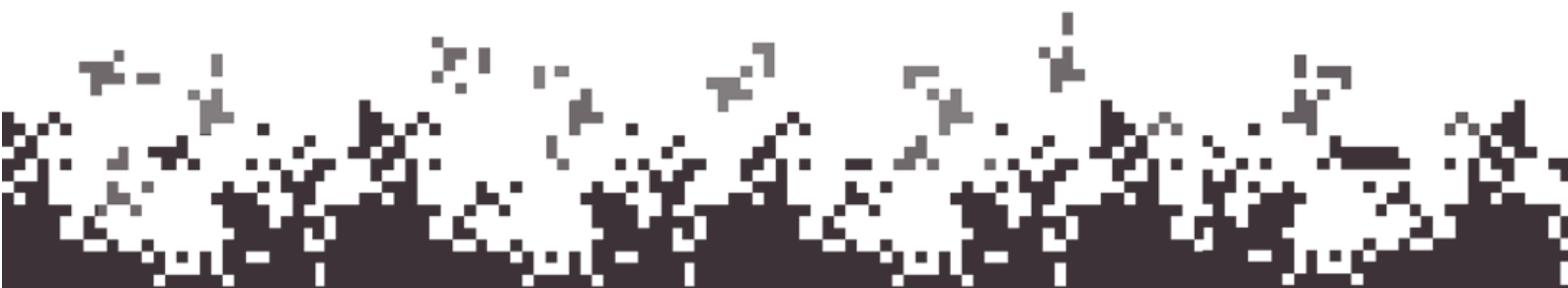


# SOLO:

## THE PARADOX LEGACY

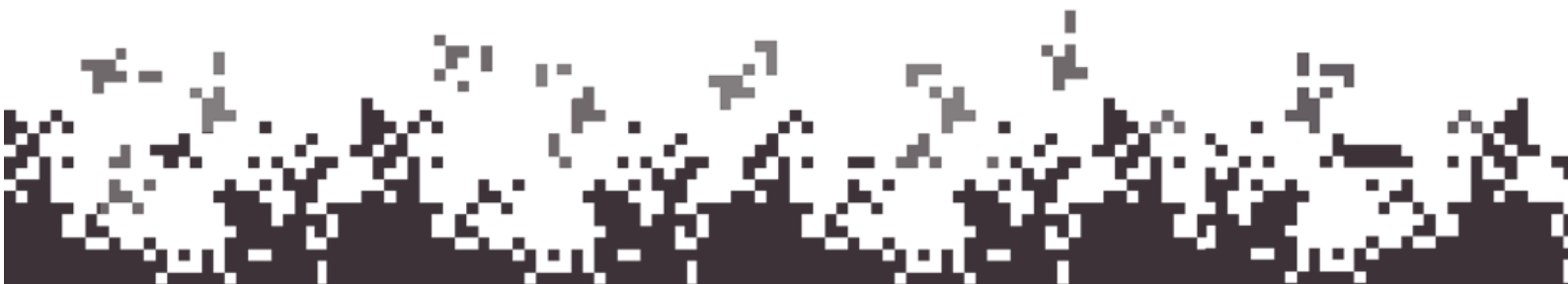
### DOCUMENTATION

HUW WARREN-ROBERTS



# TABLE OF CONTENTS

|                                   |    |
|-----------------------------------|----|
| 1. OVERVIEW .....                 | 3  |
| 1.1 PROMOTION .....               | 4  |
| 1.2 USP .....                     | 5  |
| 1.3 TARGET AUDIENCE .....         | 5  |
| 1.4 GENRE .....                   | 5  |
| 1.5 PLATFORMS .....               | 5  |
| 2. CHARACTER & ENEMY DESIGN ..... | 6  |
| 2.1 ADULT: .....                  | 6  |
| 2.2 BOY: .....                    | 7  |
| 2.3 GAMEPLAY LOOP .....           | 8  |
| 2.4 ENEMIES .....                 | 8  |
| 3. MATERIAL .....                 | 10 |
| 3.2 VISUAL OVERVIEW .....         | 11 |
| 4. GAME MECHANICS .....           | 11 |
| 4.1 WELL MECHANIC .....           | 13 |
| 4.2 COMBAT DESIGN .....           | 15 |
| 4.2.1 OFFENSIVE .....             | 15 |
| 4.2.1 DEFENSIVE .....             | 16 |
| 5. PUZZLE DESIGN .....            | 22 |
| 5.1 INDEPENDENT GAMEPLAY .....    | 23 |
| 5.2 INTERACTIVE GAMEPLAY .....    | 22 |
| 5.3 COMMUNICATION GAMEPLAY .....  | 24 |
| 5.4 CO-OP PUZZLE .....            | 25 |
| 6. TUTORIAL LEVEL DESIGN .....    | 26 |
| 6.2 TORCH ROOM .....              | 28 |
| 6.3 CRATE ROOM .....              | 29 |
| 6.4 DAEMON ROOM .....             | 30 |
| 6.5 SECRET ROOM .....             | 31 |
| 6.6 WELL ROOM .....               | 32 |
| 6.7 BOOTS ROOM .....              | 33 |
| 6.8 LEVER ROOM .....              | 34 |
| 6.9 PORTAL ROOM .....             | 35 |
| 6.10 BOSS ROOM .....              | 36 |
| 7. GAMEPLAY .....                 | 36 |



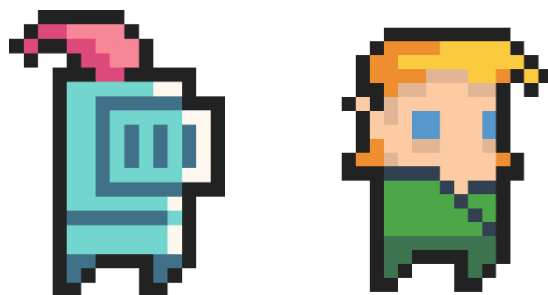
# 1. OVERVIEW

## 2D CO-OP ROGUELIKE DUNGEON CRAWLER:

In this Online Co-Op time travel adventure two players embark on a quest as the same character, Eric. One player plays through Eric's childhood, whereas the other plays through his Adult life. Together their goal is to clear each stage and progress to the next floor.

Two players inhabit the same game world, as the same character Eric however, in different instances of time. They cannot see each other but they can interact with each other indirectly online through their two gaming machines. Both players are subjected to a different genre of gameplay determined by their choice of adult or childhood Eric. Adult Eric experiences a combat heavy RPG genre of gameplay. Childhood Eric experiences a focused strategic stealth puzzler genre of gameplay. Both Players are divided into their own instances of time, Adult and Childhood. In these different instances they can interact within the same level to influence each other's gameplay. Both players, using their own instance will need to help each other solve puzzles, overcome obstacles and defeat enemies to progress. Communication is vital, but players can only talk in specific areas.

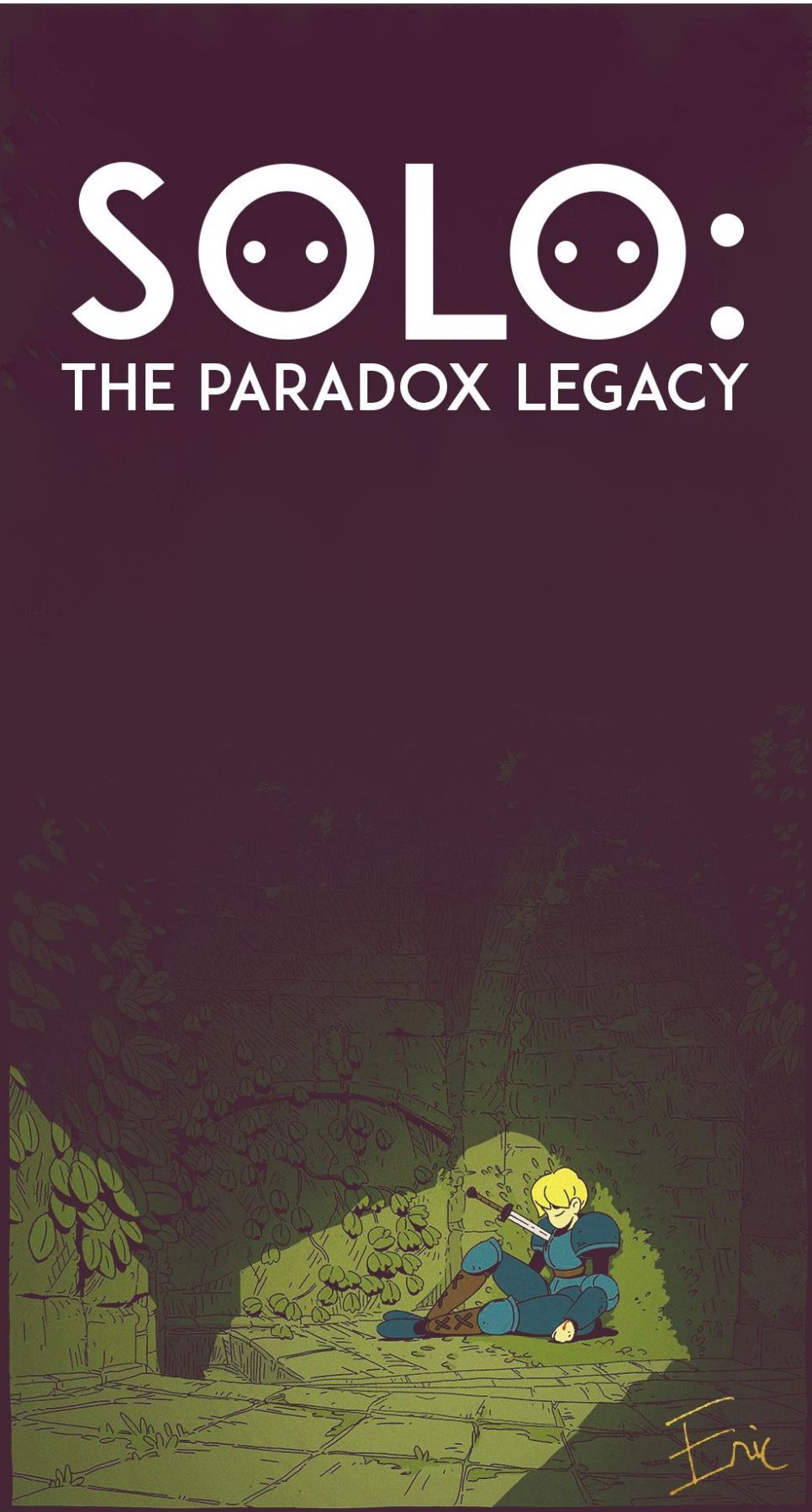
Players must persevere and tackle their half of the stage independently. They finally conclude the stage by traveling through a portal to reach the final boss fight. In this boss fight both players meet in the same instance and must work together to defeat the final boss. This action clears the stage and allows both players to advance to the next level.



## 1.1 PROMOTION

# SOLO:

## THE PARADOX LEGACY



MA-KO

## 1.2 USP

### INDEPENDANT CO-OP GAMEPLAY:

Two gameplay instances with differing genres of gameplay, tethered through Co-Op progression experienced in real time.

This game is for players who want a Co-Op experience with the freedom of a single player adventure



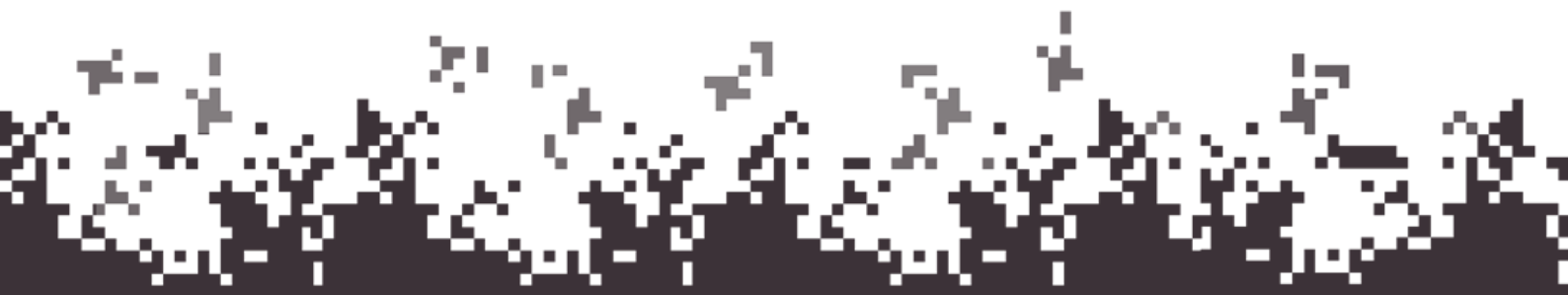
## 1.3 TARGET AUDIENCE

SOLO: The Paradox Legacy, is a game made for those who like playing interactive games with friends without the restraints of players who don't share similar interests in objectives or playstyles. This could include those who wish to play different genres than their peers. SOLO gives all players the ability to forge their own paths and take agency over their gameplay without the need for traditional Co-Op limitations. SOLO provides a quality gameplay experiences for fans of combat-centric dungeon crawling RPG's. At the same time, SOLO caters to methodical players who enjoy puzzle and stealth oriented gameplay. SOLO is for players who want a Co-Op experience with the freedom of a single player adventure.

