

TIME: FOR TRUTH.

Concept statement

A top-down action game set in a world of shadows. Featuring intense adrenaline pumping action with an emphasis of fun and engagement.

Genre

The genre of my game is a top-down shooter action game like games like Hotline Miami.

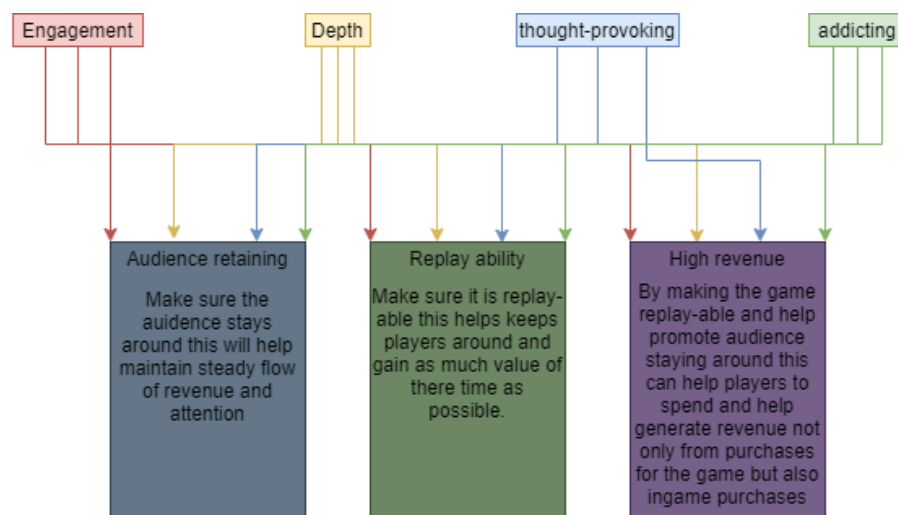
Game pillars

The game pillars for my game would be engagement, depth, thought-provoking and addicting. Engagement would mean my game would really stick and create an infatuation with the audience.

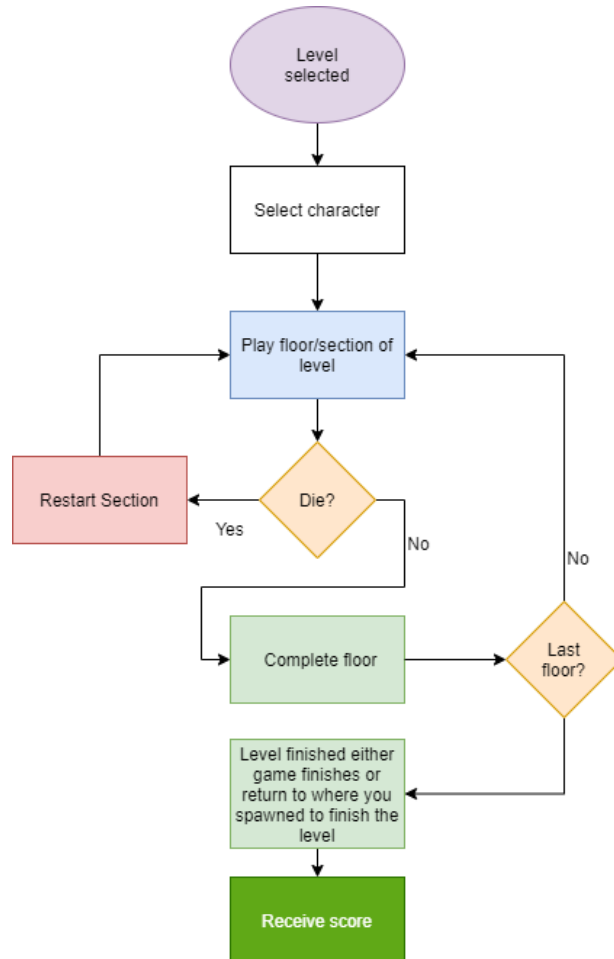
Depth would mean there is complexity despite it being easy to learn it allows my game to have good amounts of replay ability and different ways to enjoy it.

Thought-provoking is how it makes the player think on not only just the narrative but in also it's gameplay making sure there on their toes and always engaged.

And finally addicting which means to keep the player around and being invested in it through both playtime and in spending.



Core loop



The core loop of my game involves the player completing levels trying to get the best score from them and using those points received from the score to upgrade and unlock characters and repeat over and over and use characters which have been unlocked and fully upgraded to play multiplayer modes.

Gameplay

The basic gameplay involves picking one of several characters and completing levels. A story campaign as well as challenge campaigns and an endless mode are available. The player receives currency which they can use to upgrade characters to improve and optimize for different play styles.

Each character has a unique playstyle and skill tree to utilize. The game would have multiple campaigns and challenge campaigns. The player would play the game using the phones interface moving around areas of the UI to do things like activate abilities, spirits items and other things, aiming alongside an attack button (concept art is attached which detail mockup of controls, gameplay and UI).

Each level starts with selecting a character. Levels involve the player clearing or dealing with hostiles in an area and, they have multiple sections or floors. When a player completes a level, they receive a score which grant you currency based on how well you did, you can then compare this score to other players across the world.

