

Tri-Tourney

Created by Great Fray Productions

Overview

Theme / Setting / Genre

- Tri-Tourney is a 2D fighting game that takes place in the modern day. The target demographic for our game is for fighting game fans who are at least ages 13 and over.

Core Gameplay Mechanics Brief

- The main mechanic of Tri-Tourney is the Tri-Combat System. This system gives each playable character three different fighting styles to use during combat, and each one has their own strengths and weakness.
- The first fighting style is the Slug Fest Style. This is a hand-to-hand combat style in which players use their fist and feet to deliver quick and fierce combos onto their opponents. When using this style, however, players must be up close to their opponents since attacks in this style have limited range.
- The second fighting style is the White Arm style. The weapons used in this style don't have any ammunition or feature explosives. These weapons include swords, axes, and lances. While these weapons give players a long range to reach their opponents and deal lots of damage against them, they also lower the player's attack speed, making them more vulnerable to counter attacks from their opponents
- The third and final fighting style is the Fire Arm Style. Unlike the White Arm style, the weapons used in this style features weapons with ammunition and explosives. These weapons include guns, grenades, and rocket launchers. While these weapons allow players to attack from a safe distance, they can also run out of ammunition and must reload them throughout the match.

Targeted platforms

- itch.io (Will first launch on here. Release on other platforms depends on success of game on this platform.)
- Steam
- PS4, Xbox One, Nintendo Switch, ect.

Monetization model (Brief/Document)

- The game will be \$19.99 across all platform

- Players will also be able to purchase costumes for each of the playable characters, and each one will cost \$0.99. These costumes will not be available to purchase at launch, but will instead be added later on

Project Scope

- Game Time Scale

- The game will cost about \$30,000 to make
- It will also take our team about six weeks to complete it

- Team Size

- Core Team

- Rick Velez

- Rick is the team's Project Manager and helps to manage it during the game's development. He also serves as the Lead Game Designer and Programmer for the title

- He will receive %60 of the profits made from the game after its release, but only after all other team members have been paid first.

- Gustave Gibbs

- Gustave is the assistant programmer for the title, he helps to implement new features, as well as helping to ensure that features are working.

- Gustave will make %40 of the profits made from the game after its release.

- Marketing Team

We don't have a marketing team, as the core team will handle the marketing ourselves.

- Licenses / Hardware / Other Costs

- We will be making this game with the Unity Engine, but since we're such a small team we won't have to pay to use the service. We are also using wireless Xbox One Controllers for the PC version of the game, and will add additional controller support for the other consoles if the game's launch on PC becomes successful.

- Total Costs with breakdown

- The game will cost \$30,000 to make, with most of it going into marketing and getting the appropriate programs and tools needed to complete the game's development.

Influences (Brief)

- Influence #1

- Mortal Kombat X
- This fighting game gives players the ability to select three different versions of each character on the roster, which spiced up the traditional Mortal Kombat gameplay in a great way. This system was also the inspiration for the Tri-Combat system featured in our game. It also influenced the way shooting is implemented and the number of basic attack buttons.

- Influence #2

- Street Fighter Alpha 2
- This fighting game features fast and fluid combat, as well as the ability to block and attack in midair. This game influences the aerial combat of our game, as well as the overall speed of the game.

- Influence #3

- Soul Calibur II
- This fighting game features combat with white arms as the main way to attack by giving each player a horizontal and vertical attack for their weapon. This influenced the way the White Arm style works in our game.

The elevator Pitch

To win in Tri-Tourney, you must use all three fighting styles to defeat your opponent in combat.

Project Description (Brief):

Tri-Tourney is a 2D fighting game in which players use three different fighting styles to defeat their opponent in battle. These three fighting styles are the Slug Fest Style, the White Arm Style, and the Fire Arm Style. Each one has their own strengths and weaknesses, which helps to balance out the game and prevent players from relaying on only one style to win. As a result, players

must be able to use all three if they wish to succeed in battle. Otherwise, they will suffer defeat at the hands of their opponents.

The game will have many modes to choose from. First, there is the local multiplayer feature, which will allow players to challenge one another in combat. Right now, players can only play on one stage and two fighters to play as, but with further development more fighters will be on the way. We also plan on adding new modes after the game launches to expand playtime. These modes include Arcade mode, Training Mode, two minigames, and a plethora of in-game bonuses that can keep the player entertained for days on end.

Project Description (Detailed)

Tri-Tourney is a 2D fighting game in which players use three different fighting styles to defeat their opponent in battle. These three fighting styles are the Slug Fest Style, the White Arm Style, and the Fire Arm Style. Each one has their own strengths and weaknesses, which helps to balance out the game and prevent players from relaying on only one style to win. As a result, players must be able to use all three if they wish to succeed in battle. Otherwise, they will suffer defeat at the hands of their opponents.