## 1.4 GENRE

Roguelike Dungeon Crawler with Time Travel Co-Op Elements

## 1.5 PLATFORMS



## 2. CHARACTER & ENEMY DESIGN

### 2.1 ADULT:

#### ADULT STATS:

Combat Focused Gameplay

Health Boost

Base Speed

#### PLAYER OBJECTIVES:

Kill Enemies

Turn Based Offense Combat

Stance Based Defense Combat

Increase Level

Collect Paradox Crystals

#### CO-OP OBJECTIVES:

Find Stashes

Receive Maps

Receive Enemy Stats

#### REWARDS:

Levelling Up

Increased Health

Improved Equipment

More Attacks In Battle



## 2.2 BOY:

### BOY STATS:

Puzzle/Stealth Focused Gameplay

Base Health

Speed Boost

### PLAYER OBJECTIVES:

Finding Treasures

Cartography (Map Making)

Bestiary (Looking Up Enemy's)

Equipping Abilities

Finding Stash Locations

### CO-OP OBJECTIVES:

Interacting with Environmental Puzzles

Unlocking Secrets and Progression

### REWARDS:

Increased Health

Increased Carrying Capacity

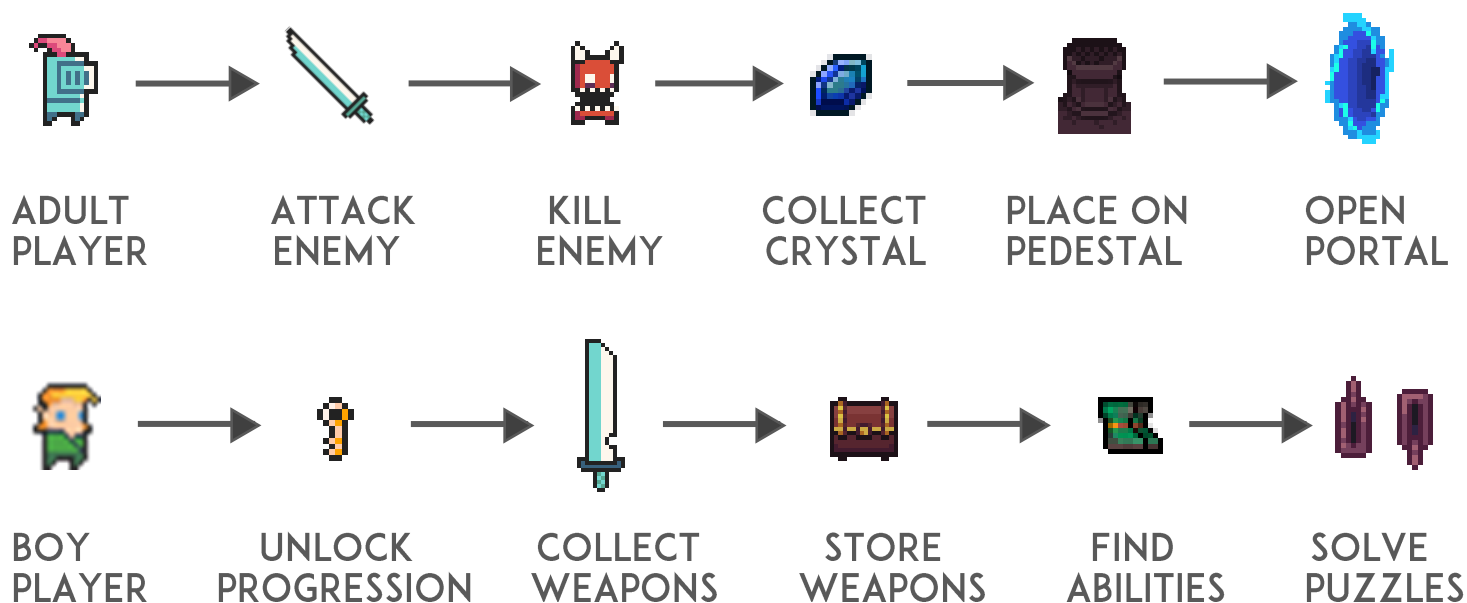
Unlocking Traversal Abilities

Unlocking Stealth Abilities

Unlocking Crowd Control Abilities



## 2.3 GAMEPLAY LOOP



## 2.4 ENEMIES

There Are Two Species of Enemies:

- DEMONS
- ORCS

Each species divides their units into classes, each class of enemy has set characteristics found within gameplay and in turn-based battle. Overlap within characteristics between Demons and Orcs are present as the purpose for implementing different species were for enemy verity not for gameplay. Implementing too many unique enemy characteristics would lead to overwhelming players.



## DEMON:

### Drone – Very Low Health

Incessantly targets player without regard of its own life.



### Warrior – Only Attacks

Can block player attacks and has a lot of health.



### Elemental – Damage Over Time

Each Elemental is infused with fire, ice or poison.



### Wizard – Heals Party & Projectile Damage

Keeps its distance from the player, focuses on keeping alive.



### Leader - Special Ability

Gains increased stats when surrounded by other Demons.



## ORC:

### Drone - Very Low Health

Incessantly targets player without regard of its own life.



### Warrior – Only Attacks

Can block player attacks and has a lot of health.



### Healer – Heals Party

Keeps its distance from the player, focuses on keeping alive.



### Range – Projectile Damage

Keeps its distance from the player, focuses damaging the player.



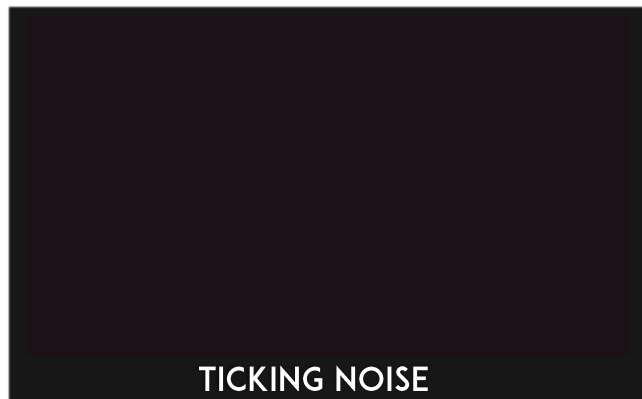
### Leader - Special Ability

Gains increased stats when surrounded by other Orcs.



# 3. ART

## 3.1 OPENING CUT SCENE



## 3.2 VISUAL OVERVIEW

### VISUALISATION OF ART STYLE THROUGH GAMEPLAY SCREENSHOTS



START SCREEN:

ERIC IS IN TWO DIFFERENT TIME ZONES IN THE SAME LOCATION

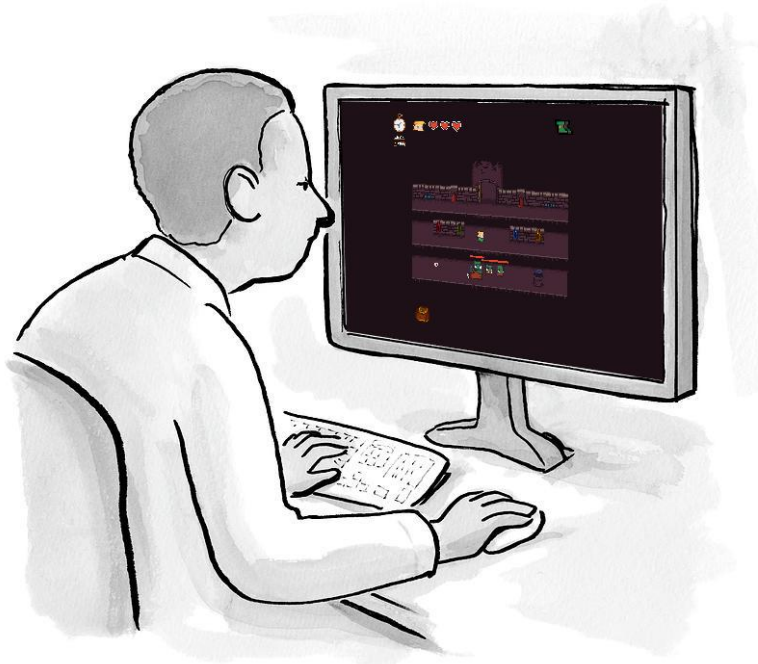


GAMEPLAY:

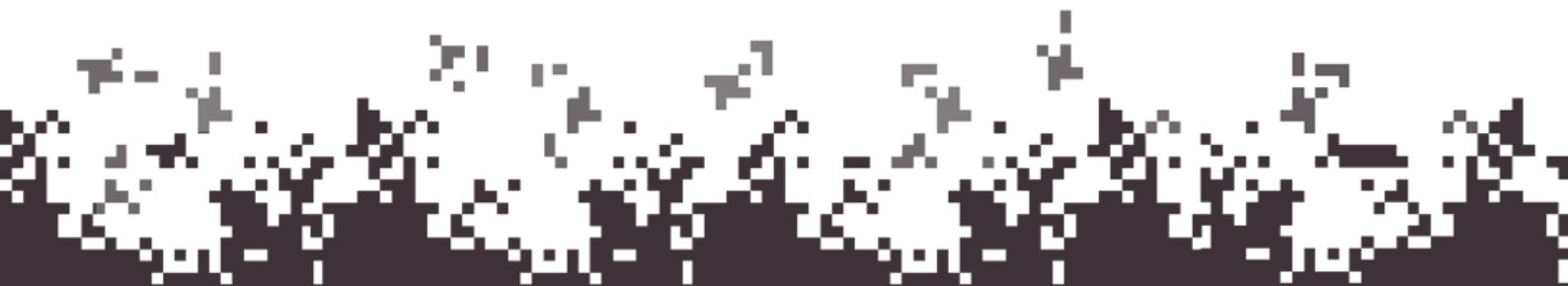
BOTH ERIC'S WORK INDEPENDENTLY TO ACHIEVE OBJECTIVES

# REAL WORLD GAMEPLAY EXAMPLE:

## PLAYER 1 – BOY GAMEPLAY



## PLAYER 2 – ADULT GAMEPLAY



## 4.GAME MECHANICS

### 4.1 WELL MECHANIC

- TIME WELLS:

When players enter a room with a ‘Time Well’ they will be able to see an impression of one another with the ability to communicate through an audio headset in real time.



## 4.2 EQUIPMENT MECHANIC



- WEAPON/ARMOUR DEGRADATION:

During combat the player will have a choice every turn to either attack or defend. When the player chooses to defend, a stance based quick time event will initiate. If the player is successful, the character will parry the attack and convert the damage into positive health for the player, in exchange for armour degradation. Once the weaponry is fully broken the player will no longer be able to heal from a successful parry.

