# Planetary Control

Revised Design Document

**Team Saber**

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**Design Questions**

- Will players be able to make use of upgrading attributes of characters to benefit them when battling enemies?
- Does the UI/UX imply what the player is able to do such as the arrow on the left of the screen that opens the attribute character cards?
- Will the change in level 2 compared to level 1 be too drastic or too minimal?
- Will the visual cues be strong enough to inform the player that they can interact with certain areas such as control points?
- Will players recognize the differences in terms of attributes and weapon of each unit
- Are third person battles intuitive to the user?

**How the prototype lets us answer the design questions**

The beta prototype enables us to answer the design questions as we have implemented new UI into the game for players to interact with in the form of profile cards where units can be upgraded with currency. The beta prototype also includes a second level which has a different map layout and more difficult AI allowing us to see if players find it too drastic of a change or not. We added a new unit into the beta with different base attributes as well as having a different rate of fire on their weapon as well as attack radius in the third person battles.

**Beta Prototype Testing Results**

- Will players be able to make use of upgrading attributes of characters to benefit them when battling enemies?
  - One playtester had a hard time knowing which profile card was associated with which unit therefore they could not strategize their upgrades based on the position and HP of each unit.
  - Another player tried to spend all his currency on the attack power of one unit, but didn't know which unit was buffed.
- Does the UI/UX imply what the player is able to do such as the arrow on the left of the screen that opens the attribute character cards?
  - A playtester did not know they could open the attribute character cards until half way through the game as the arrow on the left was not noticed in the beginning. The arrow was also too close to the left edge of the screen which resulted in the camera panning when they went to select the arrow tab.
- Will the change in level 2 compared to level 1 be too drastic or too minimal?
  - The second level was similar enough to level 1 in terms of gameplay and the difficulty was not ramped up too quickly in this level, therefore a playtester thought  it was a good increase in change.
  - Another play tester expected more enemies and harder difficulty on the second level, but with the same AI and amount of enemies, level 2 wasn't harder than level 1. We're considering implementing multiplayer or increasing enemies.
- Will the visual cues be strong enough to inform the player that they can interact with certain areas such as control points?

- - Several playtesters completely ignored the control point as they were more focused on moving their units and finding the enemy units.
  - Will players recognize the differences in terms of attributes and weapon of each unit
    - A playtester did not notice the difference in terms of attributes for each unit, because they did not have a visual of the relationship of the profile card and a unit. However, the same playtester noticed that the rate of fire for the armored robot unit would shoot a lot slower but did not know it was intended and believed it was a glitch.
  - Are third person battles intuitive to the user?
    - Not initially. One of our play testers mentioned when there are multiple enemies on screen and battle begins on the enemy's turn, it's difficult to know who initiated the battle until it's started, at which point the other units disappear. We're hoping the tutorial level will teach the player basics so they won't be confused on the battlefield. Player also noted that being able to look around felt natural and they wish they could rotate the camera in top down view as well.

**Unexpected Outcomes**

A very crucial unexpected outcome was that game would zoom out very far when the attribute arrow tab was clicked which made it impossible to continue playing the game and would have to be restarted in order to play again. Also the player would click to move their unit in the isometric view when the line was blue indicated you were able to, however the player could not move for some reason and drained their movement bar.

**Design refinements as per internal review**
- Add in more units to create a variety of strategies. (total of 4 units)
- If time is available, create unique abilities for the different unit classes for the isometric as well as the third person battles.
- Creating a tutorial level which with text to show the player what they can do
- Allow combat commencement from further range in top down view.

**Design refinements based on playtesting feedbacks and analyses**
- Get rid of bugs specifically the zoom out glitch when clicking the expand tab for profile cards
- Increase the hitbox around an enemy unit in the isometric view when engaging in combat, or allow combat when character doesn't have direct line of sight but is in close enough range.
- Create a way for the player to know which profile card is attached to which unit using a profile picture of each unit on their respective profile card, or giving the card and associated unit a highlighted glowing border for player to make an association.
- Implement a notification to the player when they are being engaged in battle by the enemy in isometric view.
- Implement sounds for bgm and other fx.
- Allow the use of jump pads in 3rd person

