dominator, it also has the adverse effect of slowing down the regeneration of the players Stamina, which is one of the stronger points of the intended Class. This trade-off is the whole idea of the Cursed item type, it is up to the player to decide whether or not they think it will be worth it to wear.

The 3<sup>rd</sup> and final item is an example of an Epic item for the Enforcer class, it has the 2 Attributes that the class would want, but also has the negative effect on the players Charisma. This is to show the barbaric weapon would make Loken harder to trust with a blade like this attached to his Weapon. The other effect is the chance to make the target bleed, these are extra effects that are on weapons that can further increase its usability, even if the player could find something with slightly higher attributes, they may be unwilling to get rid of the extra damage source.