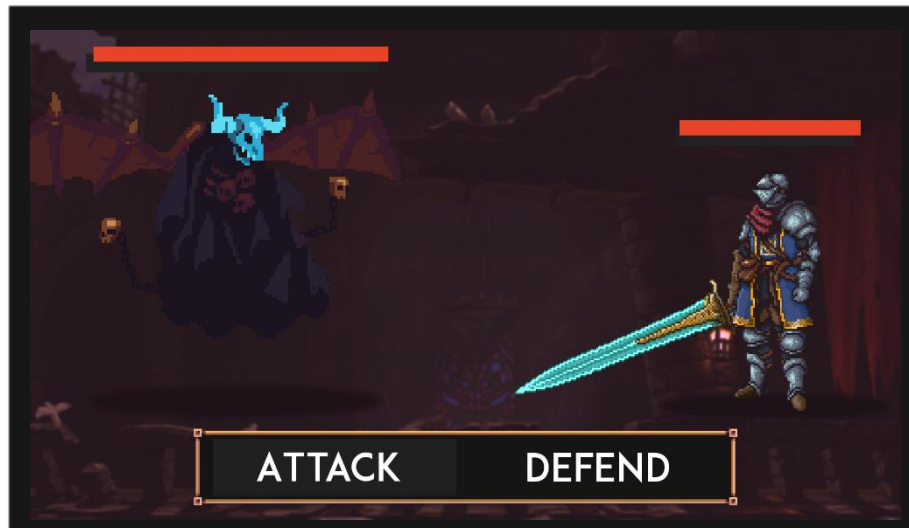


## 4.2 COMBAT DESIGN



### 4.2.1 OFFENSIVE

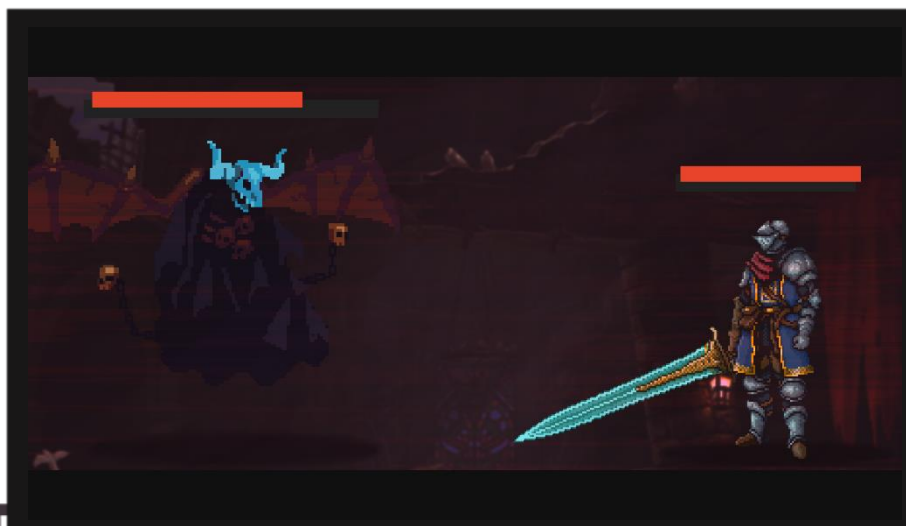
AT THE START OF EVERY TURN THE PLAYER HAS THE DECISION TO EITHER ATTACK OR DEFEND



WHEN ATTACKING THE PLAYER CHOOSES WHICH ATTACK OR WEAPON THEY WISH TO USE



THE PLAYER THEN ATTACKS THEIR OPPONENT. THIS IS THE END OF THE PLAYERS TURN



## 4.2.1 DEFENSIVE

WHEN DEFENDING THE PLAYER MUST CHOOSE WHICH DEFENSIVE STANCE THEY WISH TO HOLD. THIS CAN BE ALTERED AT ANY TIME



THE OPPOSITION WILL THEN ATTACK FROM ONE OF THREE DIRECTIONS. A WINDOW OF OPPORTUNITY IS GIVEN TO THE PLAYER TO QUICKLY REACT



THE PLAYER MUST MATCH THE ATTACKS DIRECTION IN REAL TIME TO BLOCK INCOMING DAMAGE TO GAIN HEALTH (QUICK TIME EVENT)



## 4.3 MAP MECHANIC

- CARTOGRAPHY:

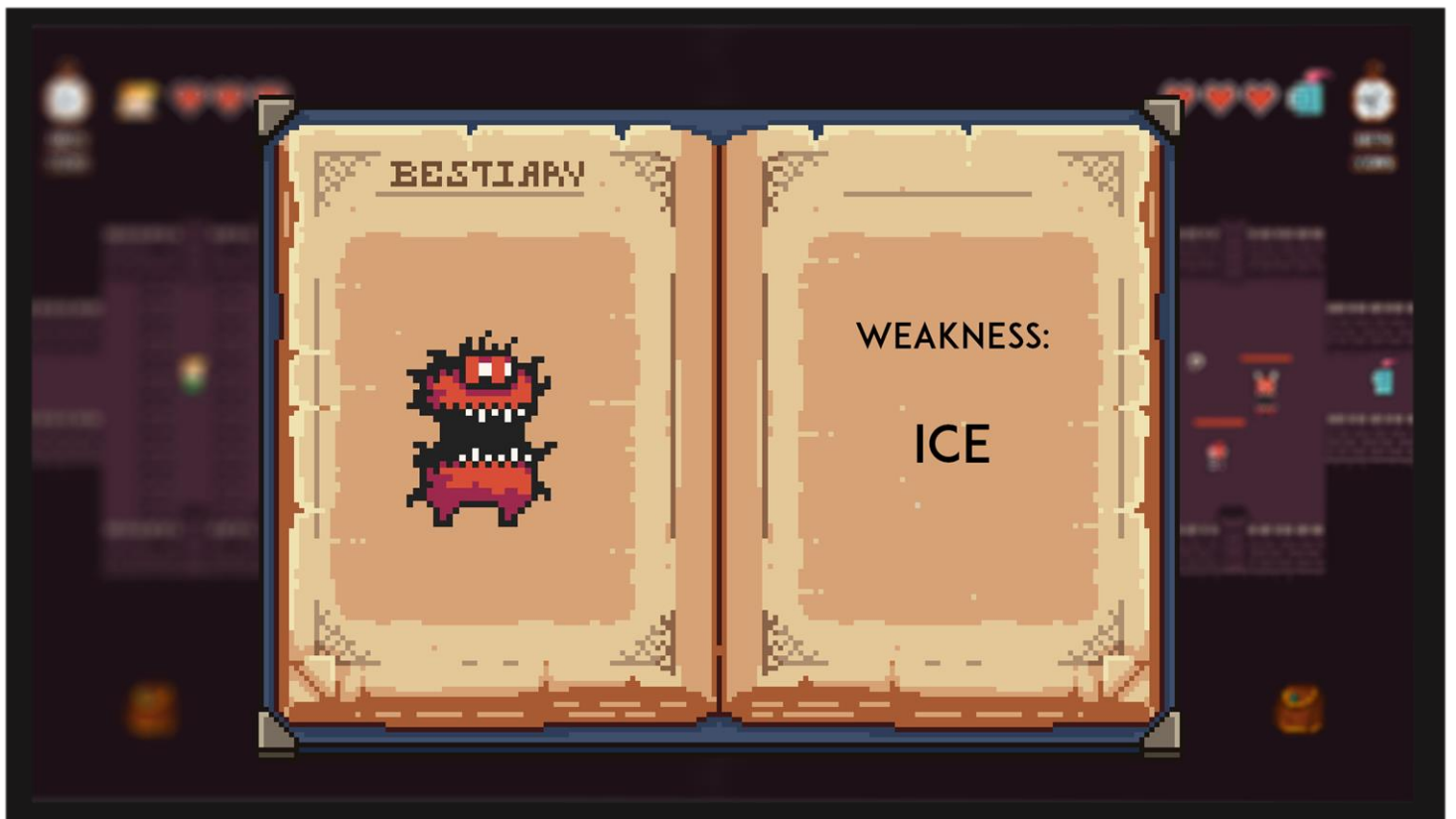
Whilst exploring the player can open a menu without pausing the game. From an arrangement of pre-drawn tiles (Rooms, Hallways, Secrets Passages) the player can arrange a grid to re-create the rooms that have been discovered. The player can then place stamps to give context to the areas on the map (Enemies, Loot, Stored Items and Dead Ends). The Adult's Map will be updated in real time however, the Adult player will not be able to edit the map. The Adult's backpack will rustle with an animation and a sound effect when an update has been made to the map by the Boy.



## 4.4 BOOK MECHANIC

- **BESTIARY:**

The player cannot initiate combat however; the Boy player can research which enemies the Adult player will face. This is achieved by accessing a menu that won't pause the game, this will display a book of enemy weaknesses and statistics. The Boy player can then communicate this information to the Adult player. Each enemy will have different stats and weaknesses with every playthrough. Behaviour will remain a constant.

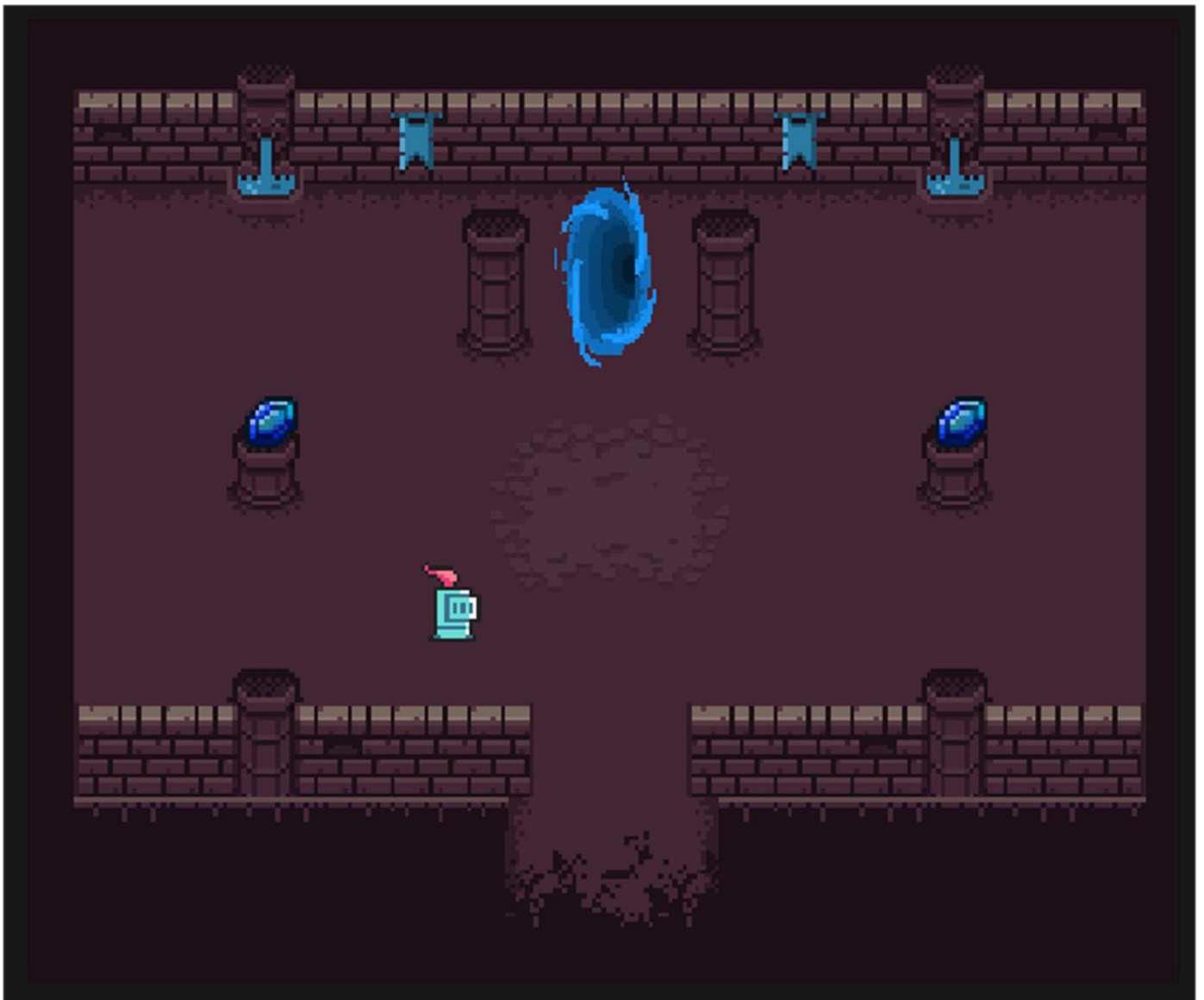


## 4.5 PORTAL MECHANIC

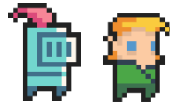


- CREATING PORTALS:

Whilst exploring the player will come across Paradox Crystals (Keys). Once all the Crystals in a stage have been collected and placed on the corresponding monument, a portal will open. Both players can now travel through and enter a new instance were the boss fight will commence.