**Feedback model used: HUD, Spatial, Meta, Diegetic, or hybrid (mix some of them)**

- ○ We used HUD model to place our UI elements around the edges of the screen. For example, we place the units cards label at the bottom of the screen to allow players browsing the stats of each card.
- ○ Also, we use some spatial UI elements such as the health bar to indicate the remaining health of each player.
- **Control scheme table for mapping between procedures and controls**
- **Refined Level Design Document (for at least three levels):**
  - ○ **Macro Document (Constraints)**
    - ■ When the map was designed, we had a few key principles in mind: balance, safety areas, battle areas, flanking areas, and contestable areas. There are 3 maps now leading the player from the tutorial level to the final largest level. The tutorial level when completed will instruct the player on basic rules such as movement, combat, upgrades, control points, etc. There are only 2 control points and 2 buildings making it a tight map for hectic combat if used for multiplayer mode. The second map doesn't instructions on it, though the map is larger with 6 buildings and 3 control points and 2 bridges. This map is medium sized since there are 3 total control points to contest over. The final map has 12 buildings and 5 control points and is the largest map of all. We think this gives the player ample amount of ground as a playing field. Maps are still balanced with the same philosophy as before, where control points are generally laid out in the middle of the map for players to contest over, cover is laid all around the map, while buildings provide better angles.
