

Callestia
Game Design Document

Game Overview

Game Concept

Callestia is a short story base interactive storytelling RPG exergame. They will play as a great hero trying to save their kingdom from the evil Gluttonor. Gameplay will be based of interactive consoles such as the Wii or Xbox Kinect, also will include a pad similar to Dance Dance revolution that the use will used to perform callestic exercises in order to complete different task.

Feature Set

- 1 customizable character (Boy/Girl)
- roaming RPG
- Game difficulty depends on fitness level, but can choose difficulty
- player vs AI
- Interactive controls
- 5 different levels
- Wii for right now, since it promotess interactivity

Genre

Fantasy story driven RPG exergame

Target Audience

For all ages 10 and up

Game Flow

1. Player get to pick their gender and age
2. Player then goes through small amount of fitness exercise tests to test their fitness level
3. Game gives a narrative about what happened to Callestia and the player learns the controls
4. Begins to journey back to Callestia where they go through different areas to where they collect keys to get back into the kingdom
5. When reaching different locations, they will encounter different puzzles where they perform different exercises to get through
6. during the fights the player will be using the wii controller to attack, and the pad on their feet will allow them to move, also will be used to perform different exercises (push ups, squats, crunches, etc)
7. All depends on the player's fitness level and age, If the player is not that in shape the game will be more forgiving than someone who is physically fit. For example

when traveling from one place to another, the distance depends on what a person pick for difficulty

Look and Feel

Callestia will have an art style similar to Dragon ball Z mixed with mario and other kid friendly nintendo games. Characters will be similar to dragonball z such as different animals and creatures seen, and some will be interactable with. The environment will be similar to mario, which will give players a funny, calm sense of adventure. The fighting mechanics will be similar to legend of Zelda.

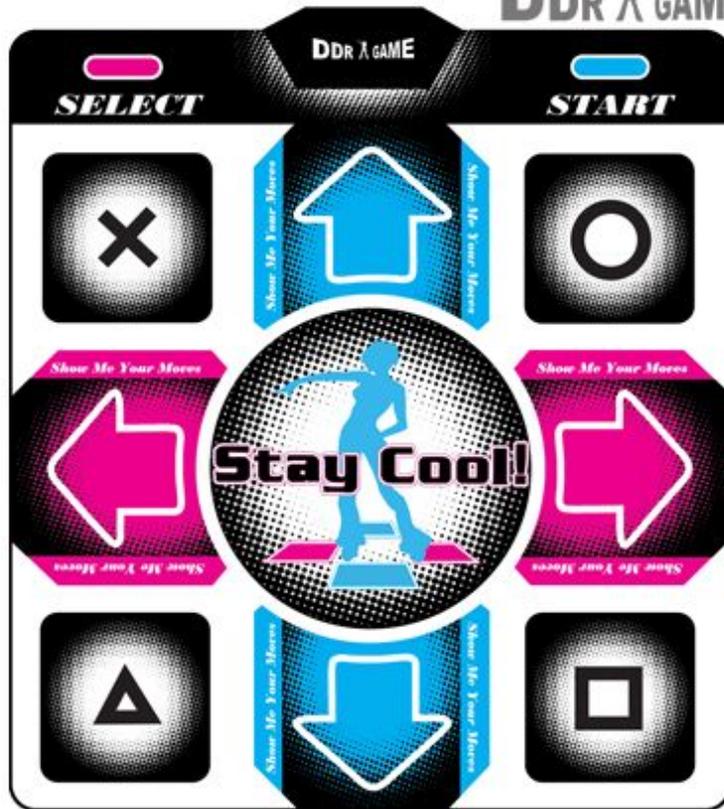




Control pad

Movement

DDR X GAME™



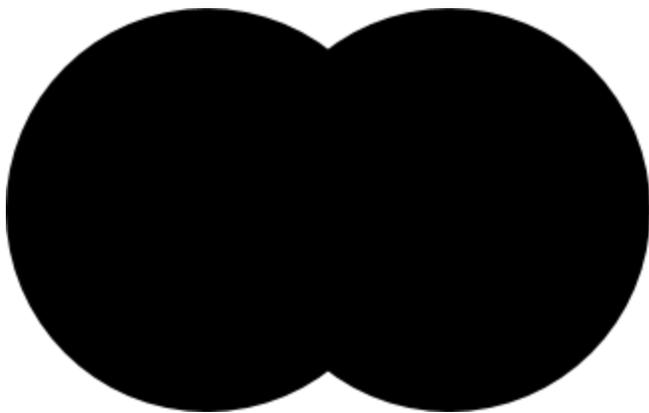
Push ups



Feet for squat



Sitting here for sit ups



Number of Locations

There will be 6 main locations where the player will get through puzzles and fight doing exercises and fight a final boss at the end.

1. **Train Town:** Acts a tutorial level teaches the player the mechanics like how to fight and move around more effectively
2. **Palace of Sloth:** this level is to test the movement of the user, it will have the player have fast past movement for short burst and then resting stages. The level will consist of them running away from objects such as a boulder rolling that could crush and fighting enemies that would cause you dodge fast attack but they get tired where you can do damage. The boss will be similar to the smaller enemies but with more health. Depending on the difficulty pick by players, it will rise in intensity and shorten in rest time.
3. **Swamp of Squats:** this level will focus mostly on the player doing body jump squats/jumping jacks to platform throughout the level. it will also involve the longer they hold the squat, the further they jump when they release, giving the player the ability to time their actions. The boss in this level will involve more on platforming on to their head, similar to how mario does damage to his enemies. enemies in this level can also be jumped on
4. **Crunch Castle:** this level will mostly involve a player abdominals, where they have to complete a certain amount of sit-ups to complete tasks such as pulling in things or using a smashing weapon. There will be enemies here as well
5. **Place of Pecs:** this level will focus on push-ups to push objects throughout the level. depending on the size of the object and the difficulty picked from the user, they will perform push ups in order to move the object. During the boss fight, the player will have to push object on top of the enemy in order to do maximum damage and to daze them to do combo damage
6. **Callestia:** this level will consist of all the the player has done throughout the other level. The fight with the final boss will combined all mechanics from fighting the other boss.