## 4.6 MESSAGE MECHANICS



- **SELECTIVE TERRAIN MANIPULATION:**

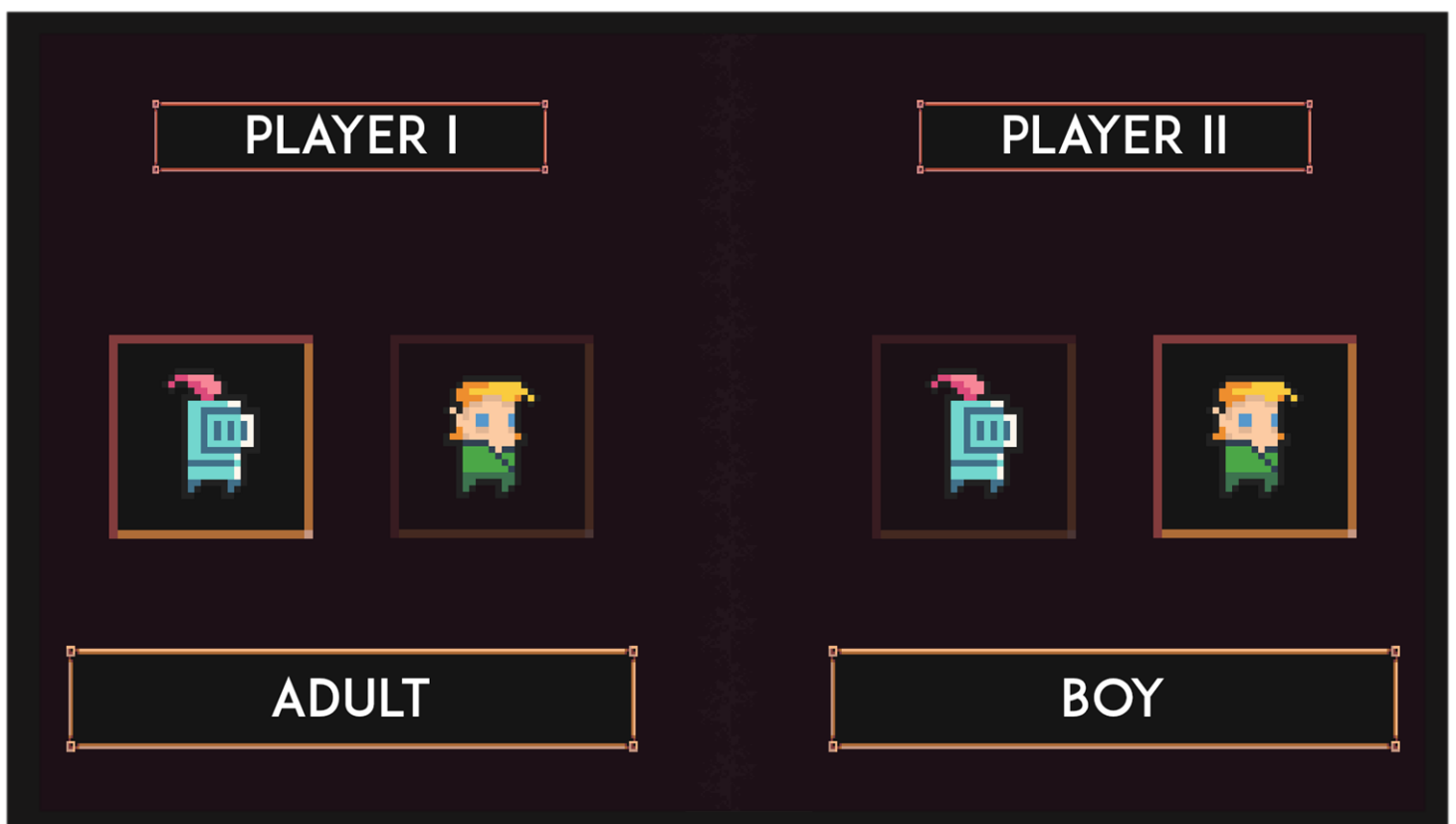
To communicate indirectly with the Adult Player, the Boy Player can interact or move designated objects within the room. For example: (Moving Bricks / Debris, Turning Torches, Lighting / Extinguishing Torches). This allows the players to leave clever messages to each other and communicate outside of the Well Room (i.e. arrows showing progression / secret). Each player also leaves footprints for a short time, this highlights players movements in other instances. This helps establishing a sense of connection between the isolating stretches of independent gameplay.



## 4.7 SWITCH MECHANICS

- CHARACTER SELECTION BETWEEN STAGES:

Both Players between stages can decide whether they wish to continue playing as the same instance of Eric, or swap over giving the player the option to experience Eric's other style of gameplay.



# 5. PUZZLE DESIGN

## 5.1 INTERACTIVE GAMEPLAY OVERVIEW

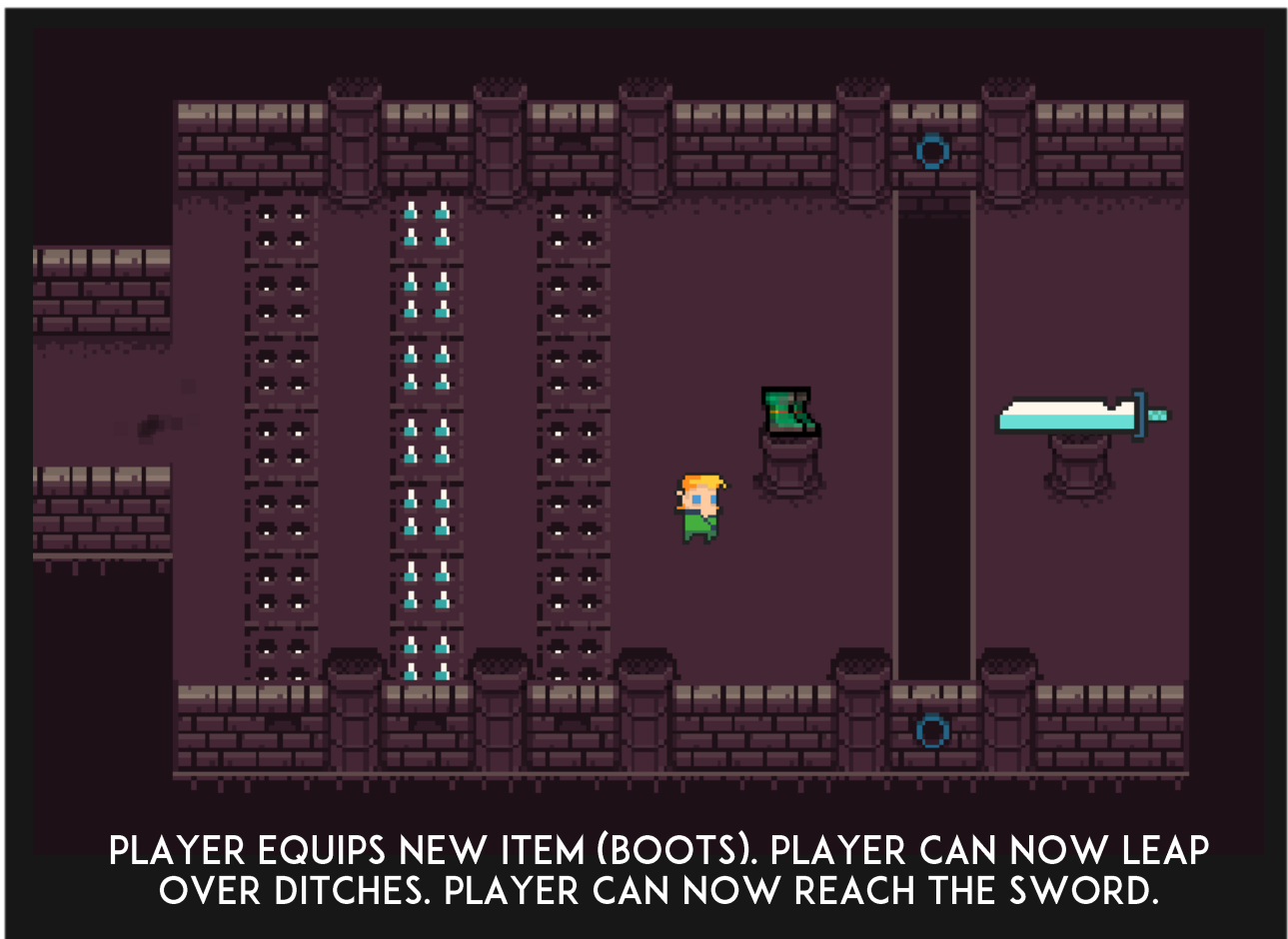
To complete the co-op puzzle the Adult must extinguish the torches to reveal a colourful hidden code and relay this code to the Boy. The Boy must obtain the boots which will enable him to leap over the ditch to interact with the colourful levers. They can then enter the revealed lever solution and release the drawbridge for the adult player to collect a paradox crystal.



## 5.2 INDEPENDENT GAMEPLAY

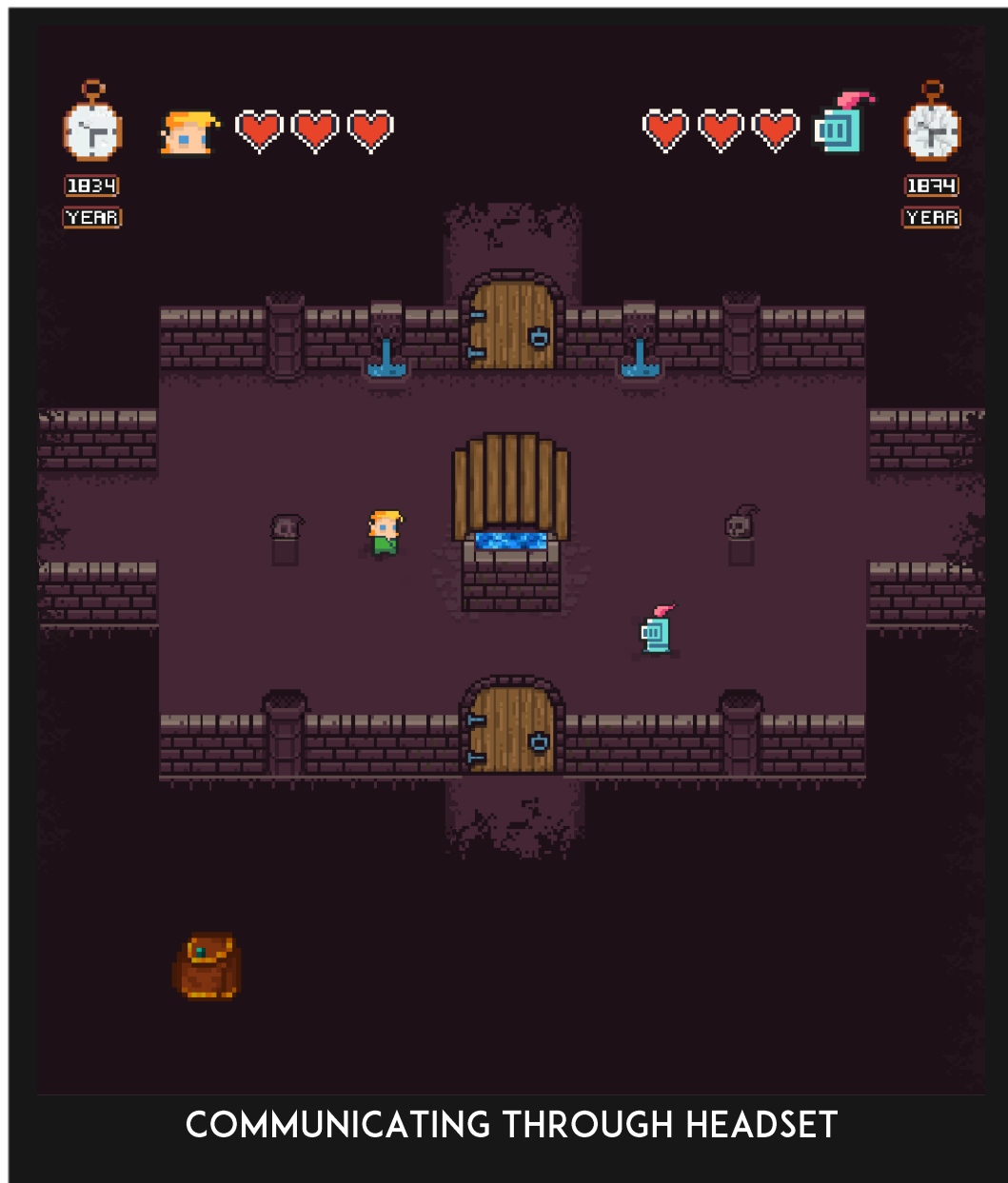
All rooms with an ability will require its use within that room. This action allows the player to become familiar with the item with an understanding of how it can be used in the rest of the overworld.

