# TEAM

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SUMMARY

1 DESIGN HISTORY

Author(s)	Date	Changes
Giuseppe Cassisi	23/04/22	Document created Vision statement Game logline Look and feel
Matteo Sangalli	25/04/22	Gameplay synopsis Core mechanics
Federico Maglione	25/04/22	Story synopsis Complete story
Giuseppe Cassisi	03/05/22	Target audience Personas
Giuseppe Cassisi	04/05/22	Target audience Personas
Giuseppe Cassisi	06/05/22	Players' properties Players' classes Scoring / winning condition Game goal
Federico Maglione	06/05/22	Platform Business model Legal analysis PEGI classification
Matteo Sangalli	07/05/22	Gameplay synopsis Core mechanics
Federico Maglione	07/05/22	System requirements Playerbase estimation
Matteo Sangalli	08/05/22	Gameplay overview Gameplay description Gameplay phases
Giuseppe Cassisi	08/05/22	Players' special abilities Platforms Fighter's attacks
Matteo Sangalli	09/05/22	Rules, Modes Controls
Giuseppe Cassisi	11/05/22	Game characters Revision
Giuseppe Cassisi	12/05/22	Game characters Story of the characters

Giuseppe Cassisi, Matteo Sangalli, Federico Maglione	16/05/22	General revision
Matteo Sangalli	17/05/22	Game interfaces
Giuseppe Cassisi	18/05/22	Game flowcharts
Giuseppe Cassisi	20/05/22	Top performers Feature comparison
Giuseppe Cassisi, Matteo Sangalli, Federico Maglione	21/05/22	General Revision About the prototype
Giuseppe Cassisi	21/05/22	Controls
Giuseppe Cassisi, Matteo Sangalli, Federico Maglione	22/05/22	General Revision Media list
Giuseppe Cassisi, Matteo Sangalli, Federico Maglione	23/05/22	General Revision
Matteo Sangalli	10/07/22	General Revision

2   VISION STATEMENT

Don't Fall Now is a multiplayer 3D fighting game with a 2D view up to 4 players. In a world at war, an hero and his magic bud have to reach the top of the Golden Tree to bring back the peace on earth. During his journey he must combat many enemies with the help of his bud. The fight is between two teams composed by two people: a fighter and a builder. The fighter must eliminate the opponent by pushing him out of the stage while the builder must support his partner by building platforms to avoid falling down. Each player can unlock his full power by using his special ability and gain a temporary advantage.

2.1   GAME LOGLINE

Fight your enemy in fast-paced battles while building your way to the victory

2.2   LOOK AND FEEL

The game's atmosphere is a non-realistic colored atmosphere. The cartoonish graphic style is simple but with an awesome impact. The stage in which the fight take place presents a dynamic ambience that changes as the player climbs the Golden Tree.

2.3   GAMEPLAY SYNOPSIS

In Don't Fall Now two teams fights each other while building the scenario. Each team is made up of 2 players: a fighter and a builder. The fighter must eliminate the opponent by forcing him to fall off the stage. The builder must support his partner by building platforms to facilitate his movements. There are different types of platforms, each one with its unique behavior useful in different situations. The goal of each team is to let the enemy fighter fall off the stage until he finishes his lives.

The fight takes place in a two-dimensional scenario that is constantly moving upwards. At first it will be almost completely empty and will be filled with platforms by the builders.

All players (fighters and builders) have a special ability that allows them to gain a temporary advantage. Once used, the ability recharges after some time. Before the fight, each player can select his favorite character and class based on his preferred play style.

In Don't Fall Now there are many modes to play: adventure, versus offline and versus online.

2.4 CORE MECHANICS

The Core Mechanics of Don't Fall Now are:

- Platform construction makes the stage every time different adding new possibilities for a successful strategy, helping the player's ally or disadvantage the opposing players
- Fast attacks and movements make the gameplay frenetic
- Special abilities let the players explore different play styles
- Stage moves constantly upwards showing different ambiences

3   AUDIENCE, PLATFORM AND MARKETING

3.1   TARGET AUDIENCE

The game is designed for casual gamers who like to compete against other players in fast-paced battles that are no longer than some minutes. A bit of cooperation is requested to master all game mechanics and the adventure mode can be attractive for players who like to explore all aspects of games.

We will analyze our target audience from three point of view: psychographic, demographic and geographic.

3.1.1 Psychographic point of view

Following the Bartle's player type classification, this game is mostly suitable for "Killer" players. A "Killer" focus his game experience on competition against other players and wants to win at any cost. The game is less suitable for other type of players, but some aspects of the game have been developed to also satisfy Achievers.
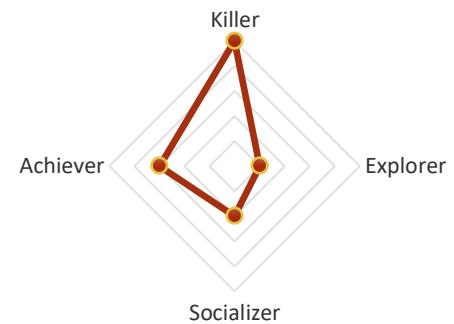
- **Killer 5/5:** Killers want to see their opponent lose and become more and more skilled and powerful. the game completely satisfies them needs through fast-paced fights, many deaths in every match, special abilities to use during the whole match and a variable scenario.

- **Socializer 2/5:** Socializers have fun to interact with other players. In this game, cooperation among players of the same team is important but cannot completely satisfy a socializer player.

