



High Concept design Document

Pitch

Glory to mankind! After an alien-machine invasion, humanity has fled to the moon and made the Yorha androids as their final stand to reclaim the planet. Explore the dystopian world as an android and defeat the enemies on your path using many different weapons & combat styles.

Features

- Open world
- Combat changes with weapons! Find your favorite fighting style
- Sky battles and on land fights
- Fully customizable character with chipsets
- Beautiful story
- Many customizable combo's

Genre

Action RPG

Camera

- 360 degree rotatable camera around player.
- Can zoom in and out of player.
- Camera can pan and focus on story element if needed.
- Default position of camera is behind the player.



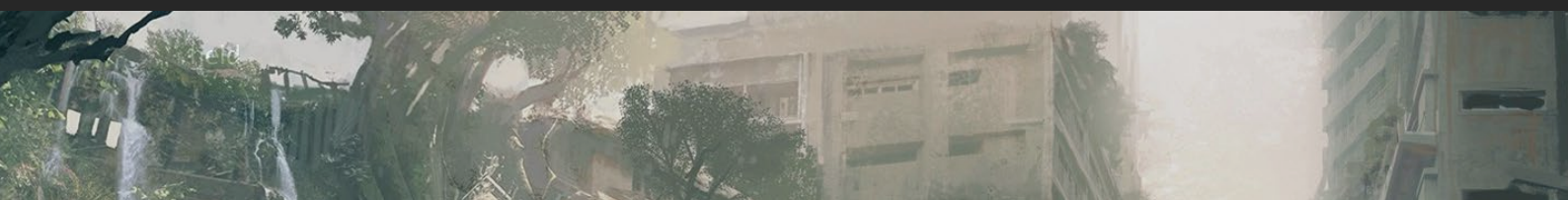
- Camera will shake when taking damage and if enough damage is taken, the screen will turn red.
- Camera can lock onto an enemy which will place the focus on that.



- When camera is close to a surface, it will zoom more into the player.
- Cinematic camera that can follow the player or enemy when a big attack has been done.
- Camera cannot be rotated during cutscenes.

Design Pillars

- The player's actions and choices will impact the outcome of the story.
- Different weapons have different play-styles
- Combat should feel intense and has to draw the player in
- General style will be realistic with characters being anime styled.



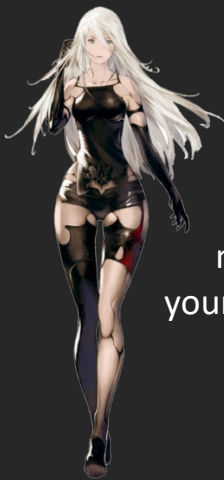
Character

There are 3 playable characters:

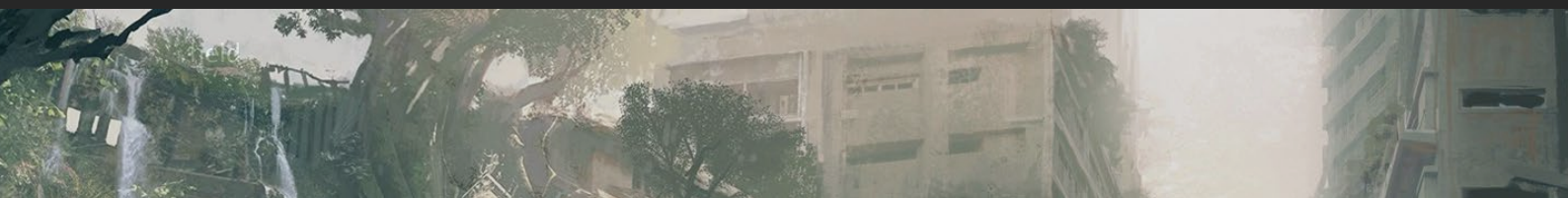


Yorha Unit.2B: This is a female fighter unit android machine, with heavy focus on direct combat which deals a lot of damage. She can traverse the world walking or running with very smooth movements and can use her drone for gliding off of tall areas and shooting enemies.

Yorha Unit.9S: This is a male assisting android unit which goes hand in hand with the 2B unit. This android can do melee and ranged damage but it won't do anywhere near the damage output that 2B does. It's power lies in using its hacking skills to disable certain elements of enemy robots or to make them short circuit (explode).



Yorha Unit.A2: This is a female android with the same gameplay as 2B but with more destructive power. As the prototype version of 2B this android has access to a berserker mode which will maximize damage output at the cost of draining your health.



Controller



Joysticks:

Left joystick = Movement left, right, forwards, backwards.

Right joystick = Camera controls.

Left joystick pressed = Flashlight on/off.

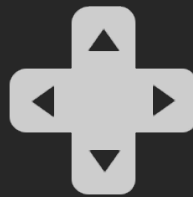
Right joystick pressed = Reset camera.