(Gating)



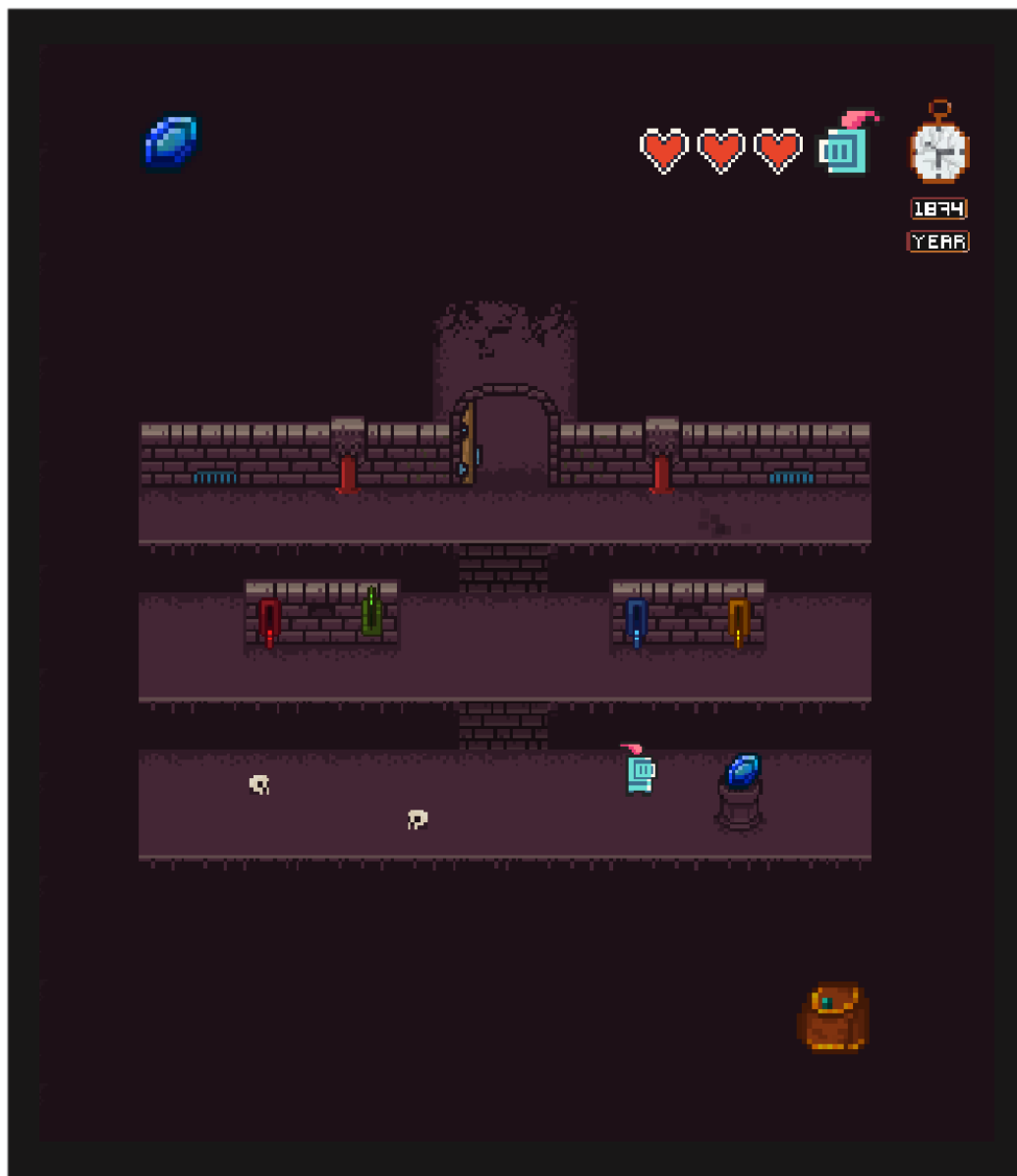
## 5.3 COMMUNICATION GAMEPLAY

Having solved their independent challenges both players now need to work together to progress. They need to access the Well Room to communicate their finding and ideas.



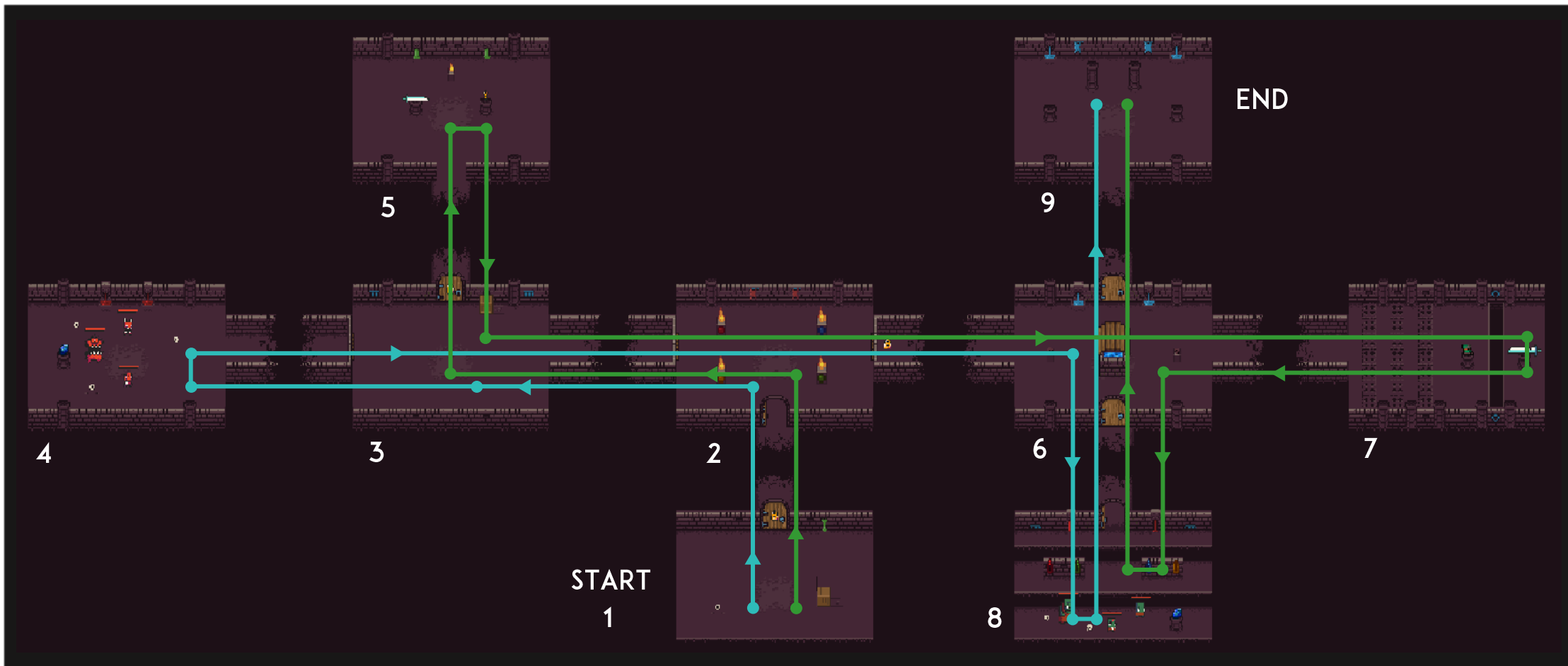
## 5.4 CO-OP PUZZLE

Following discussion between the two players from the well room, the boy, furnished with the lever solution, leaps the trench; enters the lever solution and releases the drawbridge there by completing the puzzle, now the adult can collect the paradox crystal.

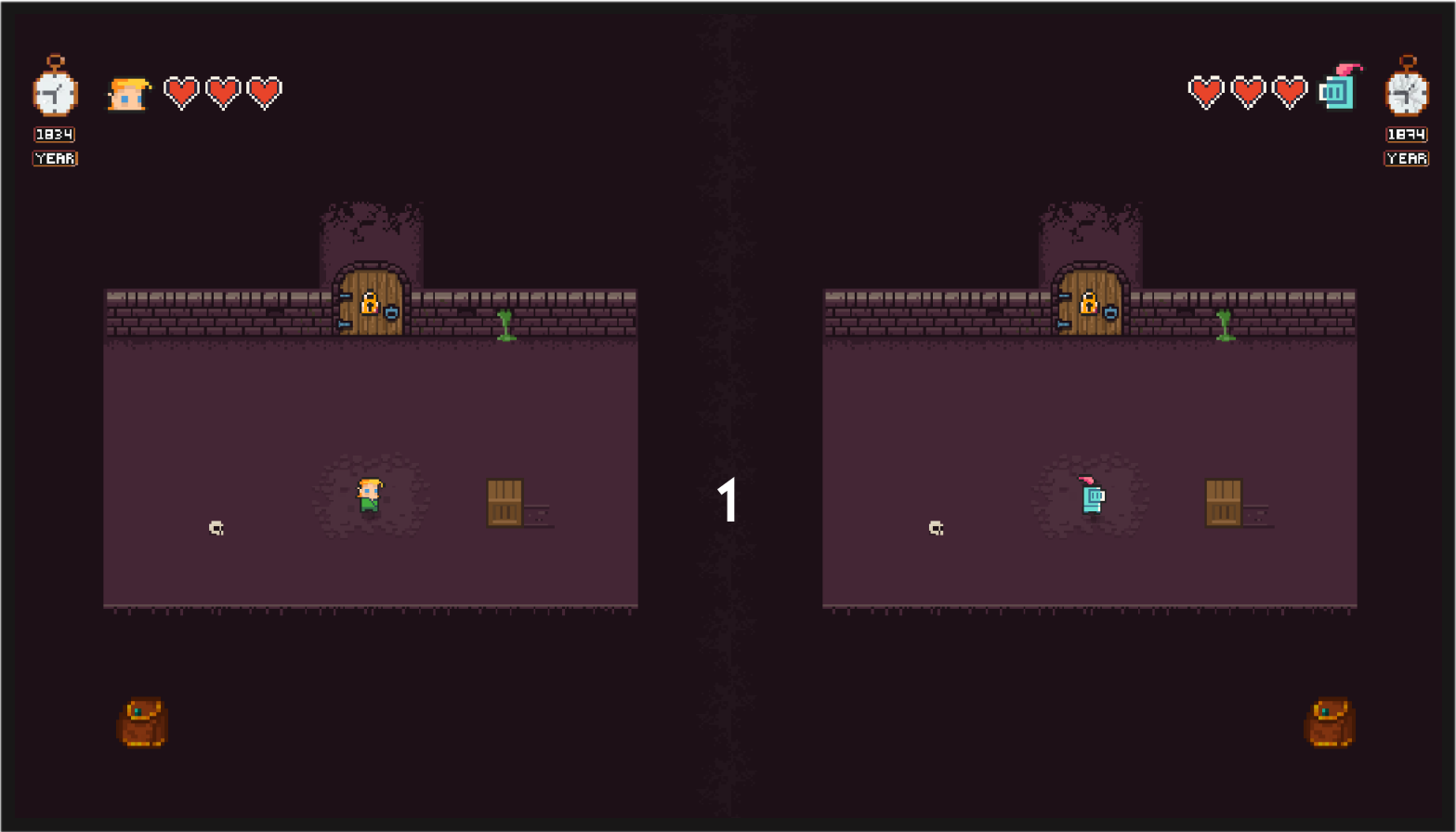
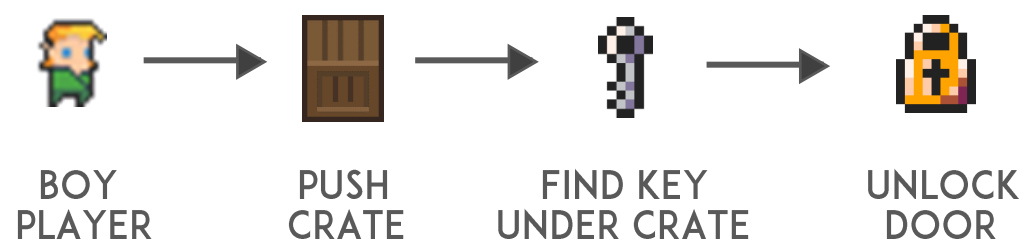