- **Achiever 3/5:** Achievers wants to complete objectives, gain experience, level up and show this to others. The game provides a battle pass system used to unlock cosmetic item for the character customization. Also, in the adventure mode the player can focus on completing all levels and challenges while having the completion rating always available. So, Don't Fall Now is not completely suitable for an Achiever player, but can be a good point of start to understand the other aspect of the game.

- **Explorer 1/5:** Explorers want to reach all game world locations while discovering all secrets. In Don't Fall Now the game scenario is limited to a 2D stage where the fight take place so Don't Fall Now is not suitable for an Explorer gamer.

3.1.2 Demographic point of view

Don't Fall Now requires good reflexes, good hand-eye coordination and some strategy for being able to perform well. Players under 16 years old are too small to enjoy the frenetic gameplay and players over 50 years old tends to be socializers so our game is less suitable for them. For these reasons, we focus on players with an age between 16 and 50.

In order to determine the expected player base, we examined two sources.

From this article we can see the distribution of players by age and gender. The following graphs show that there are more men players than women's and the players with an age among 16 e 50 are more or less the 74% of the total.
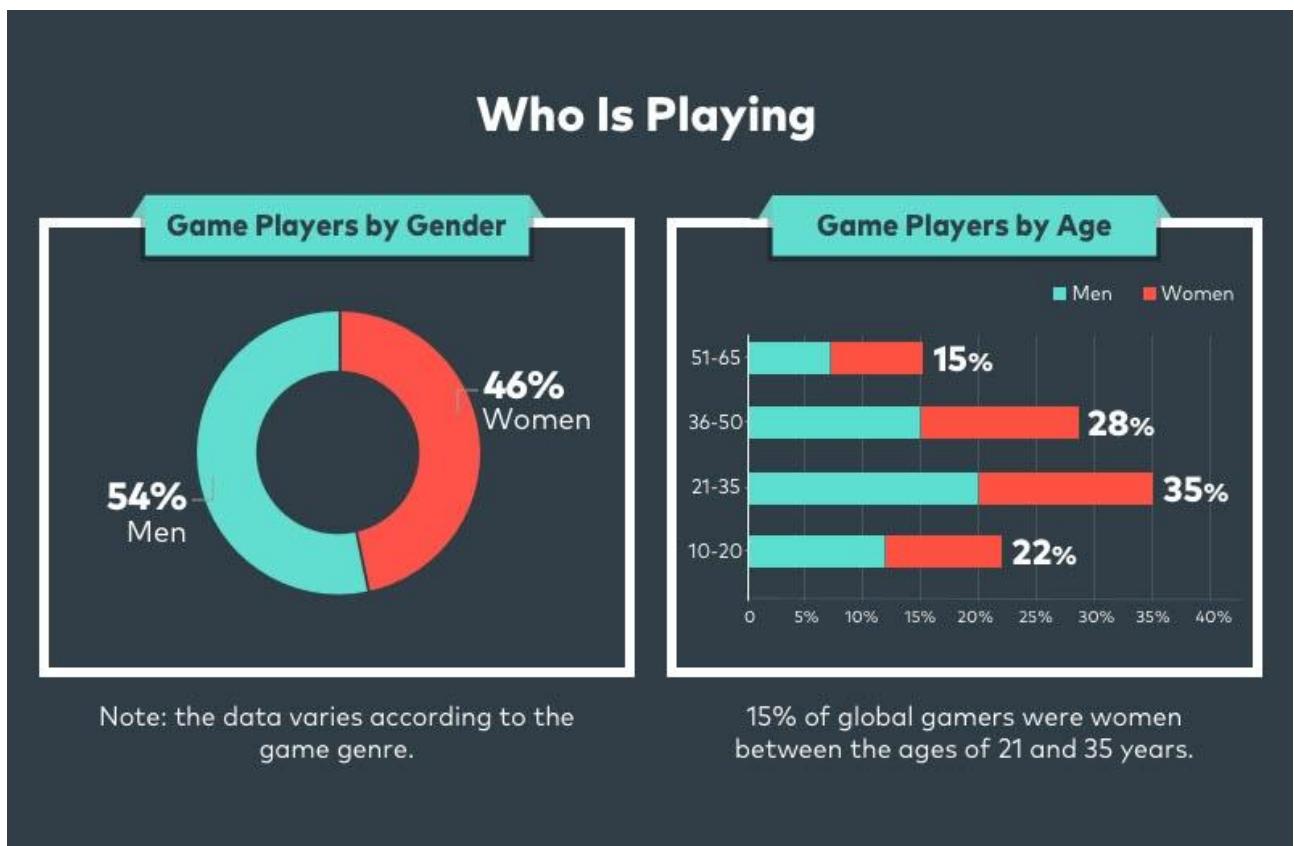
*Figure 1 Distribution of players by age and gender*

From this article (paywall) or easily in the comments section of this article, we can see the distribution of players of fighting games by gender. Only the 13,4% of women in average play a fighting game where the most popular is Tekken (21%) and the least popular is Street Fighter (7%). Unfortunately, we expect that, the women players will be very low.

3.1.3 Geographic point of view

We plan to distribute Don't Fall Now! worldwide at the same time. We have designed the game avoiding references to specific cultures to let the game be as international as possible. The concepts of magic tree and the fights between humans-like characters are expressed in a general way. The game is localized only in English to be understandable at least to the majority of our target audience.

