

# Winter Wizing Treatment Document

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## Executive Summary

Winter Wizarding is a 3D style puzzle / platformer game set in a winder landscape. The game will consist of multiple levels that will take the play through a story with an AI character that will follow them everywhere they go, proving to be not only annoying, but at the same time somewhat helpful. Overtime the AI will not only grow in strength but also gain new abilities and even help in fighting off enemies that the player may or will encounter as they progress further into the plot.

There are multiple kinds of AI set out across the land, some of which will be good, while some of which would be bad. It would be down to the players judgement to decide whether it is wise to kill them or not using one of the spells that can be cast.

The base of the game will see the player explore through a cave system and enter a village with the follower close behind. They will be tasked with not only exploring the village, but also exploring further into the unknown land and entering a secondary cave system that has been abandoned and sealed off. This is where the player will have to progress through different sections and collect certain objects in order to move forwards through closed doors.

## Game Overview

### Genre

3D Platformer / Puzzle / Adventure

### Hooks / USP

I would want players to play this game as it will give them a different experience to a traditional platformer style game. Most platformer style games will all use similar style mechanics, or still to the side scroller design, while some will not expand from this, I wanted to change the style of the traditional platformer with this project and add in features that you might find in a more traditional triple A RPG game and mix them into a platformer style game, while also switching it from a 2D side scroller to a 3D third person game.

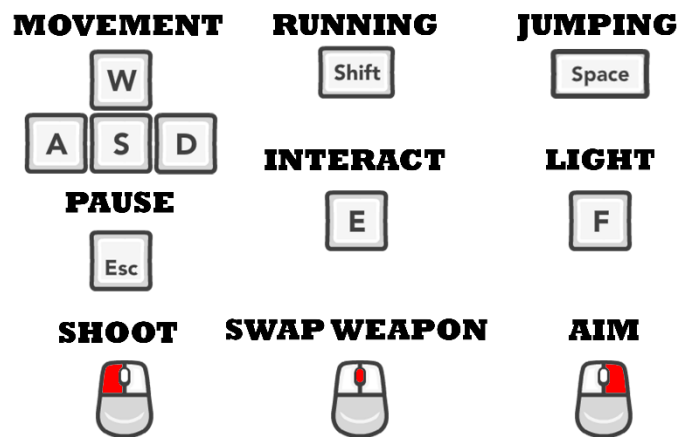
### License

My game will exist around a couple of existing IP / licenses. One of the major IP's my game will be based upon is the Harry Potter games that are set within the Harry Potter universe, this is so that I am able to use certain things such as assets from those games, or even just names of certain spells that can be used throughout the project to act as your weapon. While another IP the project will be based upon but not directly is the Super Mario Series, as the project will be like how the more recent versions of those games run by allowing the player to free roam / explore freely while also following a story.

### Controls

Throughout the game you will be required to use multiple different controls to be able to do specific things, this is pretty common in most games, however, because this is a platformer which expands over the basic platformer rules it will have slightly more controls than an ordinally style platformer might have, since it will implement new mechanics that will play a key role in how the player must progress throughout the levels that have been designed.

The controls in the end will be fully customisable and would have multiple support options, for Keyboard and Mouse, Gamepad and possibly even mobile if the game were to support it.



## Gameplay & Design

### Win Condition(s)

The player must obtain all of the objective items throughout the level, in order to be able to progress. While some of the objects that they require are not necessary to the story arch, they give the player more reason to search around and look for everything instead of rushing through the level to complete it as fast as possible.

### Lose Condition(s)

The player will lose the game if they end up losing all of their health or falling onto some spikes. These spikes will be an instant kill for the player due to the way the platformer style of the game has been designed. Health will be a key factor in the game as it will only go down while the player will be in combat and will require them to find health resources in order to get it back up.

### Gameplay Overview

From the start of the game all the way to the end, the player will be followed by an ai character that will also want its lost items being found \*these items will not play into the main story and are more of side missions / objectives that can be found during the main arch or afterwards to give the player something else to do once finishing the main story / levels. The player will have to go through multiple different kinds of levels / areas however, all of them will be set in a similar time setting (winter) so that the design style says similar throughout the gameplay.

## Technology

One of the technologies my project is using to make my game stand out, is a feature called RTX, or Ray Tracing. This feature on my project is very experimental and can cause big performance issues when enabled on a graphics card that does not have RT Cores or Tensor Cores. However, currently the project does not support the use of NVidias DLSS which allows higher frame rates while using Ray Tracing technology, which will cause significant frame drops when certain features are enabled on even the lower end RTX supported GPUs, which is currently noted as a warning on the project itself. Once DLSS becomes more mainstream I would expect it to be implemented into the project to allow the Ray Tracing features to run much smoother.

## Audio

Audio will be a very important part of the project, as it will give off different meanings throughout the project. Sound will be a key part of knowing what kind of spell has been used all the way to

knowing what kind of surface the player is currently standing / walking on. It will also help allow them to listen out for ai that might be walking around nearby to where they currently are, so that they can choose to go into combat with them or avoid them completely.