## 6. TUTORIAL LEVEL DESIGN

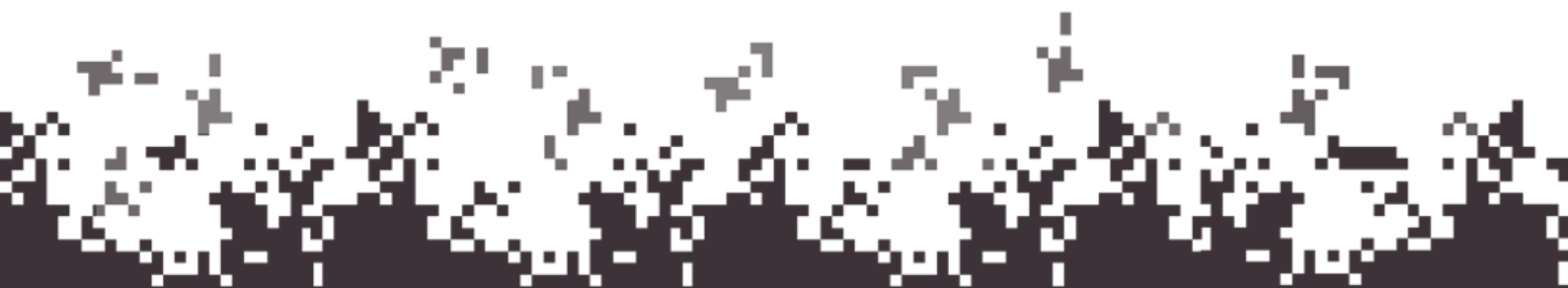
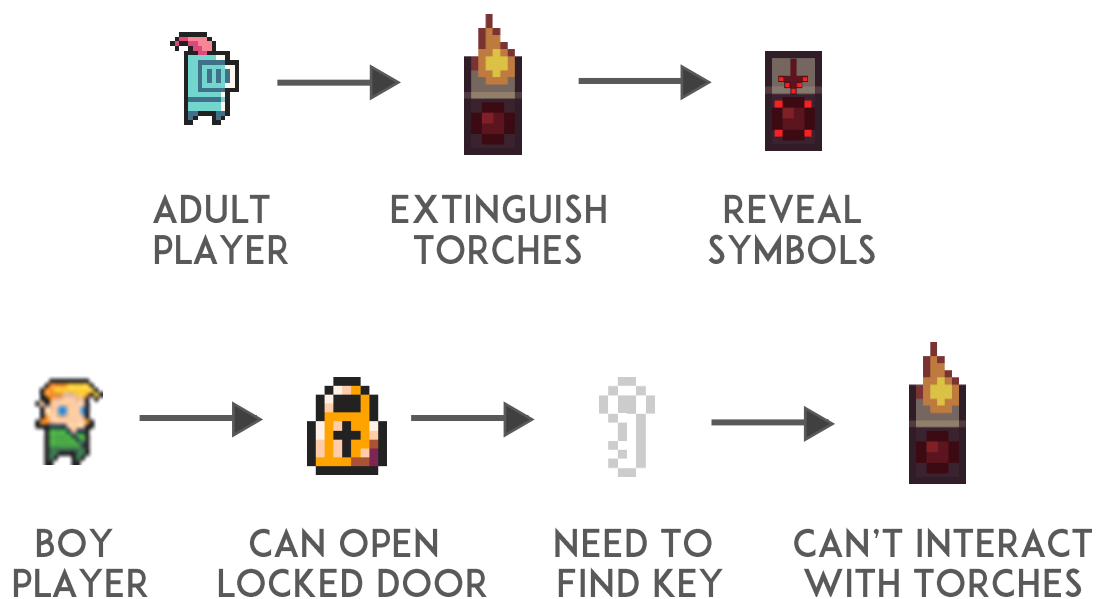
TUTORIAL CRITICAL PATH:



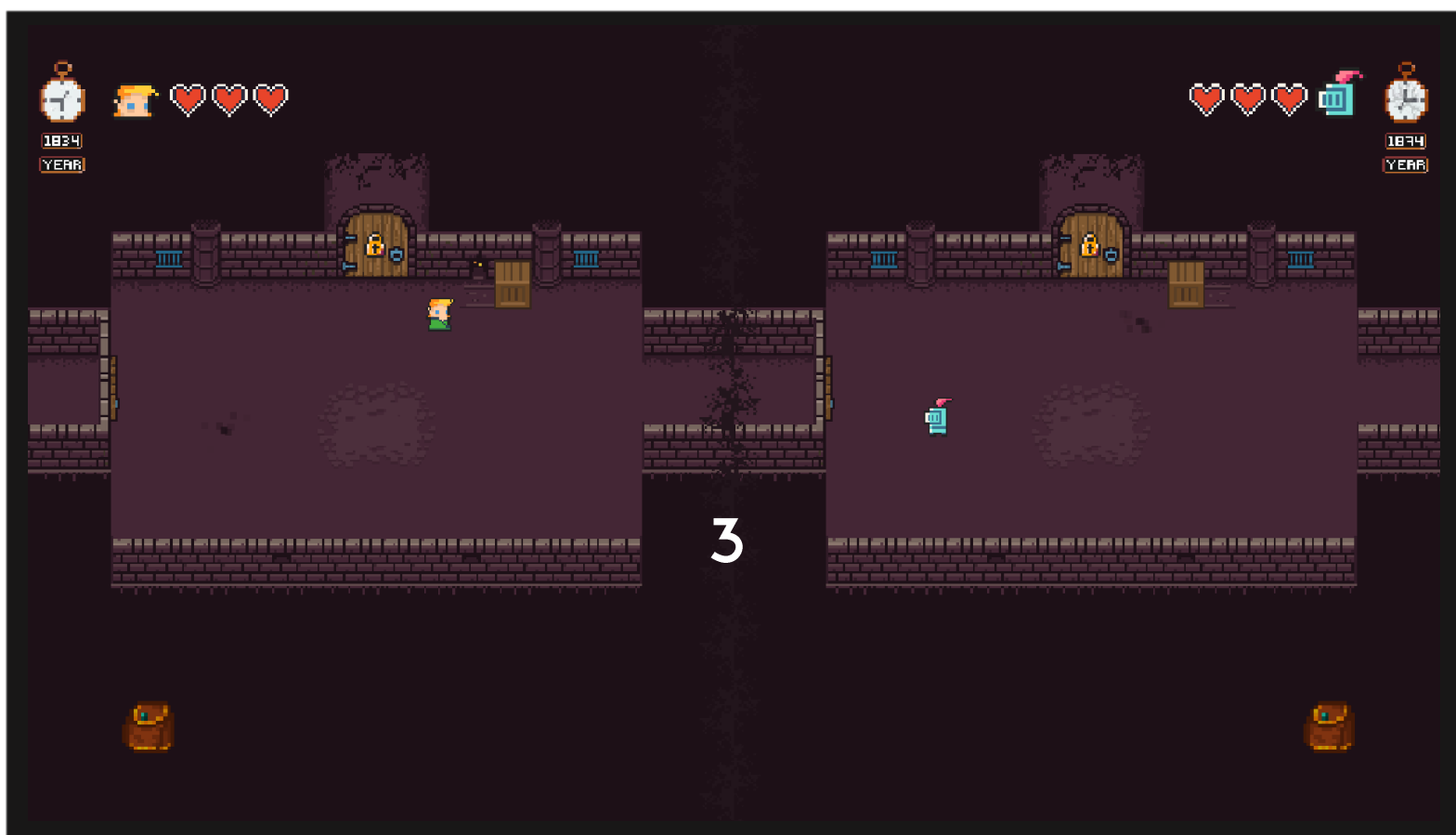
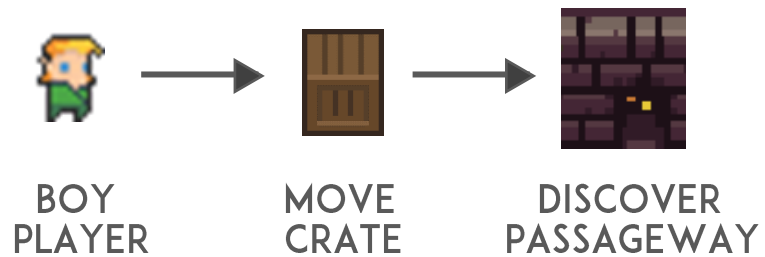
# 6.1 START ROOM



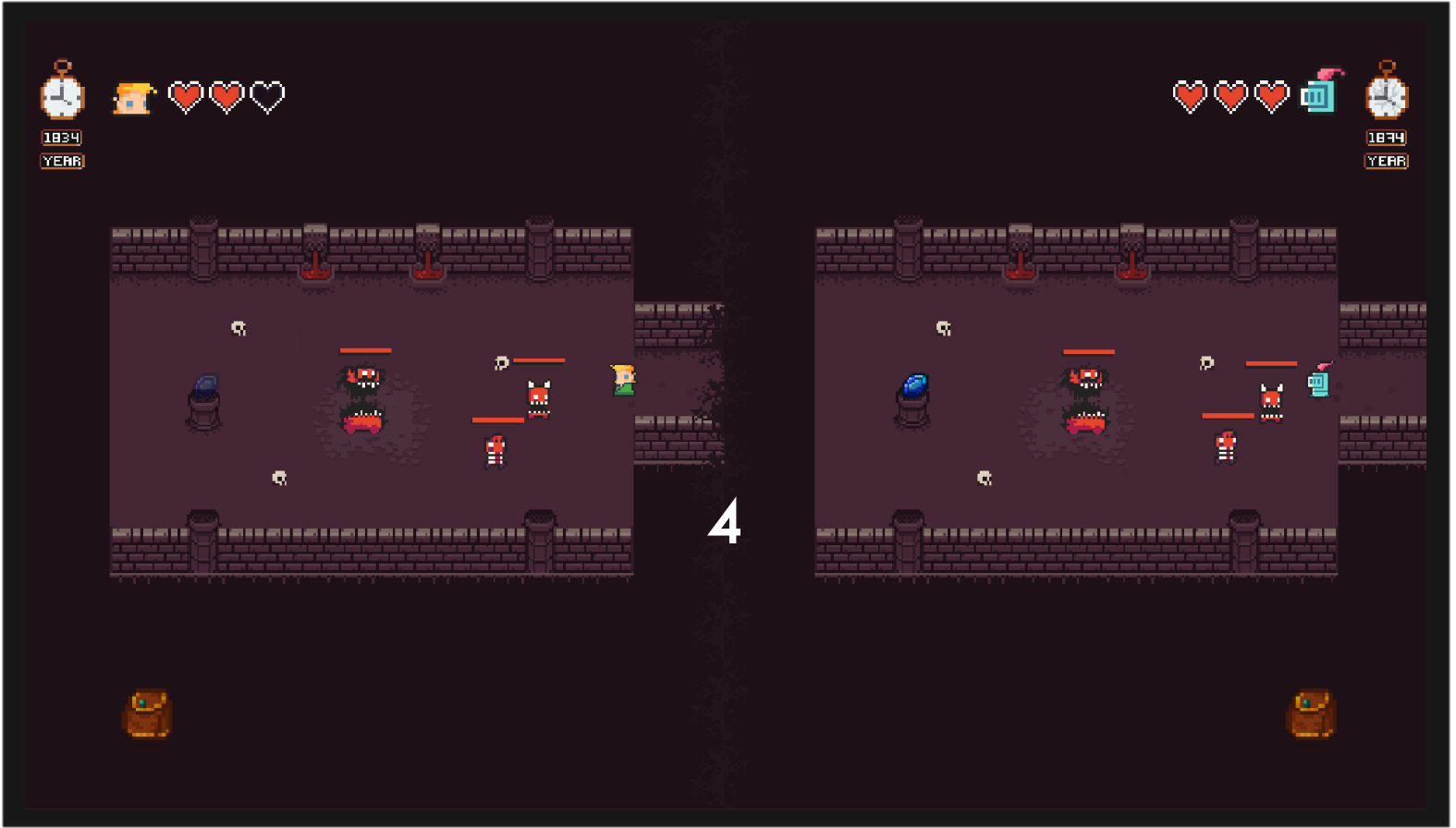
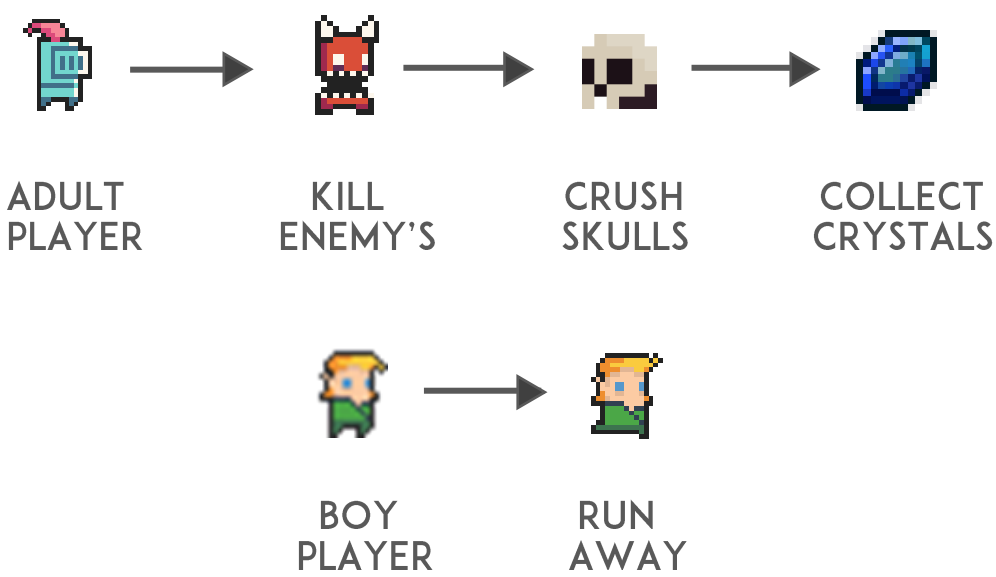
## 6.2 TORCH ROOM