From this article we can see the global market distribution of videogames. We expect that most of the players will come from Europe, America and Asia-Pacific (Including Middle East). In addition, we don't expect many players from other regions, especially Africa that represents only the 3% of the market.

This article confirms this data because the people that are spending hours playing videogames are from Europe, America and Asia.
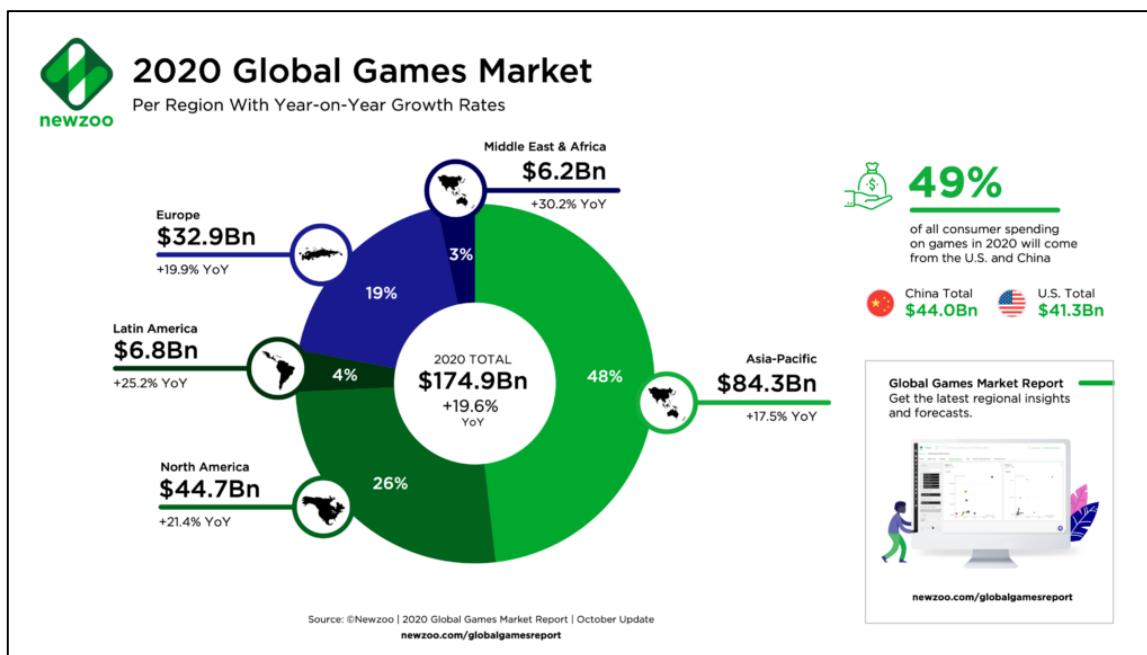

Figure 2 Global market distribution of videogames
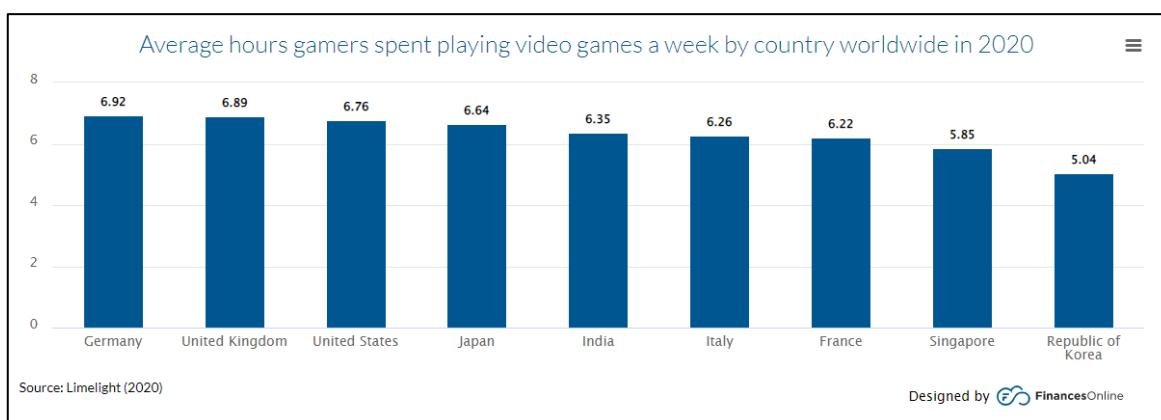
Figure 3 Average hours gamers spent playing videogames per week

3.1.4 Personas

Thomas Spencer
Age: **25**
Location: **New York, USA**
Occupation: **Salesman**

Backstory	Thomas was born from a very poor family and he spent the whole youth in Philadelphia. During his adolescence he was a very intelligent and talented student at the Philadelphia High School. After the diploma he decided to attend the bachelor's degree in computer science at the New York University. To pay his studies he decided to find a work and after several researches he became a salesman. He generally become frustrated at work and he tend to vent his angry with a fighting games.
Bartle's Type	80% Killer 20% Achiever
Like and Dislike	Thomas loves fighting games but hates games with a long story and long dialogues. His favorite fighting game is Super Smash Bros that serve as a distraction source for him.
Time to play	Thomas hasn't much time to spend to play videogames, he is an occasional player. He plays videogame only in the evening after the work for almost one hour.
Platforms	Thomas loves so much playing videogames on PC. He owns a PC for his university related studies. He didn't own a console because he hasn't enough money to buy it and doesn't like it so much.
Compatibility	5/5