The game also includes multiplayer mode where players can play single player levels together or fight against one another in deathmatches. If a player wins, they receive a ranking like they would in single player and that can also be used as currency and a score to compare with other players.

Target audience

The target audience of my game would be the more hardcore audience on the mobile market, those that want a more intensive and serious game. Adding to this the average player would be around the 18-36 age range because of a mix of nostalgia whether it be from games of their childhood (such as games like Boxing Atari 2600 or frogger and there are many other top-down games from that period) or more recently in games such as the Hotline Miami series, the style and themes of these games would also resonate with my game.

To further this the game would have elements and themes that would further attract the hardcore audience this is due to the complex gameplay and violent imagery and that this would attract my target audience because I feel that the hardcore side of the mobile market has not really been tapped into and appealing to this audience with violence and more adult/mature content on mobile.

With regards to the violence and other themes of my game I feel that the ESRB would be around a 16+ or potentially an 18+. Of these potential ESRB ratings, I think the 18+ is because Hotline Miami a remarkably similar game is a M, but my game would be toned down regarding its violence and other things like strong language, crude humour and drug reference will be heavily toned down or nonexistent. So, I find it probable that my game would be an 18+.

Below are like visualizations of what I think my target audience would be.





Business model/monetization

The business model I have planned for my game is a mixed monetization model. What I mean by this is that the game may cost some money to get on mobile (around £1-£3) while having a few in game purchases as some characters and cosmetics may be purchased or required to purchase to obtain.

The reason why I've decided to choose this mixed monetary system is because I feel it is both fair to consumers and a reliable money flow. This is because due to the quality of the game and what I envision for it I feel that it would be inherently respectable to make a small purchase to acquire this game and if the player enjoys it and wishes to further supplement their play experience, they could purchase additional characters that not only add new ways to play but also new levels to play and thus keeping the player around and then generating additional income from them as well.

Gap in market (Unique selling point)

The first reason why Time for Truth would have a gap in the market and stand out is because of a lack of similar games in the current environment and thus I believe that with enough effort in things such as advertising and making a good quality product would allow the game to grow and prosper and the lack of competition due to a lack of similar games in the market would allow the product to succeed.

The Second reason is the fact that my game is unique in many areas such as the high pace addictive gameplay unique art style which despite being mostly pixel based, I believe will stand out due to its handmade elements such as UI and UX.

Similar products

Some similar products to my game include the Hotline Miami series, Hunter Assassin, Brawl stars. This is due to these games being top-down action games and most of them (except for Brawl stars) being 2d and being on mobile platforms. Despite this I feel that my game would succeed despite the similar products this is because my game would have much more intricate depth and design in regards of how the player can interact with the game and the design of its mechanics are much more in depth than in some of the similar products on the market.

Marketing

For marketing I feel that a two-way advertising strategy would be ideal. What I mean by this is that we use digital advertising on websites and on other mobile games which have adverts and use that to advertise our game this would be because it allows our game to have the most access to a wide audience and would be more effective cost wise than traditional advertising I.e., television, radio, billboards etc. The second stage of the two-pronged advertising initiative is media influencer promotion. What I mean by this is using the influences of those of social media (examples include youtubers, twitch, Instagram and many more) to spread the game to their audience, this would be a successful way of advertising as both you and the influencer gain attention and both can gain something from promoting the game it also comes with the benefit of targeting specific groups and audience meaning we may have a higher chance to get more interest from our game than just doing some ads on websites and stuff. In conclusion I believe the advertising methods I have stated would be very effective at advertising our game as they would appeal to our audience which would be more receptive to online advertising rather than on things like television or billboard.

Platform and technology

The platforms for my game would be mobile devices as they are the most accessible to consumers the player would have to play the game in landscape as this is the easiest way to show information for our game such as UI and whatever is happening in the game.

The game would be a 2D top-down game as this is what was required for the brief it would utilize touch screen as it is on mobile it would have some web connectivity and require wi-fi to do things such as online multiplayer and access global top scores another feature would be Bluetooth where one could play with another Bluetooth device in local multiplayer.

Game rules

The basic game rules for my game our you need to kill hostiles to complete levels and if you take enough damage you die and must restart that area. Each character you can play as would have unique playstyles

which the player can spec into and would have say a special ability which has a cooldown. Enemies as well as you have health pools when it goes down to zero, they die and there will be ways to gain health one such way is by executions by killing a downed enemy a killing animation which occur, and you gain more points and health back.

When you gain points, you can use them to say unlock new characters but also to upgrade existing characters.

Production process

The production should be centered by first producing concept art for levels and characters and other assets then we should start producing assets using software such as Piskel or paint.net.

Then we will build the levels and play space then we will code the mechanics such as movement and combat testing it out to see if there are any bugs or issues.