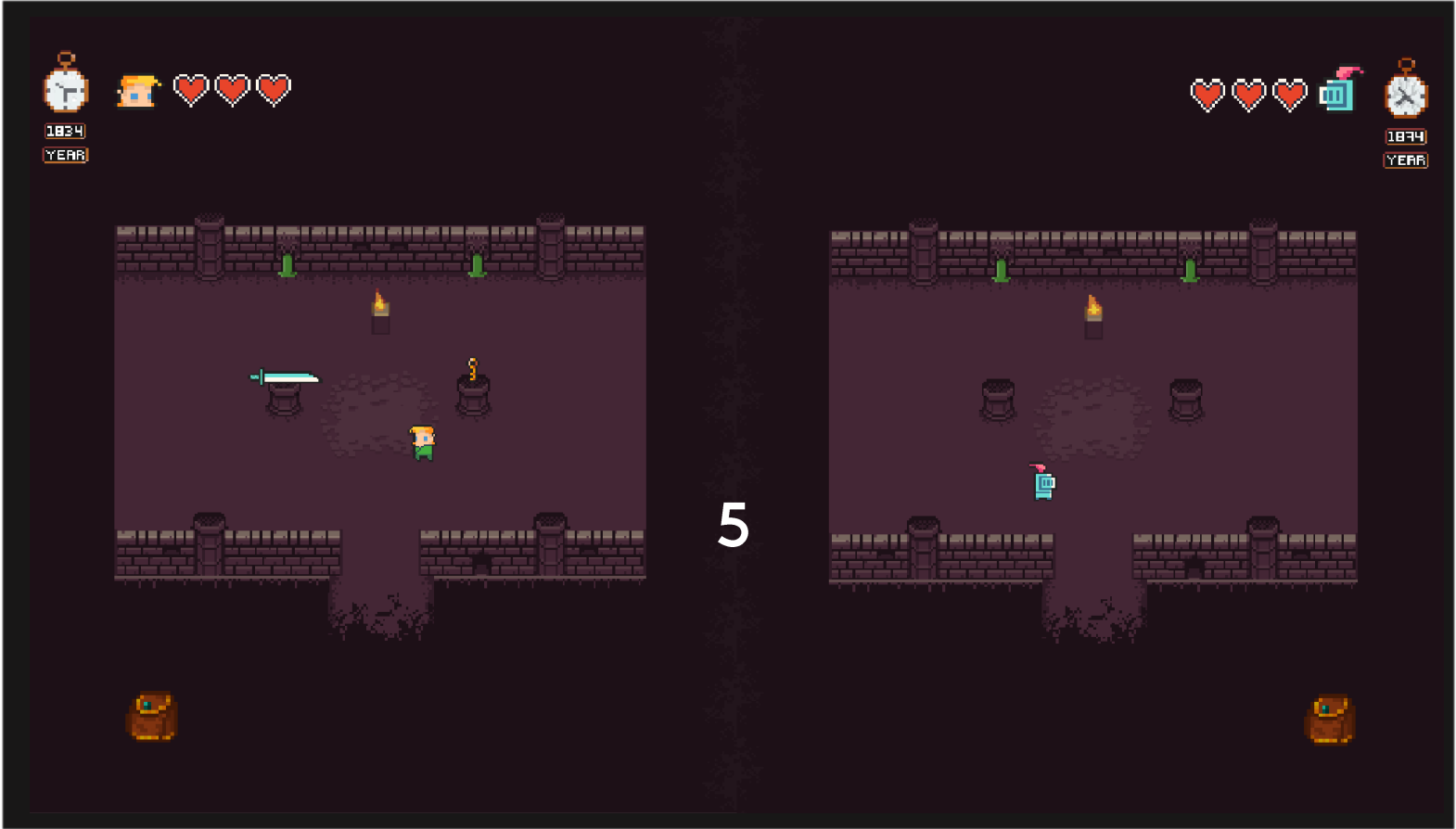
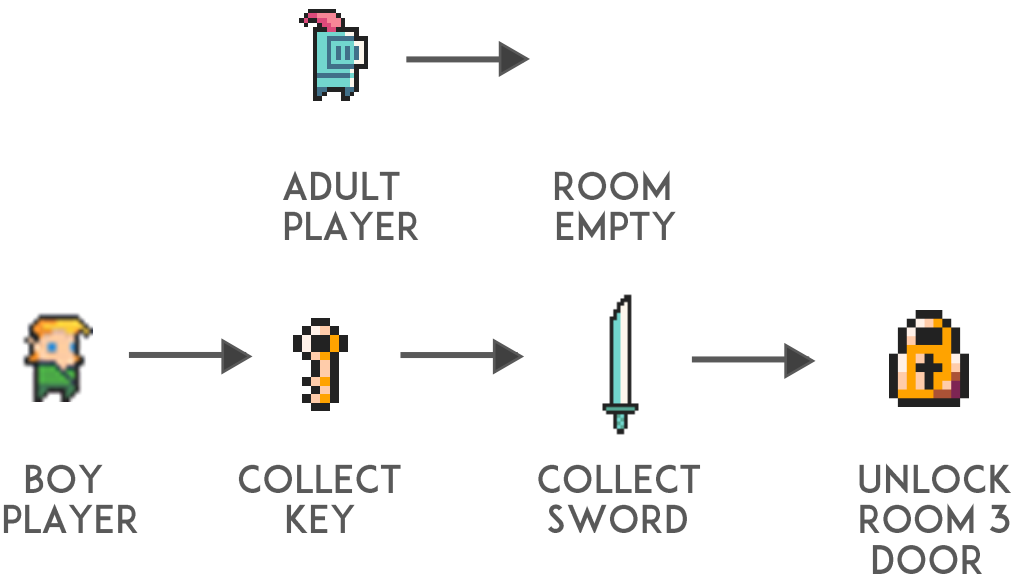
## 6.3 CRATE ROOM