Matteo Fabri
Age: **36**
Location: **Rome, Italy**
Occupation: **Nurse**

Backstory	Matteo was born in a middle-class family in the city of Rome. Matteo during his school period wasn't a good student, in fact he often took poor grades. After his school period he attended the nursing faculty at the University of Rome. After some initial difficulties he became a good university student in fact he began to take good grades during his exams. Now, Matteo is a nurse in the surgery department of the Rome's Hospital. He loves so much practicing MMA in his free time.
Bartle's Type	Killer 70% Achiever 30%
Like and Dislike	Matteo likes Fighting games and Sports games but hates Strategy games.
Time to play	Matteo hasn't much time to spend to play videogames, in total he plays 1 hour per day .
Platforms	Matteo owns a PC and a console. He slightly prefer playing on PC
Compatibility	5 / 5

Zihao Yáng
Age: **18**
Location: **Beijing**
Occupation: **Student**

Backstory	He became orphan at 2 years old and he has been adopted at 10 years old. He wants to discover who are his parents and he is currently looking for them. The missing of his parents caused in Zihao the need to socialize with as many people as possible, in fact he is very chatty. Despite his problems Zihao is a very good and friendly student. He wishes would be a Game Developer for a good industry.
Bartle's Type	80% Socializer 20% Explorer
Like and Dislike	Zihao loves so much the MMORPG games but hates the fighting games. His favourite MMORPG game is World of Warcraft where he meets new friends and explores the world. He loves games where he can socialize a lot and make new friends.
Time to play	He plays videogames generally 3 hours per day after the school and after finishing all his homework.
Platforms	He likes PC and uses them
Compatibility	1 / 5

3.2 PLATFORM

To reach the wider target audience possible and grant an optimal experience, the game will be available for PC and consoles (PS4, PS5, Xbox One X, Xbox Series X|S, Nintendo Switch).

This game is not suitable for mobile devices because it needs a comfortable and fast input device (gamepad) and a stable connection in online matches.

3.3 SYSTEM REQUIREMENTS

System requirements are defined in the Technical Design Document, in the 3.1 paragraph.

3.4 PLAYERBASE ESTIMATION

Considering the data, analyzed via steamDB, of other games of the same genre, we estimate about 20.000 subscribed players after 1 year. With an average of 1500 player online, and a constant growth. For more information refer to Technical Design Document chapter 4.

3.5 BUSINESS MODEL

Don't Fall Now! will be available on PC (through Steam) and on digital markets of consoles (PS4, PS5, Xbox One, Xbox Series X|S, Nintendo Switch). The game will be sold with a one-time payment of €19.99.

The game will provide some cosmetics that can be purchased with in-game transactions with a price between 0.99€ and 4.99€. And a battle pass that allows you to unlock a cosmetic item for each level at the cost of 10 €.

3.6 TOP PERFORMERS

Now will we make a list of top selling games that belong to our same game genre to emphasize the unique points that differentiates our game from top competitors.

3.6.1 Super Smash Bros Ultimate

Developer: Nintendo
Released: 2018
Bartle's type: Killer, Achiever

Super Smash Bros is a 3D fighting game with a 2D View. In Super Smash Bros the player can select his favorite character and fight against other characters controlled by the AI or other human players. The goal of the game is to throw the opponent off the stage. During the fight each character has a percentage value associated. More this value is high, further the character will be thrown with a single hit. Super Smash Bros Ultimate is marked by a cartoonish graphics style.

The key features that are present in our game and not in Super Smash Bros are:

- Platforms construction that can be help the ally Fighter or obstruct the opponent Fighter.
- Each character can choose his favorite play style by selecting the class before the match, independently from the chosen character.

Figure 4 Super Smash Bros Ultimate

3.6.2 Brawlhalla

Developer: Blue Mammoth Games
Released: 2017
Bartle's type: Killer, Achiever

Brawlhalla is a 2D fighting game where the player can select his favorite character and fight against other characters controlled by the AI or other human players. Every character in Brawlhalla have a unique combination of stats' values for: *heavy attacks, normal attacks, defense, speed*. The player must throw the opposing player off the stage in order to win the match. During the whole match some weapons spawn. The player can use these weapons to win the match. Brawlhalla is marked by a cartoonish graphics style.

The key features that are present in our game and not in Brawlhalla are:

- Platforms construction that can be help the ally Fighter or obstruct the opponent Fighter.
- Each character can choose his favorite play style by selecting the class before the match, independently from the chosen character.

Figure 5 Brawlhalla

3.6.3 Mortal Kombat 11

Developer: NetherRealm Studios
Released: 2020
Bartle's type: Killer, Achiever

Mortal Kombat 11 is a 3D game with a 2D view. In Mortal Kombat 11 the player can select his favorite character and fight against other characters controlled by the AI or other human players. Mortal Kombat 11 is marked by a splatter graphics style that create a violent atmosphere. During the fight, each player has a life bar that if it goes to zero denotes the death of the player. When the player loses all of his lives, he lose the match. Each character has her combat abilities and one special ability called fatality. The goal of the game is to make the opposing fighter lose all life points.

The key features that are present in our game and not in Mortal Kombat 11 are

- Platforms construction that can be help the ally Fighter or obstruct the opponent Fighter
- Each character can choose his favorite play style by selecting the class before the match, independently from the chosen character.