#### Sounds currently in the prototype

- Main Menu – Music will alternate upon game load or loading back to the main menu by the pause menu.
- Footstep Sounds – Wood, Snow, Stone will play sounds related to what material the player is currently standing on.
- Explosion Sound – Destructible mesh will play this sound upon a hit from a spell.
- Coins – Pickup sound effect / randomises between multiple sounds.
- Key – Pickup sound will play when keys are picked up / added to the inventory.
- Door Opening – A squeaking door sound will play when doors are opened on houses / buildings the player can enter.
- Stone Sliding Door – A sliding stone sound will play upon having a sliding door area open.
- Light – The light spell will play a sound effect upon activation; this will be followed by a quiet humming sound to signify that it is in use.
- Sock – The sock will play a sound effect related to the ai character that follows the player around, since this object belongs to them.

#### Hardware Required To Play The Game

Throughout the development of the game, I expect it originally to be developed for the PC platform, while also eventually having it fully compatible with other platforms such as consoles or even mobile platforms if it could be optimised enough to be able to run it.

However, since the game is being designed mostly for PC it will require more of a high-end PCs due to it supporting Nvidia Ray Tracing technology. While this can also be turned off this allows the project to also support or have support for next generation consoles such as the PS5 and Xbox Series X if the project were to get development for these platforms. If the was to also support consoles it would need more testing and development to allow it to run smoothly on these platforms since they have less power and cannot be upgraded and will not allow the player to customise settings like they can do on PC platforms.

#### Recommended PC Specification for Final Product

Non RTX:

Intel Core i5, GTX 1060, 16GB Ram, SSD 30GB or more

RTX:

Intel Core i9, RTX 3080, 32GB Ram, SSD 30GB or more

## Production Details

### Project Status

So far during the creation of the prototype I have been able to create a singular level that showcases the basic features and mechanics that would continue to be developed as the project would get created into a more mainstream game.

The mechanics that are currently in the project include:

- Spell Casting
- Inventory System
- AI

All these mechanics are currently in the prototype and would be developed further as the project goes on. Since these mechanics are in the project currently and are developed to a point of where they work, they are a good base idea of how they will work or function in the level environment that has also been developed around these

## Development Team

While the prototype has been developed by myself, I feel like the actual development of the project into a game would require a team of roughly 10-20 people to be able to develop all the assets, textures, ui, sounds, mechanics and quality assessing correctly and thoroughly. This size of team will also mean people will not have to be doing multiple jobs which will allow them to focus on the tasks they get given at hand.

## Budget

While the game is in development the cost of development is unknown, as not knowing roughly how big of a story or game play the project will have. But rough estimates on pricing for budget would put the game at around £200,000 - £400,000 to be able to afford to pay for the hours that are required to develop the game, along with also being able to pay all the staff that are developing the project. This price would also include all the software that will be used during the creation, along with buying certain kinds of IP rights that will allow the project to use assets from different kinds of IPs.

## Development Plan

Throughout the development of the project, I would want it to go through two stages of milestone during the development stage. The first stage would be a Beta, as I feel this would be the best time to allow people to try out the project as it would be in a later stage of development at this point and will give the best chance of feedback to allow for improvements. After this I would have the project go straight into the release milestone which would also allow time for the beta feedback to be worked on, along with development of the mechanics so that they are all flushed out and ready for the overall game. Along with this, once the release has been completed and is out to the public it will allow for the general public to give even more feedback which will allow for issue to be fixed and pushed out.

## Game world

### Back Story & Objectives

Winter Wizarding's objectives are the main story arch which the player will have to follow and complete in order to complete the main story. Since the project will not have an actual kind of story to follow, the objectives will give the player a sense of a story, along with how the AI will play a role in these objectives. Since the AI that follows you around will be the characters main interaction point for the player, the objects which you can collect will play role in allowing the follower to get better skills along with being able to help the player more, rather than just following them around.

However, since these objects are optional, they do not need to be collected, which will impact the way the AI gains progress, but will not stop it from learning new abilities as the levels are completed since these objects are not a key part to the story arch. They will only help in allowing it to gain extra abilities or spawning objects that may help with player vs enemy combat. Once all of the main

objectives have been collected the player can then progress onto the other level, which will give the player new objectives to complete the new level they have moved on to.

## Characters

Throughout the project you as the player will play as the same character throughout the entire project, along with the ai that follows the player around. However, the only characters that will be different are the ai that will be the enemies which will attack / follow / hunt the player. These characters the player can avoid completely or just go straight up and attack them, or even just attack them from afar before they have even spotted the player in their vision.

In the current prototype the ai follower and the ai enemy are all the same model, however as the prototype turns into more of a game these models will change to fit the style of the game, but also so that the player is aware of what characters they are able to kill / fight against during their gameplay.