Gameplay and Mechanics

Gameplay

Callestia is a small open world exccergame RPG with fighting mechanics similar to Legend of Zelda games.

To move in the world the player will use the the front arrow on the dance pad the move forward by stepping/ running in place and depend how fast they move the character will move, and the nunchuck stick to move the camera around.

When engaged in battle the side arrows and back arrow will act as side and back steps for dodging. To attack with the sword, the will swing with the wii remote. To lock onto an opponent they will hit the trigger button on the back of the remote and point at the opponent on the screen.

Game Progression

Players progress through the game by exploring throughout the world and completing different stages throughout the story, similar to other RPG games. The game will have them start in town where they have escaped to after their home palace has been taken over. The town will have them teach mechanics of moving around the world and they will obtain their weapon and gear.

Once done with that tutorial stage, the player is then go to the next levels. Once leaving the tutorial town, it will bring up a map to get to the different stages. To move to a stage they have to move the wii remote selector on to the level and the character will travel to there. The interactivity and moving starts once they begin within the level, and they cannot advance to the next level until they complete one, one the game is completed they can then pick what they choose to do.

Mission/challenge Structure

The mission of the game is to return back to Callestia and to get back your kingdom from Gluttonor, who is an evil warlord who wants to make everyone in Callestia fat. In order to get back to it your have to defeat his 4 generals who have taken over different parts of the map.

Puzzle Structure

Puzzle will be unique to what exercise the player will be doing with game, with the last level begin a combination of all the previous together.

Objectives

Play Flow

The game will flow just as an RPG game would, only space would not be extremely large. In the levels, the player will first start at the bottom of the place/castle they are going into. once in they will then climb up the building while fighting opponents and solving puzzles to get to the boss fight. Depending on the level, they can pick up a new mechanic in order for them to perform the exercise and fight off certain enemies. Once they defeat the boss, they go through a passageway that leads them back to the map so they can continue to the next level. There will also be small cutscenes in between so the player gets the RPG experience. The main purpose of this game is so player get a workout in while being distracted by a compelling story line. The objective is to have them think “I need to do these 10 push ups to push this wall on top of the boss’ head”, not “Oh my goodness I have to do 10 push ups, I hate push ups!”.

Mechanics

The core mechanics of the game include moving throughout the environment, executing callestic exercises to perform task and attacking the enemy.

Physics

The physics will be similar to that of Legend of Zelda, so it would normal as earth and how flying enemies would react.

Story, Setting and Character

Story and Narrative

Back story

The player will play as a prince/princess of a kingdom called Callestia where all the citizens and royal family are in fit shape. One day the kingdom is attacked by Gluttonor, an evil overweight warlord, who takes over the capital where the character and the royal family lives. The surrounding allies of the capital have been taken over by his generals so no one is able to help the capital from the siege. All of the royal family except for the main character is captured and the player is able to escape thanks to the help of a castle

worker. After being snuck to a town far away from Gluttonor reach, the player then learns how to fight and take back their land.

Game World

General look and feel of world

Callestia will have an art style similar to Dragon ball Z mixed with mario and other kid friendly nintendo games. Characters will be similar to dragonball z such as different animals and creatures seen, and some will be interactable with. The environment will be similar to mario, which will give players a funny, calm sense of adventure. The fighting mechanics will be similar to legend of Zelda.

Connections to other areas

All the Levels will be connected by a map that the player uses to navigate to other levels

Technology

Target Hardware

For now we are aiming for the Nintendo wii, which promotes kinetic interactivity, in the future we would aim for more consoles as they adapt to kinetic movements successfully.

Development hardware and software

Hardware

- high power computers that can run game development software such as Unreal Engine, Maya, etc
- drawing tablets for artists so they can create UI and textures
- Wii with controllers
- Dance pad that is modified with where to put hands, where to sit and stand

Software

Substance Painter/ Designer- Texturing software
Maya/Houdini-Modeling and animating software
Unreal Engine- Game Engine we would be using
Microsoft Visual Studio-Programming software
Trello/HacknPlan- for project management purposes and to keep game on track
Adobe Suite-for image editing, video editing and other artistic purposes
Perforce- version control

Development procedures and standards

We will use agile methodology for the development of this game. We will have programmers, game designers, artists, and producers in our scrum meetings for better communication among the teams, and we will also have team specific meetings where teams plan how they want to tackle tasks. Leads and for this project will also meet to make sure all sides are on the same page.

We will be using project management software (like HacknPlan or Trello) to keep track of feature lists and product completion. Each feature in our list has a couple of different tasks for all of our teams. We are going to have a feature board where we put each task under “planned”, “in progress”, “done”, or “postponed” section based on the phase they are in. These tasks have different colors based on the team they are assigned to. A feature is not closed until all its tasks are under “done” section of the board.

We will have a public forum to get feedback and interact with the community. We will have a dedicated support/community team that interacts with the players and will communicate players’ feedbacks with the team. They will also support the players with their issues with the game.

Game Engine

Unreal Engine 4

Network

Scripting Language

C++- primary scripting code

