Stonegate

Game Design Document

Team Members

Leigh-Ann Cox—Environment Artist/UI Artist

Philip Hake—Environment Artist/Decal Designer

Ryan Hoss—Environment Artist/Effects Artist

Jonathan Hutson—Game Systems Designer/Scripting Level Designer

One Sheet—Summary

Title

Stonegate

Genre

First-Person Action/Adventure

Version

1.0—Preliminary Proposal

Category

Stonegate is an engrossing, first-person action/adventure game that immerses the player using both believable environments and innovative gameplay elements. The game contains exploration, magic spells, melee combat using a variety of weapons, and an inventory system.

Platform

PC

The Big Idea

A mysterious wizard has been captured. His magical staff has been confiscated. He has been thrown in the dungeon of a sprawling castle. However, this is exactly what the wizard wanted to happen, because there is a powerful magical artifact in the castle that he's after—once he escapes from the dungeon.

Play Mechanic

As the wizard, the player will explore the dungeon, making his way through the environment and trying to escape. At first, the wizard has only an enchanted bone with a simple magical attack, but as the

player progresses further, he will be able to wield a magical staff and a variety of weapons, each with different attack styles and strengths.

Target Audience

Targeted for the 16-35-year-old gamer, either gender. The type of gamer that *Stonegate* aims for are ones that enjoy a combination of an engrossing story, and immersive gameplay. The target player is a fan of the medieval/magical setting, as well as action-adventure games in general.

Key Features

- Immersive gameplay, exploring the large dungeon and castle
- Magical spells to discover and master
- Different weapons with varied attack styles and strengths
- Rich medieval storyline and characters

Controls

WASD	Move
Spacebar	Jump
Mouse Cursor	Camera Angle
Left Mouse Button	Cast Spell (magic) / Strike Weapon (melee)
Middle Mouse Button (scroll)	Change Weapons
R	Healing Spell (when acquired)
E	Context Sensitive / Pick up items
I	Open Inventory Screen

Team Member Duties

Leigh-Ann Cox—Environment Artist/UI Artist

Primarily responsible for modeling and texturing environment objects in the level, such as wall trim, buckets, detailed medieval shield, goblets, tables, chairs, benches, tapestries, books, brick corners, and bookshelves, as well as base textures for brick and concrete. Also created user interface artwork such as an open book, inventory bag, health gauge, 11 separate thumbnail images for use in the inventory system, and introduction screen.

Philip Hake—Environment Artist/Decal Designer

Primarily responsible for the initial blocking in and layout of the level. Compiled external artwork from the other environment artists into the finished level. Modeled and textured environment assets such as a locked chest, coins, doors, door frames, cages, cell doors, weapons, shield, and wall supports such as ceiling meshes and trusses. Also created the material setup for the guard room. Also created an extensive decal library, including things such as blood, hay, fire burn marks, maps, and tapestries. Also worked on finalizing the lighting in the level, as well as a matinee cutscene.

Ryan Hoss—Environment Artist/Effects Artist

Primarily responsible for the effects work in the level using particles. Specific assets include unique particle systems for the bone weapon, the healing spellbook, the fire in the chandeliers and torches, and a complex healing spell using a combination of five separate emitters. Created interactive chains using the physics asset system. Also modeled and textured environment assets such as static chains, candles with flickering flames, wall torches, ground torches, and chandeliers.

Jonathan Hutson—Game Systems Designer/Scripting Level Designer

Responsible for creating all interactive elements within the level using both Unreal Kismet and UnrealScript. Removed initial UDK HUD and graphics, and coded a custom health system. Created a custom inventory system in which the user can pick up objects, removing them from the level and placing them in a UI inventory. Set up interactive doors that open using physics. Coded a magical spell system that interacts with the environment and damages enemies. Coded a custom, extensive melee combat system that allows for dynamic weapon switching, each with different damage types and animations. Set up interactive static mesh that allowed a freezing door to change materials and gain the ability to be destroyed. Created level

event that caused a cell door to open upon using a magical spell. Also created particle systems for force magic, ice magic, and wall torch fire.