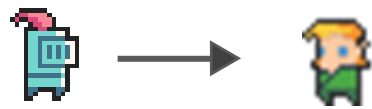
# 6.4 DEMON ROOM



# 6.5 SECRET ROOM

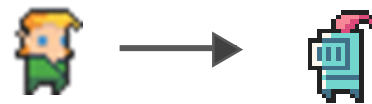


## 6.6 WELL ROOM



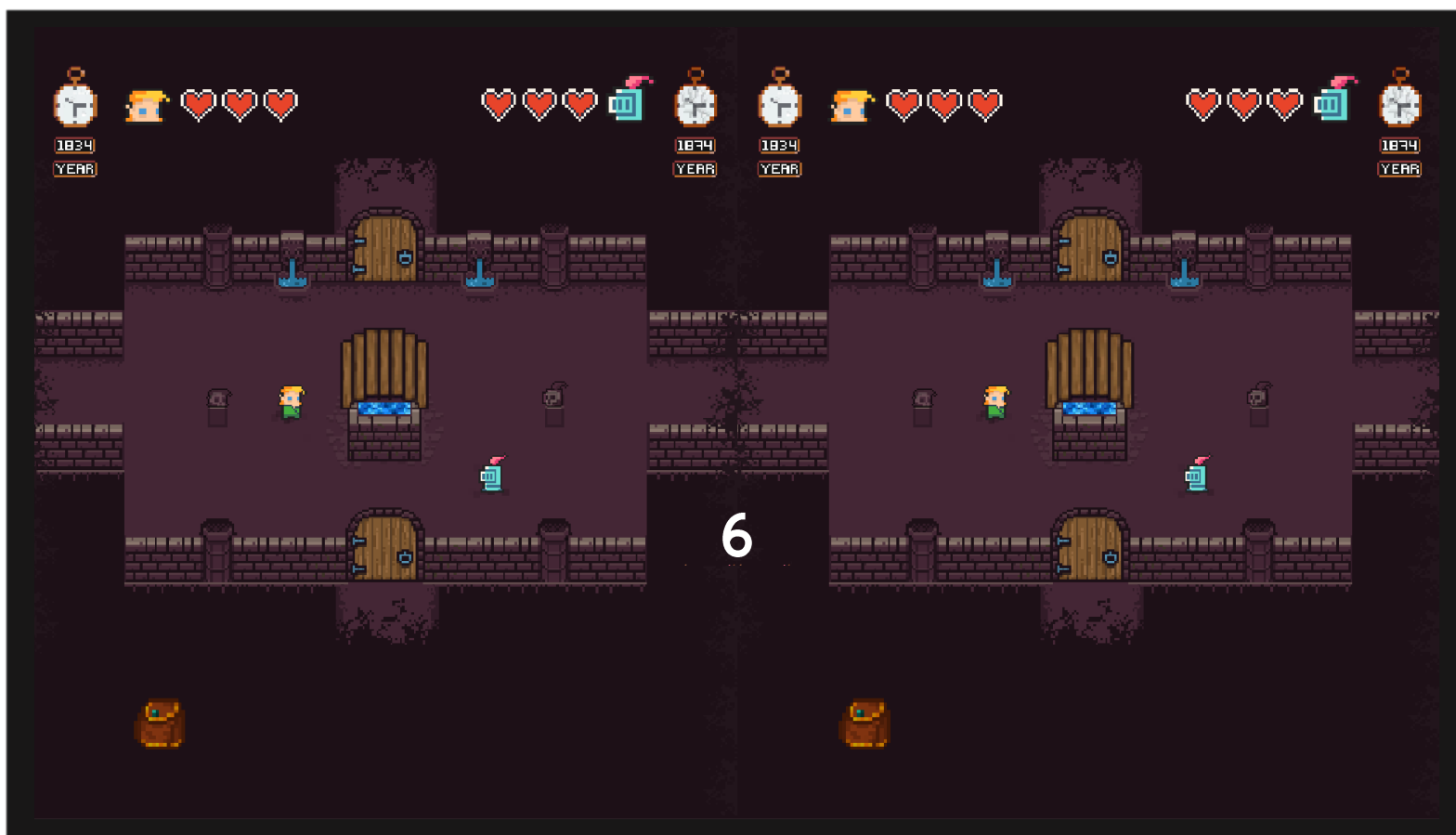
ADULT  
PLAYER

TALK TO  
OTHER PLAYER

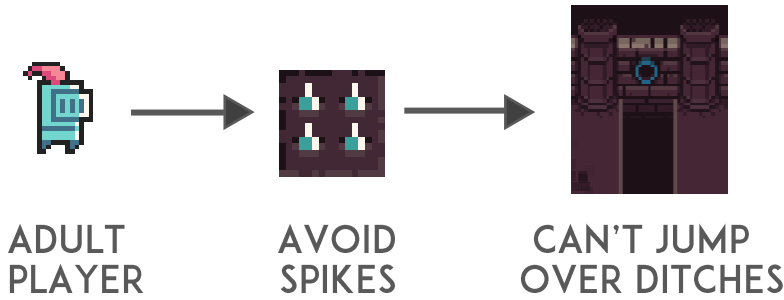


BOY  
PLAYER

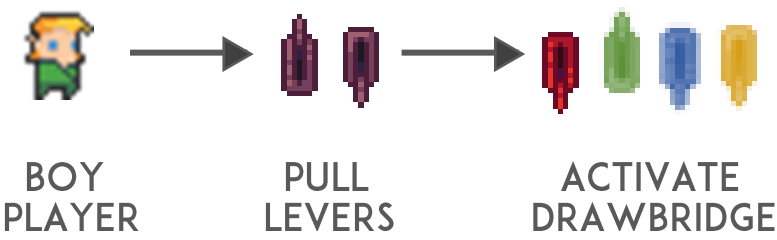
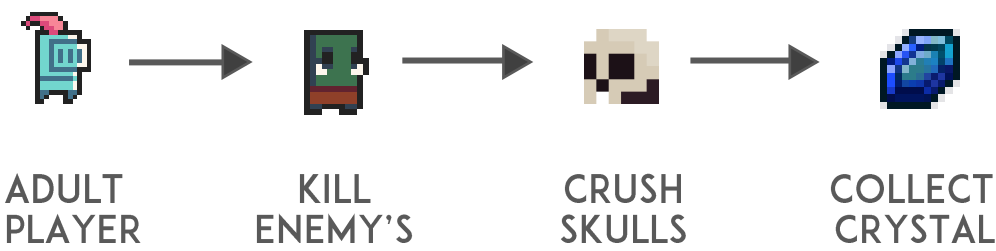
TALK TO  
OTHER PLAYER



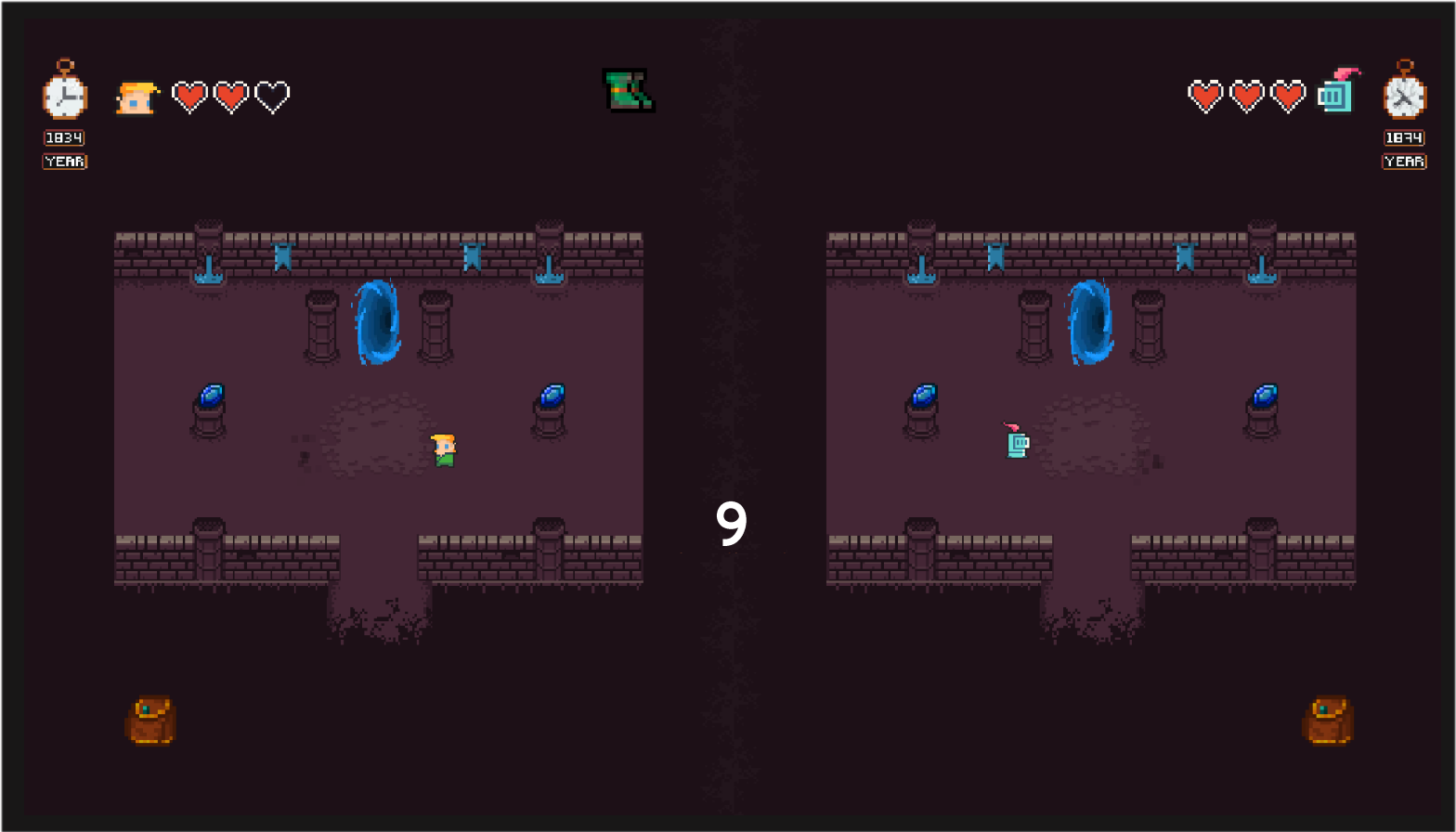
# 6.7 BOOTS ROOM



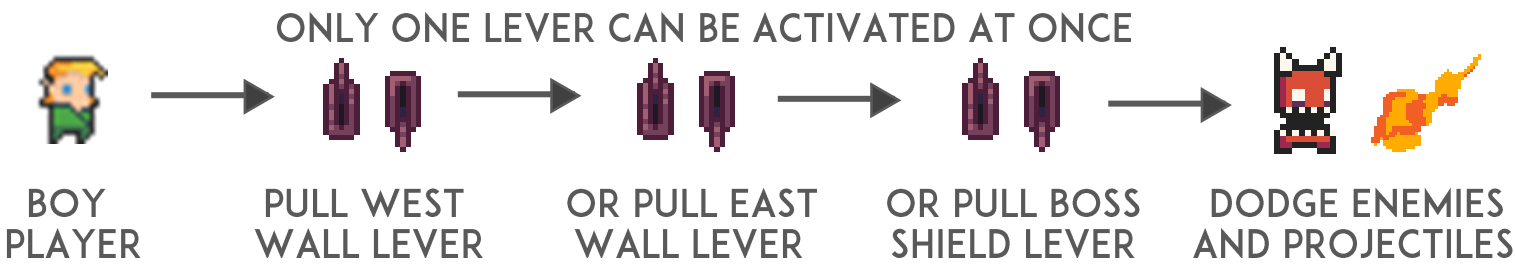
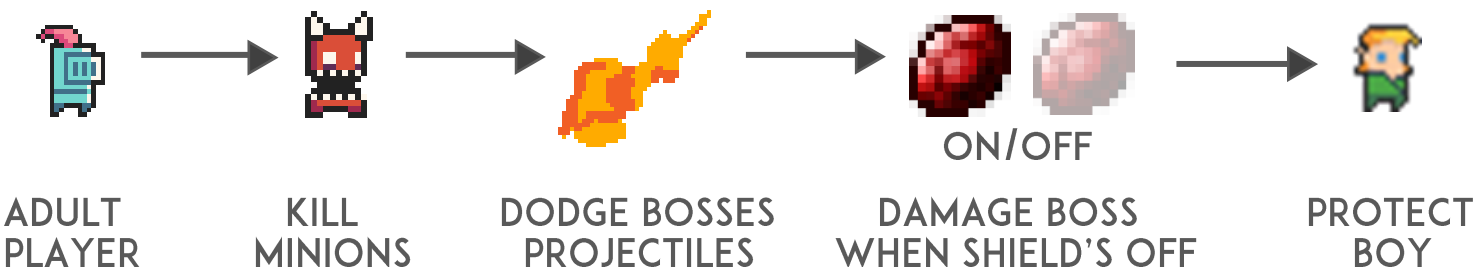
# 6.8 LEVER ROOM



# 6.9 PORTAL ROOM



6.10 BOSS ROOM



BOY: CROWD CONTROL

ADULT: DEAL DAMAGE + PROTECT BOY

A detailed diagram of the Boss Room layout. At the top, there are two rows of levers labeled 'LEVERS'. On the left, there is a 'WEST WALL' with a red devil-like minion and a red shield crystal. On the right, there is an 'EAST WALL' with a red devil-like minion and a red shield crystal. In the center, there is a large black rectangular area representing the boss's shield. Below this area is a red and white striped bar labeled 'SHIELDED BOSS HEALTH'. The top left corner shows a clock icon, a house icon, and three heart icons, with a '1834 YEAR' label below. The top right corner shows three heart icons, a clock icon, and a '1834 YEAR' label below.

## 7. GAMEPLAY

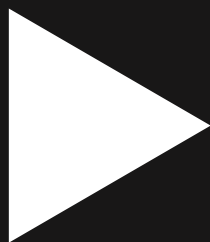
The Placeholder Assets and sounds used have been sourced for free from the internet. These assets will be used until the all mechanics have been implemented. Their purpose is to establish theme for screenshots and mechanics implementation.

Not all mechanics have been implemented such as:

- Terrain Manipulation (Bread crumbing)
- Cartographer (Making Maps)
- Bestiary (Looking Up Enemy Weaknesses)
- Offensive Combat
- Defensive Combat

### VIDEO OF TUTORIAL GAMEPLAY

[HTTPS://DRIVE.GOOGLE.COM/FILE/D/1H8KIHJVYR8YJ0ORGNJYYM404JWV4ZVQ/VIEW?USP=SHARING](https://drive.google.com/file/d/1H8KIHJVYR8YJ0ORGNJYYM404JWV4ZVQ/view?usp=sharing)



# REFERENCES:

ma-ko. (2018) *untitled* [Internet]. Available from [https://twitter.com/blurring\\_my\\_day/status/1065603477093502982](https://twitter.com/blurring_my_day/status/1065603477093502982) [Accessed 09 April 2019].

Dorian Dale. (Unknown) *untitled* [Internet]. Available from <https://www.pinterest.co.uk/pin/82401868168585355/> [Accessed 08 May 2019].

Akita-sensei. (Unknown) *puppy* [Internet]. Available from <https://www.deviantart.com/akita-sensei/art/puppy-531851787> [Accessed 09 April 2019].

ox72. (2018) *16x16 Dungeon Tiles* [Internet]. Available from <https://ox72.itch.io/16x16-dungeon-tiles> [Accessed 09 April 2019].

ansimuz (2018) *Gothicvania Patreon's Collection* [Internet]. Available from <https://ansimuz.itch.io/gothicvania-patreon-collection> [Accessed 09 April 2019].

새글 (2015) *도트성애자 구함니다* [Internet]. Available from <http://2.bp.blogspot.com/-KLZxL6uUKQc/VWbtxkMGxZI/AAAAAAAAABHU/5bJJuJuIgoE/s1600/dot30.gif> [Accessed 09 April 2019].

Shin (2018) *Elite Knight Armor + Mgs Dark Souls 2 Pixel Art* [Internet]. Available from <http://www.ixora.pro/dark-souls-2-elite-knight/elite-knight-armor-mgs-dark-souls-2-pixel-art-by-shin> [Accessed 09 April 2019].

Paul Noth. (2013) *Man Looks At Computer Screen In Which An Alert* [Internet]. Available from <https://fineartamerica.com/featured/man-looks-at-computer-screen-in-which-an-alert-paul-noth.html> [Accessed 08 May 2019].

*Pokemon SFX Gen 3 - Emerald - All Sound Effects SFX* (2018) [Internet]. Available from <https://downloads.khinsider.com/game-soundtracks/album/pokemon-sfx-gen-3-emerald-all-sound-effects-sfx> [Accessed 07th May 2019].