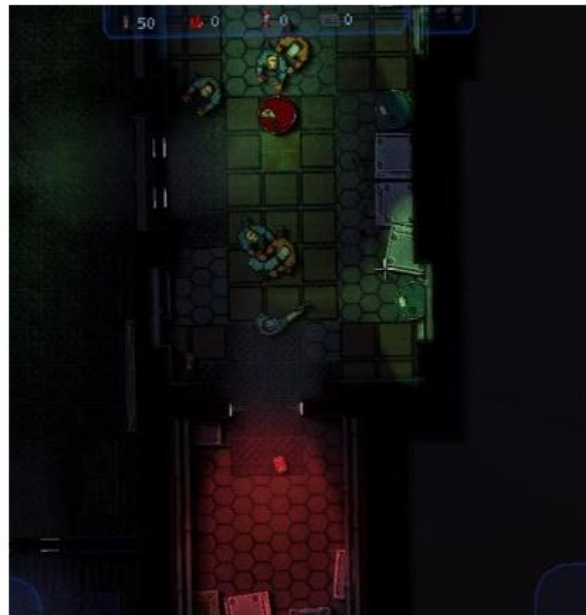
Once the basics have been added we then implement the more advanced game systems (for example the skill tree, score system and more mechanics)

Next, we will start a closed playtest with a limited number of testers to see if the game functions well and then ironing any kinks or bugs that may appear.

After this when the game is in a suitable state, we may start advertising the game on social media platforms and other things while starting a public beta to receive more feedback and fix any further bugs.

Next, we should eventually release the game. After the release we will fix bugs and implement new and fresh content to retain players and maintain revenue flow by adding new levels, characters and cosmetics to the game.

Game style



The specific style is an abstract style due to its uses of pixel style the character style and environment are also abstract due to the game's pixel style. Other aspects of my game would have some limited stylized style as certain things like UI and character portraits would be drawn up by me thus the game would have both abstract as well as stylized styles to it so I feel that this would be suitable for my game.

[Audio style](#)

Below are examples for music that could be used for main theme or melodies in my game.

Voyager-Jasper Byrne

Sweet music-Artex

Pumpin-Raveman

Horse steppin-Sun Araw

Keep on- Matthias Tanzmann

Radar (Byetone Remix)- Marcel Dettmann

Two months off- Underworld

Ambient sound/music

Tartarus Block-Shogi Meguro

Gyre (original mix)-Brian Sanhaji

Voiceprint-Function

Galaxia-Moonman

Sound effects for my character include

Gun shots

Knocking sounds

Other sounds (I.e., electricity and electronic sound)

Concept art/mood boards

In this section I will present mood board, concept art of characters environments and other things.

Firstly, here are some mood boards which will help in terms of its setting and the environment of the game.