Figure 6 Mortal Kombat 11

3.6.4 Tekken 7

Developer: Bandai Namco Games
Released: 2017
Bartle's type: Killers, Achiever

Tekken 7 is a 3D game with a 2D view. In Tekken 7 the player can select his favorite character and fight against other characters controlled by the AI or other human players. During the fighting each fighter have a life bar, when his life bar goes to zero the fighter dies and loses one life points. In Tekken 7 each character has a special ability that can use during the match. Tekken 7 is marked by a realistic graphics style. The goal of the game is to make the opposing fighter lose all life points. The key features that are present in our game and not in Tekken 7 are:

- Platforms construction that can be help the ally Fighter or obstruct the opponent Fighter.
- Each character can choose his favorite play style by selecting the class before the match, independently from the chosen character.

Figure 7 Tekken 7

3.7 FEATURE COMPARISON

Title	Smash Bros Ultimate	Mortal Kombat 11	Tekken 7	Brawlhalla	Don't Fall Now!
Genre	Fighting game	Fighting game	Fighting game	Fighting game	Fighting game
Graphics	3D	3D	3D	2D	3D
View	2D	2D	2D	2D	2D
Graphics style	Cartoonish	Splatter	Realistic	Cartoonish	Cartoonish
Special abilities	Yes	Yes	Yes	No	Yes
Players in a match	2 - 8	2	2	2 - 8	2 - 4
Class selection	No	No	No	No	Yes
Construction system	No	No	No	No	Yes
Combo	Simple	Complex	Complex	Simple	Simple
Online mode	Yes	Yes	Yes	Yes	Yes
Story mode	Yes	Yes	Yes	No	Yes

4   LEGAL ANALYSIS

"Don't Fall Now!" is an original game completely developed by the team. The name "Don't Fall Now!" is not currently used in any games or trademarks. Game mechanics, user interface, game flow and story will be developed by the team based on some research in similar games and other media and no copyright infringement is intended.

We will have all rights to use all assets available in the game. They will be crafted by the team or purchased from the market with a correct license.

To distribute the game, we will have to fill all requested documents such as Term of Services (ToS), End User License Agreement (EULA) and Privacy Policy.

4.1   PEGI CLASSIFICATION

By following the guidelines for the PEGI classification in the official website, Don't Fall Now! can be classifiable as a PEGI 12. Don't Fall Now! contains a non-realistic violence between human-like characters in a fantasy world.

Figure 8 PEGI classification

5 GAMEPLAY

5.1 OVERVIEW

In Don't Fall Now the main part of the gameplay is represented by the fight up to 4 players in a 2D view environment against two teams composed by a fighter and a builder. The fighter must physically combat against the opponent while the builders place platforms around the stage. Everyone can gain a temporary advantage through his special ability. Each player can select his favorite class and character based on his play style. The game offers the following modes: adventure, versus offline and versus online. Matches can be played 2 vs 2 or 1 vs 1 in different modes: Deathmatch, capture the flag, king of the hill and juggernaut.

5.2 GAMEPLAY DESCRIPTION

5.2.1 Gameplay phases

In this paragraph we will describe the standard gameplay flow for an online match beginning to the end. Some notes will be provided for the offline mode.

 We have four main phases:

1. *Room finding*
2. *Match preparation*
3. *Fight!*
4. *Fight results*

5.2.1.1 Room finding

To start an online match, the player must join a room. After selecting Online versus mode from the main menu, he has three options:

- Quick match: The player joins an available room or a new one is created
- Private match: A new private room is created and the player has to invite his friends by sending them the match code.
- Join match: The player has to type a match code to join the room

After completing one of these steps, the player will be in one room waiting for other players.

Note: in an offline match this phase is not present. All players see the same screen and joins the "room" using their input device.

5.2.1.2 Match preparation

In this phase the player selects role (Builder or Fighter), character and class.

When the player selects a role, the other teammate can't select his same role. For example, if the player selects the Builder role, his teammate can't be a Builder too and must select the Fighter role.

After selecting the role, the player can select his class. The class selection is very important because it influences the special abilities that the player can use during the whole fight.

The team formation happens during this phase. The team formation is based on the entering order of players.

When the room is full, a countdown starts. When the countdown expires the match begins. If a player disconnects before the match start, the countdown will reset.

5.2.1.3 Fight!

The fighting phase is the core of the whole game and is designed to last less than 10 minutes on average.

Before the match start, fighters will spawn in on the two sides of the screen with their buddy floating near them. In the scenario there are only some platforms where the fighters stand and the rest of the space is empty. When the match starts all players are able to move and perform all their actions.

During the battle, Fighters have to attack the opponent forcing him to fall off the stage. When a Fighter gets hit by the opponent, he loses endurance (see Fighter's properties). When the Endurance goes to zero, the Fighter will be weaker and will be easily thrown farther. This weakening condition lasts for some seconds.

Each Fighter can block the opponent's Fighter attacks during the whole match by activating a special barrier. However, a Fighter can't be in the barrier state forever, in fact the barrier deactivates itself after some seconds even if it doesn't receive any hit. The opponent Fighter can break the Fighter's barrier after several hits. When the barrier is broken, the Fighter is stunned for some seconds. When a Fighter got stunned, he can't move and will be easily thrown farther.

While Fighters are battling, Builders have to support their partner by building platforms around the stage. Every Builder have 3 types of platforms to build, each of them costs a different amount of fuel.