The game will have many modes to choose from. First, there is the local multiplayer feature, which will allow players to challenge one another in combat. Right now, there are two fighters in the game. These characters are Sean Shiplo, a Canadian with a desire to help those in need, and Father Frost, a deranged Scientist who lives in the middle of Antarctica and wants to take over the world by freezing it over with his ice powers. Player One controls Sean, while player Two controls Father Frost. Additional fighters will be added to the roster through free updates, which will allow players to gain access to the new characters as soon as they are finished.

The game also includes a stage. The stage is the Great Savannah in Madagascar, which is the home stage for a fighter who has yet to be added. This stage features a wide field of hills and mountains and the background, as well as tall trees and small bushes in the background. Like the fighters, more stages will be added through free updates.

In addition to local multiplayer, we also plan to have online multiplayer. This will feature a matchmaking system for fighting with other people online, as well as a lobby system for playing with friends. Matches will end if players

don't do anything for fifteen seconds, so be sure that you are fighting. We will also have an Arcade mode, where players fight a series of opponents before reaching the final boss and getting their character's unique ending. There is also Training mode, where players can try out new characters and practice combos to improve their play style. There are also two minigames which can be played in Arcade mode, as well as individually from the main menu. Finally, we will have a Database feature, where player can access various stats and features of the game, as well as an options tab to change various features of the game. All of this content will be added in free updates as well, as only local multiplayer will be available when the game launches.

What sets this project apart?

- The game features the Tri-Combat System, which gives each fighter three different fighting styles. This allows players to use three different movesets with the same character, as well as different ways to defeat their opponents.
- There is no timer during combat, so players can fight without having to worry about how much time is left in the match.
- The game features characters from places that typically aren't represented in fighting games, such as Canada, Madagascar, or Antarctica. This allows players to fight in places they would not expect to fight in.

Core Gameplay Mechanics (Detailed)

- Core Gameplay Mechanic #1

- Tri-Combat System

This system gives each playable character three different fighting styles to use during combat, and each one has their own strengths and weakness.

- <How it works>

When the game starts, each player will have the Slug Fest style enabled by default. To switch fighting styles, players must implement a different command input depending on which fighting style that they want to use. If they want to use the White Arm Style, players must press LB on the Xbox One controller while pressing right on either the L-Stick or the D-Pad. To use the Fire Arm Style, players must press LB and down on the L-Stick or D-Pad.

Finally, to go back to the Slug Fest style, players must press LB and left on the L-Stick or D-Pad.

- Core Gameplay Mechanic #2

- Slug Fest Style

This is a hand-to-hand combat style in which players use their fist and feet to deliver quick and fierce combos onto their opponents.

- <How it works>

While using this style, players have four basic attacks to choose from. These are light punch, heavy punch, light kick, and heavy kick. Each of these attacks are mounted to the four faces on the Xbox controller. However, these attacks work best when up close, as they have limited range compared to attacks in the other style.

- Core Gameplay Mechanic #3

- White Arm Style

The weapons used in this style don't have any ammunition or feature explosives. These weapons include swords, axes, and lances.

- <How it works>

Like the Slug Fest Style, the player has four basic attacks that can be activated with the face buttons on the Xbox controller. Unlike the Slug Fest style, these attacks all involve the use of the white arm, which the name of this fighting style implies. These attacks are light horizontal attack, heavy horizontal attack, light vertical attack, and heavy vertical attack. This fighting style gives players good range and strong attacks, but also makes them slower, which makes them more vulnerable to counter attacks from their opponents.

- <Core Gameplay Mechanic #4>

- Fire Arm Style

The weapons used in this style features weapons with ammunition and explosives. These weapons include guns, grenades, and rocket launchers.

- <How it works>

Unlike the first two fighting styles, the basic attacks for this style works a bit differently. In this style, players have a button to shoot their fire arm and a button to reload their fire arm when they run out of bullets; these commands are done with the X and B buttons on the Xbox controller. The

players have an ammo limit so that they cannot spam the shooting attack, as the players can attack from very far away with this style.

Story and Gameplay

Story (Brief)

Rich guy host an unorthodox fighting tournament with a trillion-dollar reward. This story is told in an introduction cutscene when the game launches and continues in the Arcade mode, which will be added later through an update.