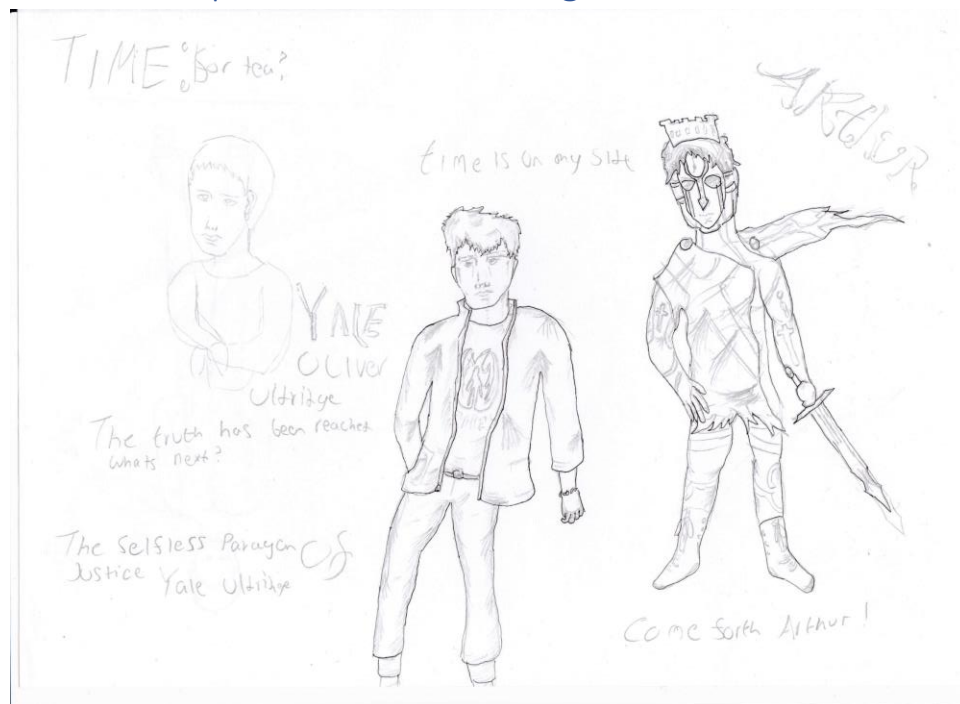






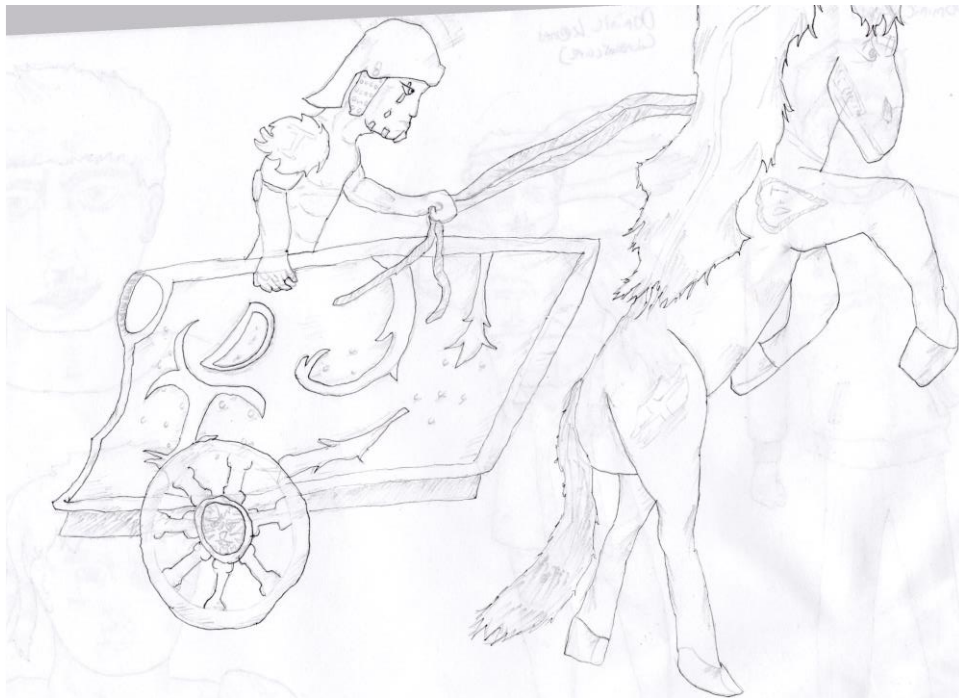
Next up are examples of character mood boards unlike the previous these involve video games.

Mood board/concept art for Yale Uldridge.





Mood board/concept art for Dominic Kents.



DOMINIC KENT

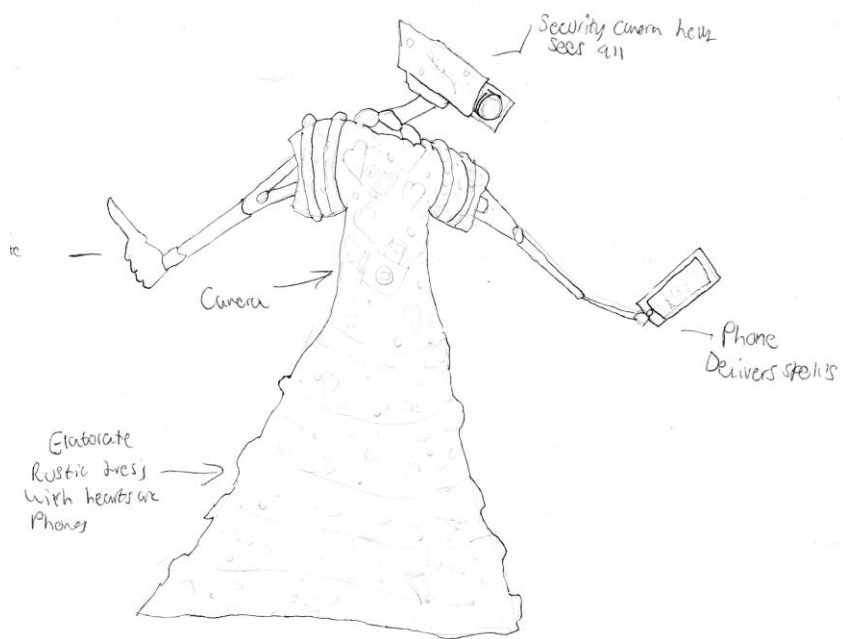
DOMINIC KENT
(Choruscore)





Moodboard for Tabitha Danvers



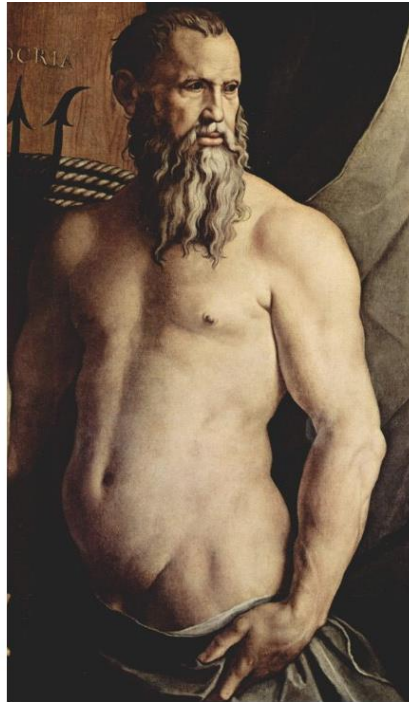
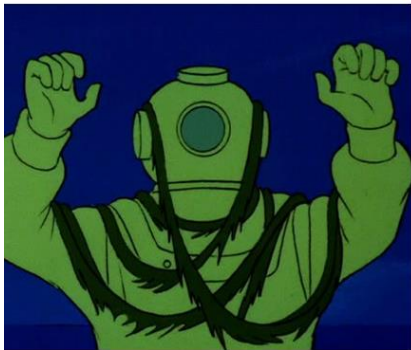