D-pad:

D-pad Up = Switch weapons

D-pad Down = Use Items

D-pad Left/Right = Switch Pods



Shoulder buttons:

Left Trigger = lock-on

Left Shoulder Button = Pod special ability

Right Trigger = Evade

Right Shoulder Button =

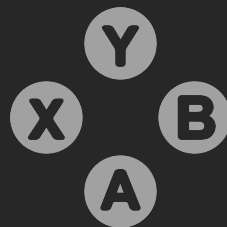
Regular buttons:

A button = Jump

X button = Light attack

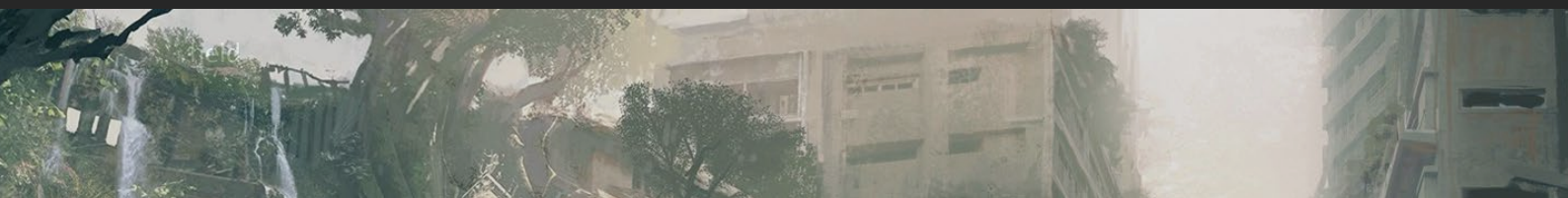
Y button = Heavy attack

B button = Action / Use



Extra:

Start button = Menu





Gameplay

- **De core gameplay mechanics:**

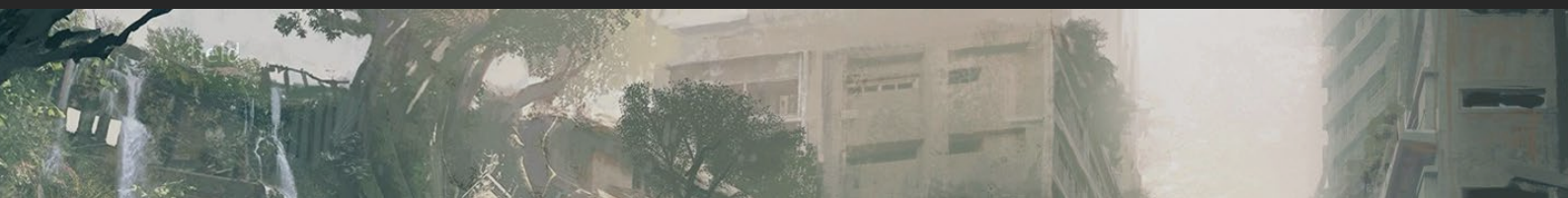
Gameplay is mostly in the overworld with the player doing quests/ main storyline and battling enemies occasionally the player will use a mecha suit to do battles in the sky.

Land Combat:

- Player can choose between light and heavy attacks, light deals less damage but is quicker and heavy deals more damage but is slower.
- Different weapons can be found scattered around the world. These have different fighting styles and can change gameplay significantly. Weapons do not have durability and the players can choose which weapons they use.
- Player has a Pod flying above their shoulder, they can glide with this and also shoot the enemies at a fixed damage with this.

Inventory:

- The androids have chipsets that are swappable and found in the overworld/ enemy drop. These can change stats and you are also able to change your UI with this since health-bar, mini map, ... are all unlockable chipsets.
- Stat boost items are available in shops and found around the world. These can be used in battle to heal and give the player other bonuses.





Quests:

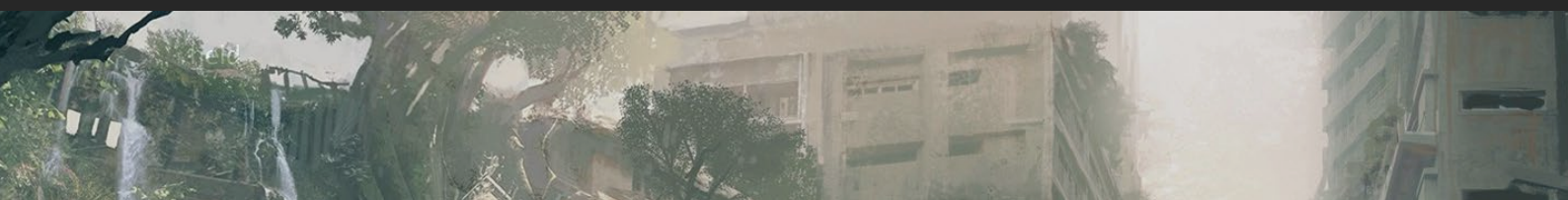
Player can do Quests around the world in order to progress with the storyline, get new items, earn money,....

Sky combat:

At some points in the story the player can wear a mecha suit which allows them to fly to the sky and fight enemies there. The gameplay then shifts to a shooter/ beat-em-up in the sky which also transitions into twinstick shooter esque battles.

Hacking:

If the player unlocks 2B and plays as that character he can hack into machines and robots. This is a twinstick shooter minigame where you play as a small ship that can shoot bullets. You avoid or kill enemies that come at you but the main goal of hacking is that you shoot the “core” of the enemy and then you successfully hacked them which will shift gameplay back to the regular and conflict damage or status ailments on the enemy.





- **Narrative:**

It's a earth set into the far future, the planet was attacked by aliens and the Yorha units were made as humanity's final bastion for taking them over before fleeing to the moon. Androids called 2B and 9S are part of the Yorha corp and together they explore the dystopian world trying to take it back for humanity and unravelling the true mystery behind the alien invasion.

- **Mood and setting:**

Loneliness, an empty world where nature has taken over and humanity's footprints are crumbling. It's a gloomy world where beauty can be seen by nature and ugliness by humanity's remnants.

- **Description of the world and characters:**

Dystopian earth abandoned by all humans. Machines have taken over the world and the world is now mechanical filled with machines and factories. Where apartments used to stand and humans used to live in peace are now abandoned deserts.

The main characters are the Yorha Units which were made by mankind to defeat the alien invasion of mechanical creatures. There are some humans that survived and they have created factions and throughout your journey you will discover that some mechanical creates have developed human traits and they some turned into allies.