In every moment, if the player's Fury is charged, he can use his special ability (see Players' special abilities).

During the fight, the scenario moves upwards with a velocity that constantly increase. This makes easier to fall down.

When a Fighter falls, his team loses a life point. If the team has any life points left, the fallen Fighter respawns. If the team has no life points left, the <u>match</u> finishes and the team with no more life points has lost the match.

5.2.1.4 Fight results
When the fight finishes, a screen with results of the match is shown. From here players can go back to the match preparation phase.

5.2.2 Rules
During the match, the main rules are:

- A team wins the match when the opponent team finishes his lives.
- A fighter not standing on a platform falls.
- A jump moves the fighter upwards by a fixed amount.
- A fighter in blocking state can't be hit for many attacks from the opponent.
- A fighter that fell off the stage is eliminated and loses a life point.
- A builder can't move off the stage.
- Platforms cannot overlap.
- Building a platform consumes builder's Fuel (see Fighter's properties).
- A platform can be built only if the builder has enough Fuel and the cooldown timer is expired.
- The special ability can be activated only if the player has enough Fury (see Fighter's properties).
- The special ability consumes player's Fury.

5.2.3 Scoring / Winning Condition
A team begins a match with a certain amount of life points. When a fighter falls off the stage, his team loses a life point.

A team wins the match when the opposing team finishes his life points.

5.2.4 Game Goal
In Versus modes the game goal is to defeat the opposing team.

In the Adventure mode the main goal is to reach to the top of golden tree overcoming all levels. Every level is a fight against various AI-controlled enemies.

5.2.5 Players' properties
Players have some properties that change their behavior and the actions that they can perform. They can change on actions performed by the player, attacks received from the opponent or platform on which the player stepped on.

In this chapter we will explain the properties of the Fighter first, after the properties of the Builder and lastly the property of team.

5.2.5.1 Fighter's properties

- **Endurance**: Represents the energy of the fighter. When a fighter is hit by the opponent, it decreases by a variable value based on the received attack. When this property goes to zero, all received hits will throw the player farther than normal.
- **Speed**: Represents the movement velocity of the Fighter. Generally, it's a fixed value but it can grow for some seconds when the player steps on a Run Platform or when the *super velocity* special ability is activated.
- **Jump force**: Represents the maximum height reached by a single jump of the fighter. Generally, it's a fixed value but it can grow for some seconds when the player steps on a Wind Platform.
- **Strength**: Represents the strength of an attack of the Fighter. The opposing fighter will be thrown away proportionally to the fighter strength who hit him. Generally, it's a fixed value but it can grow for some seconds when a player steps on Strength Platform or when the *super strength* special ability is activated.
- **Barrier Stamina**: Represents the life of the Fighter's barrier. When a fighter is using the barrier, this value slowly decreases. If the barrier is hit by the opposing fighter, then this value decreases based on the received attack. When the Barrier Stamina is below a certain threshold, the player can't rise up his barrier he got stunned.
- **Fury**: Represents the energy needed to execute the Fighter's special ability. It slowly recharges after some time.

5.2.5.2 Builder's properties

- **Fuel**: Represents the energy needed to build platforms. It is consumed when the Builder construct a platform and it recharges after some time. When the Fuel goes below a certain threshold you can't build any platform.
- **Speed**: Represents the movement velocity of the Builder. Generally, it's a fixed value but it can grow for some seconds when the *super velocity* special ability is activated.

5.2.5.3 Team's properties

- **Life points**: represent the lives of the team and can't be recharged. When a team lose all of his lives, the match ends.

5.2.6 Players' classes

Fighter and Builder can choose their class based on their favorite play style. Each class has a special ability associated. However, in case of the Builder, the class also selects the set of platforms that can be constructed.

5.2.6.1 Fighter's classes

Fighter Class	Special Ability
Hare	*Super speed*
Stunner	*Stun fighter*
Tank	*Invulnerability*
Gladiator	*Super strength*
Saboteur	*Stun builder*
Rogue	*Ambush*
Mesmer	*Replicas*
Time Fighter	*Flashback*

5.2.6.2 Builder's Classes

Builder Class	Special Ability	1st platform	2nd platform	3rd platform
Defender	*Obstruction*	*Normal*	*Heavy*	*Barrier*
Attacker	*Demolition*	*Normal*	*Fragile*	*Strength*
Acrobat	*Super speed*	*Normal*	*Slow*	*Agility*
Mage	*Refuel*	*Normal*	*Trap*	*Stun*

5.2.7 Players' special abilities

A special ability is a special action performed by Fighters and Builder that grant a temporary advantage. It can be activated in every moment during the match only if the Fury indicator is full. When used, a variable amount of fury is consumed.

A special ability can be used to change the status and the properties of the player that used it or to obstruct the enemy team. Different combinations of special abilities across the players let the gameplay be different on every match.

5.2.7.1 Fighter's special abilities

- **Super speed:** Increase the velocity of the Fighter for some seconds.
- **Stun fighter:** Stun the opponent Fighter for some seconds.
- **Invulnerability:** Make the Fighter invulnerable to the opponent's Fighter attacks for some seconds.
- **Super strength:** Increase the strength of the Fighter for some seconds.
- **Builder stun:** Stun the opponent Builder for some seconds.
- **Ambush:** Teleport the Fighter behind the opponent Fighter.
- **Replicas:** Invoke fake copies of Fighter to confuse the opponent team. Copies don't move.
- **Flashback:** Teleport the Fighter back to a position where he was some seconds before.