    - ■ Our map has the 4 terrain archetypes as well as a combination of them. Flat terrain is most dominant making up most of the map (street, neighbourhood). Ledge terrain exist in the form of buildings, bridges, and billboards. These areas give player vantage points like ledge terrains do. Gap terrain exist in the form of space between buildings. Cover terrain exist all over the map in the form of objects like crates and walls. A combination of these exist in our map mostly in the form of buildings which are flat, ledge type with cover and gap between other buildings.
    - ■ Since our game was initially multiplayer, the characters were designed to be relatively equal in power. There are no categorical swarmers, rangers, heavies, etc, however there are strengths and weaknesses to each character. Snipers have furthest range and high damage, but is weak in health and movement. Paladins have high health and defence but low range and medium attack. Rewards are given to players in the form of currency as they eliminate enemy units. Due to our initial multiplayer setting, the ramping aspect of our game doesn't exist in the form of
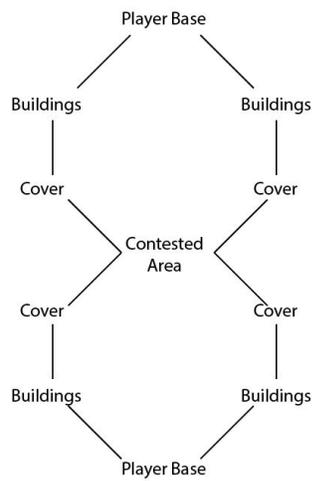
harder enemies, but in the form of action, ex: no initial combat, but combat happens more often as encounters occur.
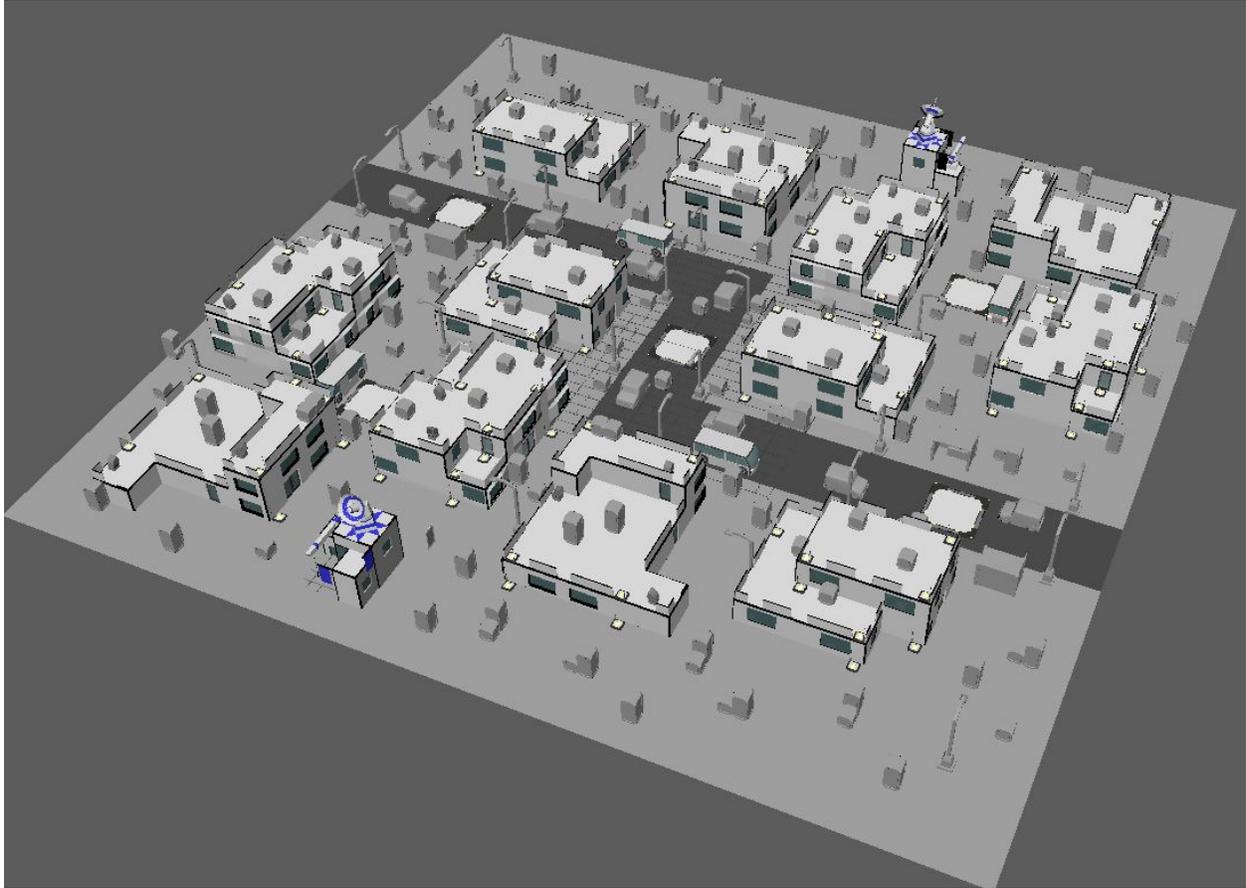
- ■ **How we lead the player**
  - ● The player's goal at the start is just to move around their units. Which leads to them wondering how far they can move, and the objective of the map. Once they can attack then they realize they can take damage and defeat enemy units or lose their own. Then their sub-goal becomes to defeat the enemy players units. Achieving these results in the overall goal being completed of winning the game. Losing all their units results in them losing the game.
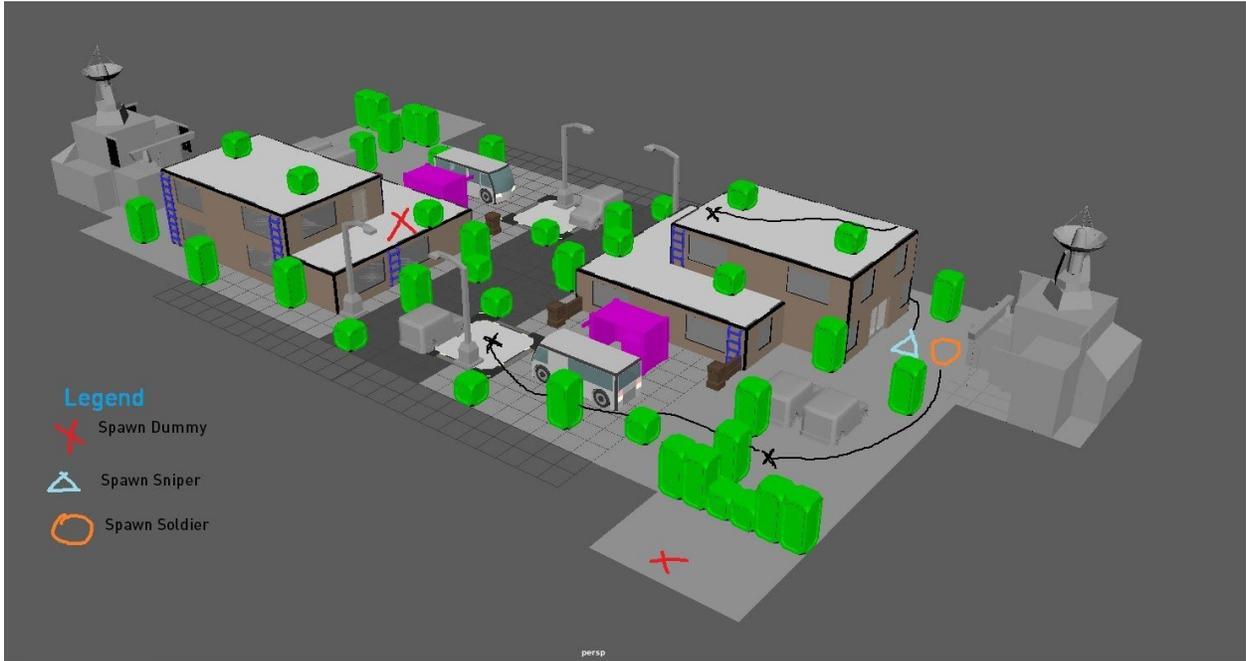- ■ **Finished Overview Map.**
  - ● Please scroll down to images below.



Second level

final level (3 control points in the road, 2 off center in the top right and bottom left)



Legend
X Spawn Dummy
△ Spawn Sniper
◯ Spawn Soldier

tutorial level plan