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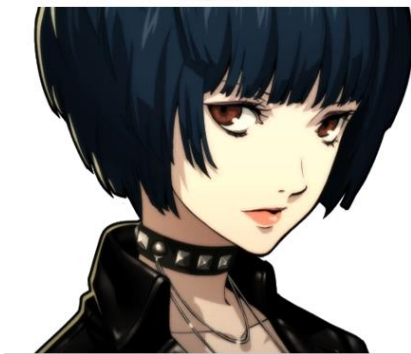
Moodboard for Robert Alans



Moodboard for Aaron Kent



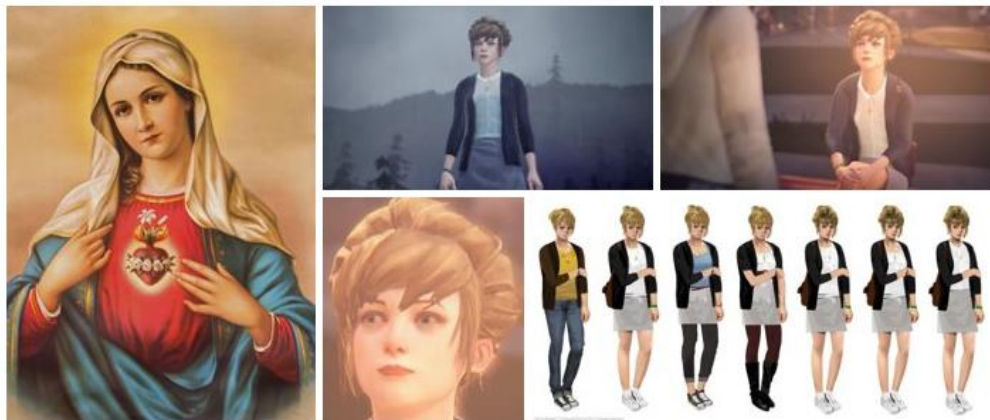
Moodboard for Samantha Fields



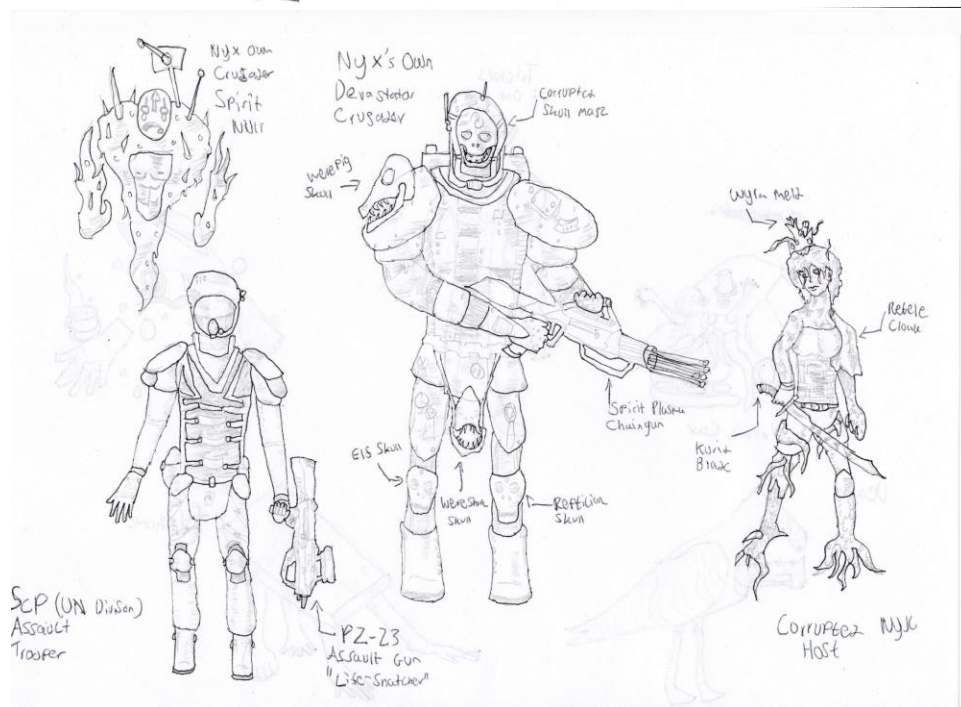
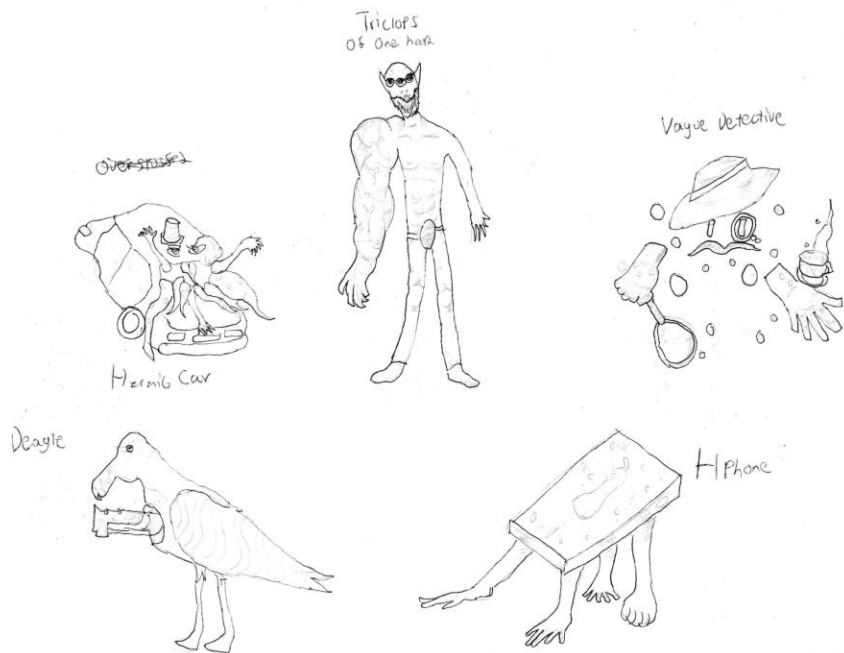
Mood board for Keith Kerala