5.2.7.2 Builder's Special abilities

- **Obstruction:** Build a layer of uncrossable platforms, except one.
- **Demolition:** Destroy all platforms close to the builder. Heavy platforms can't be destroyed.
- **Super speed:** Increase the velocity of the Builder for some seconds.
- **Recharge:** Recharge completely the Fuel of the Builder.

5.2.8 Platforms

In Don't Fall Now! there are many platforms, each of them has his special effect. Building a platform consumes a specific quantity of Fuel. A platform can be built if the Builder has enough Fuel as required for that specific platform. There are many platforms, each with his own special effect:

- **Normal:** The only platform without effect.
- **Uncrossable:** This platform can't be crossed by the players.
- **Heavy:** This platform is bigger than the others and can't be crossed by the players. It can't be destroyed by the *demolition* special ability.
- **Fragile:** This platform destroys itself when the opponent Fighter lands on it.
- **Slow:** This platform decreases movement speed, jump force and recharge speed of the special ability of the opponent fighter that lands on it.
- **Trap:** This platform rotates of 90 degrees when the opponent Fighter lands on it, positioning itself in a vertical position.
- **Barrier:** This platform makes the ally Fighter invulnerable for some seconds when he lands on it.
- **Strength:** This platform increases the Strength of the ally fighter for some seconds when he lands on it.
- **Agility:** This platform increases movement speed, jump force and recharge speed of the special ability of the ally fighter that lands on it.
- **Stun:** This platform stuns the opponent Fighter for some seconds when he lands on it.

5.2.9 Fighter's attacks
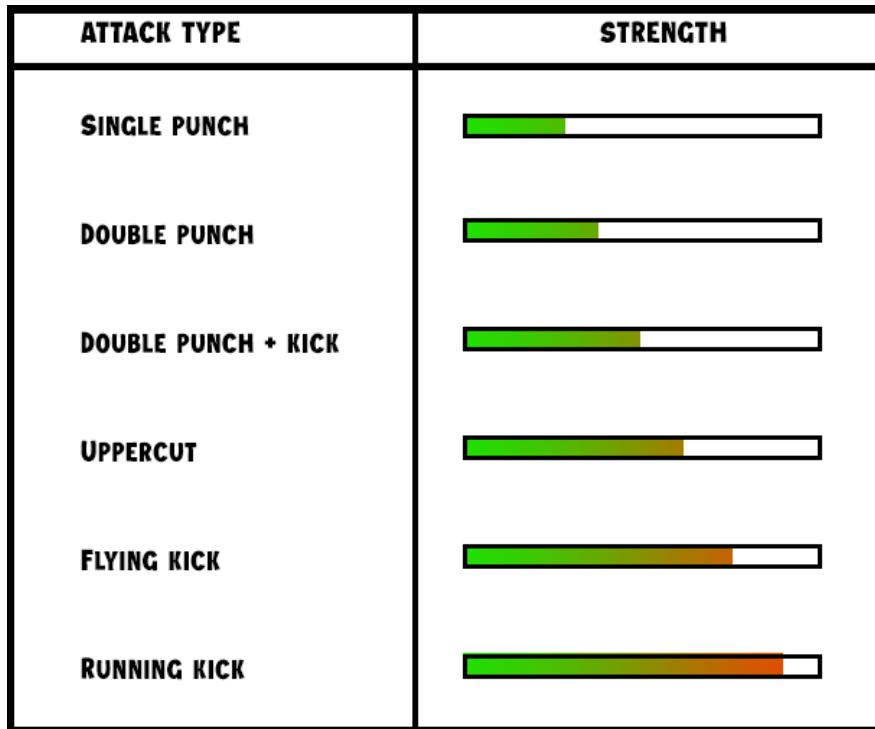
Figure 9 Fighter's attacks

5.3 CONTROLS

In this paragraph we will explain the controls while being the Fighter, the Builder or while navigating the menus. The suggested device is the gamepad, but the player can also use the keyboard. All controls for gamepad are explained using the PlayStation and the Xbox buttons.

Fighter Controls			
Action	PlayStation	Xbox	Keyboard
Single punch	▣	✕	J
Double punch	▣ + ▣	✕ + ✕	J + J
Double punch + kick	▣ + ▣ + ▣	✕ + ✕ + ✕	J + J + J
Flying kick	In air: ▣	In air: ✕	In air: J
Uppercut	▣ + Ⓛ up	✕ + Ⓛ up	J + W
Running kick	▣ + Ⓛ left/right	✕ + Ⓛ left/right	J + A / D
Jump	✕	Ⓐ	Spacebar
Double jump	✕ + ✕	Ⓐ + Ⓐ	Spacebar + Spacebar
Special ability	L2	LT	L
Movement	Ⓛ	Ⓛ	D / A
Block	L1	LB	K
Pause	OPT	▶	ESC

Builder Controls			
Action	PlayStation	Xbox	Keyboard
Movement	Ⓛ	Ⓛ	WASD
Place 1st platform	▣	✕	J
Place 2nd platform	✕	Ⓐ	K
Place 3rd platform	⬤	Ⓑ	L
Special ability	L2	LT	I
Dash	R1	RB	F
Pause Menu	OPT	▶	ESC

Menu Navigation			
Action	PlayStation	Xbox	Keyboard
Moving on UI	Ⓛ	Ⓛ	WASD
Select	✖	Ⓐ	Enter
Back	⬤	Ⓑ	ESC

5.4   MODES

5.4.1 Versus mode

Versus is the core mode of the game. In this mode up to 4 players can fight each other. Versus matches can be played online or offline (on the same screen).