Story (Detailed)

The story starts off with a successful businessman named Damian Dillard who has become bored with his lavish lifestyle. He has gotten sick of seeing the same kind of entertainment in TV and movies all the time, and desperately wants to see something different. One day, while relaxing in his pool, an idea hit Damian in the head. He would host a global fighting tournament in which each contestant had to use three different ways to fight at the same time during matches. Afterwards, in a televised message, Damian announced to the world that he would host the first annual Tri-Combat Tournament and promised a one trillion-dollar reward for the winner. After this, people from all over the world submitted their applications for the tournament, and then it began shortly after that.

Gameplay (Brief)

The player fights a series of opponents before facing Mr. Dillard for the grand prize.

Gameplay (Detailed)

When the player starts Arcade mode, players will face three random opponents in three different matches. After the third match, players will play the first minigame, which is Block the Rocks. In this minigame, players need to block a series of rocks that are tossed at them. If players block all ten rocks, then they will get a perfect score on the minigame. Regardless of how well they do, players will move on. After the first minigame, players will fight three more

matches with three other challengers. After the sixth match, players will move onto the second minigame, which is Smash the Limo. In this minigame, players need to destroy the limo of Damian Dillard within 20 seconds. If they completely destroy the limo within the time limit, they will get a perfect minigame. Regardless of how well they do, players will move on. After the second minigame, players will face the Amalgam Android, who will copy the player's moveset. After the Android is destroyed, Damian himself will face players as the final boss. If players defeat him, they will win the arcade mode and gain the ending for their character. If the players lose a match at any point during the Arcade mode, they will have 10 seconds to continue. If they fail to continue when the clock hits zero, they will lose the arcade mode and be sent back to the main menu.

Assets Needed

- 2D

- Art Style will be similar to that of Street Fighter II
- Background Art for maps
- Sprite sheets for fighters
- UI for menus.

- Sound

- Sound List (Fighters)

- Character Attack Sound List

- Light Punch
- Heavy Punch
- Light Kick
- Heavy Kick
- Light Horizontal Attack
- Heavy Horizontal Attack
- Light Vertical Attack
- Heavy Vertical Attack
- Shoot
- Reload

- Character Hit / Collision Sound list

- Punched/Kicked

- Shot
 - Ect.
- Character on Injured / Death sound list
 - Hurt
- **Code**
 - Character Scripts (Player One/Player Two Scripts)
 - Ambient Scripts (Menu Scripts)
- **Animation**
 - Character Animations
 - Player
 - Walking
 - Jumping
 - Blocking
 - Idle
 - Punches
 - Kicks
 - White Arm Attacks
 - Fire Arm Attacks
 - Reload
 - etc.

Schedule

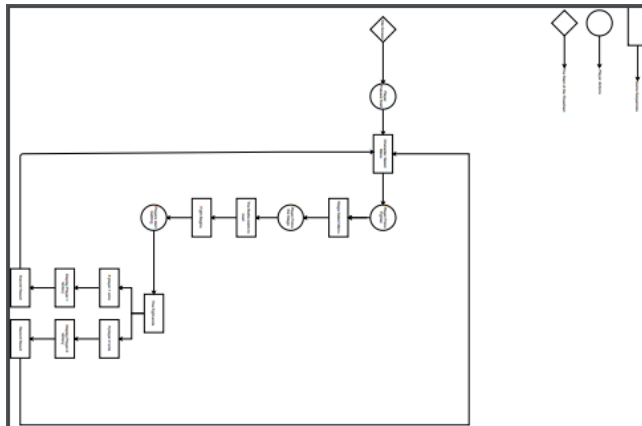
- <https://docs.google.com/spreadsheets/d/1Hjqrckuzhf0x7j-cAhUntluEX9ZRIVOilh895K8hxxM/edit#gid=0>

Data Collection, Storage & Use

- **Object #1**
 - The number of matches that each player wins.
- **Object #2**
 - What type of fighting styles that are used.

Appendices

- Flow Chart



Playtesting Results and Changes

After we conducted our play testing secession, we gathered some feedback from our players to see what we can do to improve the game. First, many players felt that the art style was very inconsistent between the menu scene and the actual level scene. This is because the game scene takes place in a lush, green environment where the players fight one another, while most of our menu scenes featured more realistic art. To fix this issue, we will change the images in our menu scene so that it lines up more with the art in the fight scene, and improve consistency for our art style. Another issue that we noticed is that the UI was hard to read on certain scenes, although we can improve it by changing the color of the text, as well as changing the image for the scenes as previously listed. Finally, we noticed that some people had concerns about the way the controls are displayed. While all of our players understood the controls completely, they had concern that more novice players may not fare as well. As a contingency, we will attempt to make the controls clearer by using images of the buttons from the Xbox One Controller.

Credits:

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