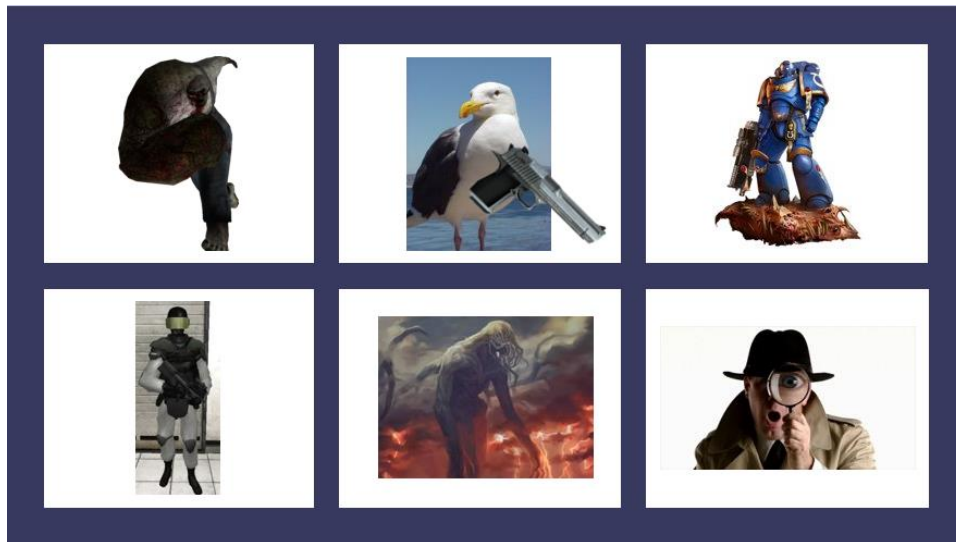


Mood board for Margaret Rosewood



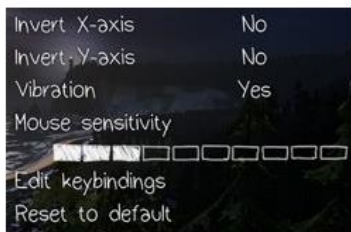
Below are mood boards/concept art for some enemies in my game.



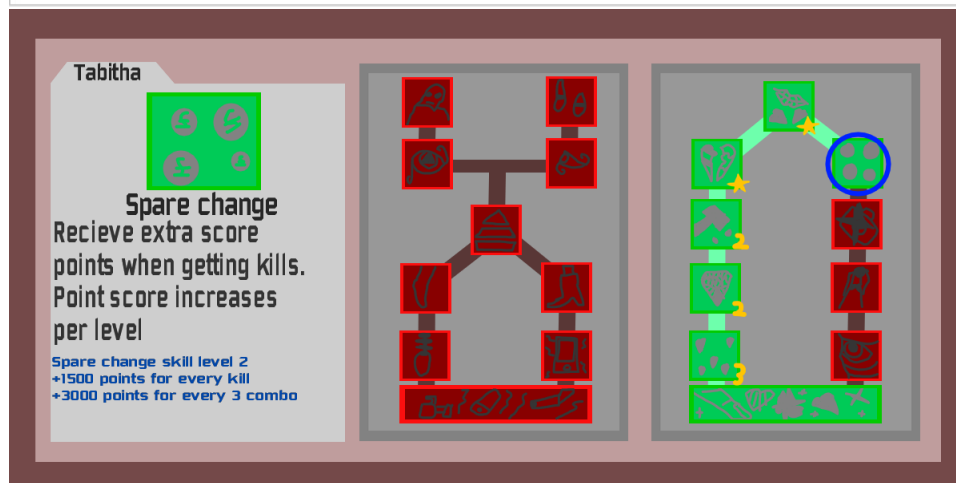


Mockups

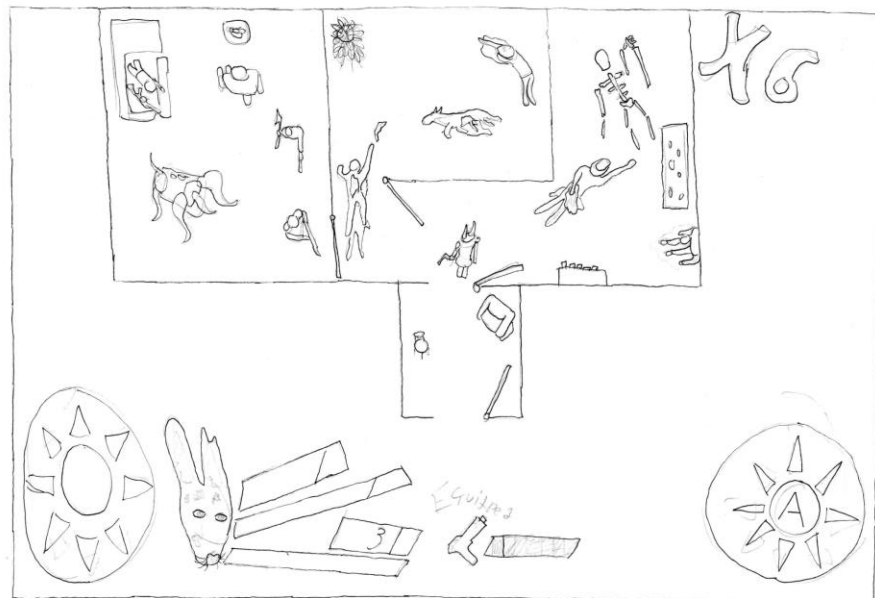
This section will present how the game will look whether it be gameplay or mundane things like menus.



UX mood board



TIME: FOR TRUTH.
CAMPAIGN
MULTIPLAYER
CUSTOMIZATION
STORE
QUIT





Narrative

The narrative for game is rather simple. It involves a group of individuals who can utilize the power of spirits and access another dimension which twists the conscious and subconscious mind of every living thing in an area to create a strange world which then can be used to access the mind realms of certain individuals.

Player experience

The player takes control of many characters starting out with the main protagonist Yale and across the campaign playing and unlocking other characters such as the hopeful Margaret a Melancholy sailor called Aaron and the punk called Samantha and many more.

Supporting Documents/References/Citations

Narrative and characters supporting document

The narrative of time for truth involves several characters and their plot points intertwine with each other so I will go over each playable character and say what their plotlines are the basic structure of the plot is like how Hotline Miami 2: Wrong Number did there plot with a change of characters and time.

The game starts with Yale talking to Samantha and Aaron Kent about trying to find dirt on a strange organization they have encountered the first section of gameplay starts with Yale going to a gang hideout and finding info on this 'Protection Securing Agency' After going through this hideout Yale finds out that the PSA are going to attack a hideout which they suspect is home to some of Yale's associates he decides to ambush the security force sent to this hideout and follows them to a medical center. He goes through the center fighting the rest of any PSA before encountering a strange individual who he first encountered back at that gang's hideout after an intense fight Yale perseveres but has an encounter with his 'other self' which hints that something isn't right. After this encounter Yale meets up with Robert Alans recovering in hospital and decides to face the thing that severely injured Robert. After going through some lesser monsters in the dream scape he confronts this monster, but things go downhill as he suddenly has another encounter with his other self which they then both conclude that all that has happened is not the best for their friends and the world at last, so they agree to use their time powers to go back in time and set things right.

Dominic Kents story revolves around him chasing a rumour that he has another half-sibling, so he goes up to London and accidentally starts a rivalry with a bunch of Fae : these fae decide to try and keep Dom from discovering the truth so they manage to send him into the dreamscape and kidnap his half-sister. After several levels of trying to find a way out he manages to hitch a ride with a demon and gets back out to London he then confronts the fae at a large warehouse which is going through a giant rave and havoc and mayhem ensue as Dominic and the fae fight it out as bystanders flee. After defeating the fae he rescues his half-sister but there meeting is short lived as he must help his friends down in Hastings. So, he is tasked with assisting in attacking a government agency building but he is betrayed by his father and is shot several times.

Tabitha Denver's storyline starts with her helping Dominic Kents to find his half-sibling after wishing him well in London she teams up with Samantha and Aaron to go in the dream scape and find some dirt on the PSA head who is currently in the area. She goes through the PSAs mind realm and defeats its icon and finds some information about the PSA. She regroups with Samantha and Aaron and save Robert Alans from the monster but are unable to defeat it. She then is separated from the rest by an attack by some PSA and escapes but is forced to confront her other self. When she comes to terms with her other self. She finally escapes from the dreamscape to find her good friend Dominic has been killed so she goes for revenge taking several vampires sent to eliminate her. After getting revenge she meets up with Aaron and Margaret to mourn the loss of several of their friends as the sun sets.

Robert Alan starts with him helping some kids from some monsters that appeared. Then he goes into the dreamscape to help Margaret but is set upon by a monster which heavily injures him. His friends vow vengeance, and they defeat the monster. A large amount of time occurs, and Robert recovers he sets out to find information on where his friend Lauren Eres is, he arrives at Las Vegas and meets with

Keith and he gives information about her being in league with a secret agency Robert follows several clues fighting several ambushes and attacking buildings owned by this agency and finally encounters Lauren. After an argument Lauren tries to kill him but she has a change of heart and saves both Robert and some kids on a bus, but she ends up dying. Reeling from this loss he returns to Hastings and dwells at some cliffs as the sun sets reminiscing about his friends he once had.

Aaron Kent storyline starts with him working with Samantha and Yale to find info about PSA going to a club in Brighton. After clearing it out and interrogating a merfolk who was dwelling there, he manages to escape a PSA attempt to capture him. After the information he received from the merfolk and Yale he manages to follow a trail of money to Portsmouth where he infiltrates a secret underwater base to find more truth about the PSA. Unfortunately, he turns up empty and teams up with Samantha to take down a group of werewolves that have caused trouble. During this encounter Samantha ends up being killed and Aaron escapes to meet up with Tabitha and Margaret to mourn those that they have lost. Years pass and Aaron is now a captain of a fishing vessel he finds a sarcophagus from fishing and out comes the merfolk he met in Brighton's bigger meaner ancestor all of his crew perish but he manages to kill him after this he manages to become captain of a cruise liner but before he can go for his second voyage he is cursed by the merfolk's elder sister which causes him to hallucinate causing him to kill many passengers then several pirates and a USA cruiser before being drowned after losing to two were sharks.

Samantha Fields starts with surviving an ambush from some cultists before talking to a demon about info about PSA so she goes to the police station and takes out several of them and interrogates one of the strange members of a government agency before he explodes so she visits one Julia Eros who says that some werewolves would know something about PSA but Samantha ended up in one of Julia's power plays to remove competition in the local area and after killing several members of the werewolf pack she is killed but manages to help Aaron to escape.

Keith Kerala campaign starts with him defeating several forms of monsters created by his former master after this he talks to Julia, but she is rather disturbed and not willing, so he goes to London to see if any other Vampires are willing to talk to him there, he meets the ancient Carthia who sends him out to kill a pack of particularly dangerous fang and a kwei-jin then Carthia talks to him about vampires and stuff. Keith then has an idea to feel like his new life has purpose, so he goes over to America. After surviving an attack from vampire hunters in LA he goes to Las Vegas to try and gain control of it he defeats several smaller gangs of vampires and ends up controlling a good amount of influence he then decides to take complete control by taking out the Morte clan family controlling the Las Vegas he takes out a small gathering of them before going to a peace treaty where they double cross him before Keith decides to cut the head of this crime family and attacks there decadent mansion where he kills many and cements his control and influence of Las Vegas. As Keith becomes Prince of Las Vegas he meets up with Aaron and helps him on his attempts to find his friend.

Margaret Rosewood starts with her escaping an ambush by police and PSA. Then she helps some Fae from some cultists. After receiving a message from Keith, she enters the dreamscape where she is set upon by her other self, she is unable to defeat it and Robert comes and saves her but ends up heavily injured: after taking him to hospital she teams up with Tabitha to get revenge as she cuts through several levels of monsters and cultists to encounter the monster she failed to defeat and overcomes it and then helps Tabitha get revenge on those that killed Dominic. She and the rest of her friends hang out as the sun sets.

Supporting documents. Gameplay

The basic gameplay involves picking one of 8 (for now) characters and completing levels. I have planned and developed a story campaign as well as challenge campaigns and an endless mode where one must go as far down in the dreamscape trying to reach a high score. The player receives currency (perhaps souls) which they can use to upgrade the characters to improve and optimize them for different play styles.

Each character would have a unique playstyle and skill tree to optimize and improve the player experience. The game would have multiple story levels and challenge campaigns that aren't story related to get most characters one has to complete their levels either all of them or getting a certain rank (i.e., an A+ on all levels or a B+ etc.) after this they can use the character on every level and each character would get unique dialog in levels. Other character may require getting enough currency(souls) whether it be in game or actual real-world currency.

The player would play the game using the phones interface moving around their would-be areas of the UI to do things like activate abilities, spirits items and other things and aiming alongside an attack button (there will be concept art attached which will detail this basic mockup of the controls and UI).

Each level would start with selecting a character then either a cutscene will occur or the gameplay will be immediate. Levels involve the player clearing or dealing with hostiles in an area whether it is a building or an outdoor area there may be multiple sections or floor. The player would have many ways to neutralize enemies they can use fists, utilizes melee and guns or unleash the spirit that all the characters can use which use magical abilities to cause havoc. The characters all have different spirits as well things such as stats (for example one-character Dominic is physically very strong and so his melee weapons and fists deal more damage while Margaret is less effective with melee and unarmed, but her spiritual abilities are much better and can use them much more) these spirits would use different types of attacks (so some may use fire or water, and some unleash holy and demonic energy). All this arsenal is required as our characters face a wide array of foes and utilizing the skill sets of the characters is essential. (Some foes that the player may encounter include ranked from low threat to high threats gang members, low tier spirits, police, swat, military, low tier vampires, low Fae folk, SCP protection forces, Hospitalier and other zealots, low mage, werewolves, high Fae folk, Jīngshén, mid-tier vampires, mid-tier mage, saint) Using a variety of the previously mentioned abilities to take out foes and complete levels. When a player completes a level, they receive a score based on things such as time and combos to grant you a score from like F to A+ which will then grant you currency based on how well you did, and you can then compare this score to other players across the world.

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