A match can be played by a different number of players:

- 2 VS 2: the default one. 2 team of two players. Every team is made up from a Fighter and a Builder.
- 1 VS 1: Two fighters. Every fighter can place platforms on its own.

A match can be played in different game modes:

- Deathmatch: the default one. Fighters have to force the opponent to fall off the stage.
- Capture the flag: in the stage there are two platforms, that serve as "base" of the team, on which there is a flag. Each team have to bring the enemy flag from the enemy base to his base to score a point. The winner is the team with most points at the end of the game time.
- Fight for the crown: In the stage there is a crown that can be collected by touching it. When a player that is holding the crown is hit many times, he drops it. The winner is the player that got the crown for most of the time
- Juggernaut: The first player obtaining an elimination becomes the "juggernaut". Being a juggernaut let the player move significantly faster and hit much stronger. If a player eliminates a juggernaut, then he becomes the juggernaut. The winner is the player that got most eliminations.

5.4.2 Adventure mode

The adventure mode is the single player mode of Don't Fall Now. In this game mode the player controls Mattias the chosen boy. The player has to reach the top of golden tree and during his journey the player will fight against other characters that represents the clan leaders. The Adventure mode is subdivided in levels with different game modes and a growing difficulty. Every level is a fight between the player and his bud against AI-controlled enemies.

5.5 GAME INTERFACES

In this section we will show the game UI by the graphics point of view. These images of the UI represent only a sketch and maybe could change during the development.

5.5.1 Main menu

Figure 10 Main menu

The first window that appears to the player is the Main Menu. In this window the player can see a background, the game title and several buttons that allow him to access main sections of the game. The buttons are:

- Adventure: Access the Adventure mode screen
- Versus Offline: Access the Versus offline mode section
- Versus Online: Access the Online menu section
- Settings: Access the settings screen
- Credits: Access the credits screen
- Quit: Close the game window

5.5.1.1 Main menu – Settings
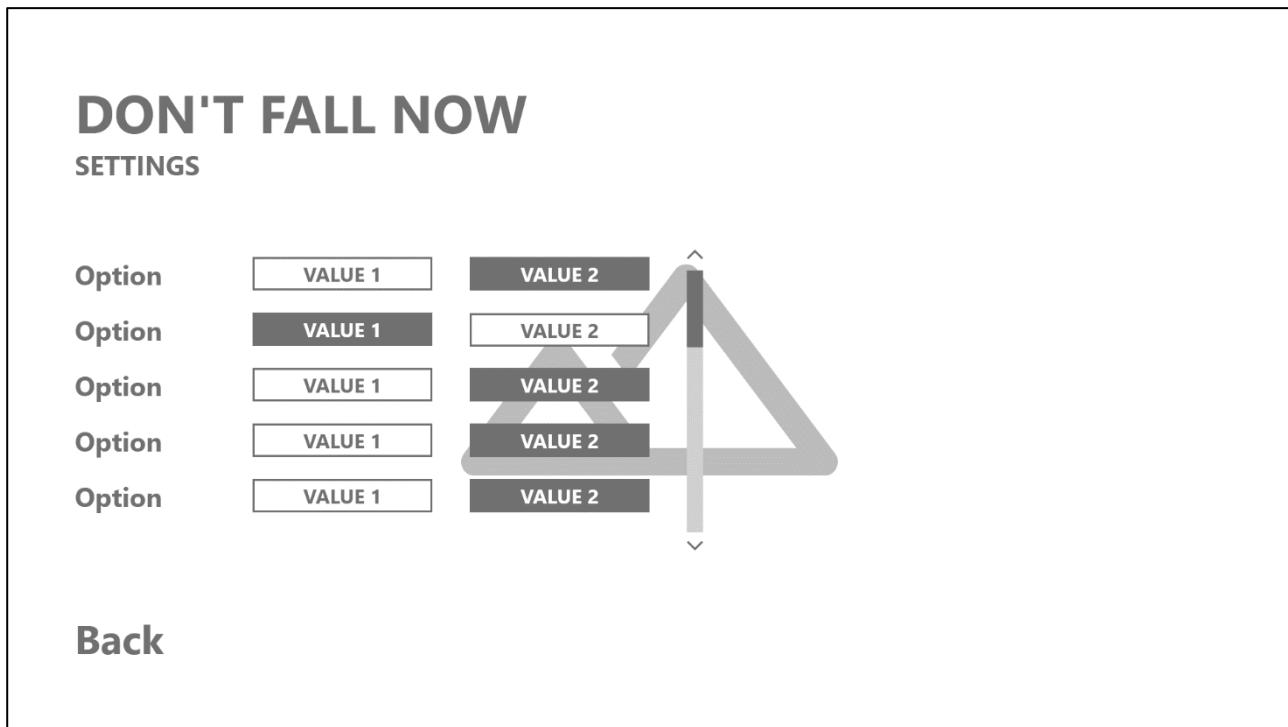
Figure 11 Settings

In the settings screen the player can select general settings of the game such as graphics and audio preferences.

By pressing the back button, the player returns to the Main Menu.

5.5.1.2 Main menu – Credits
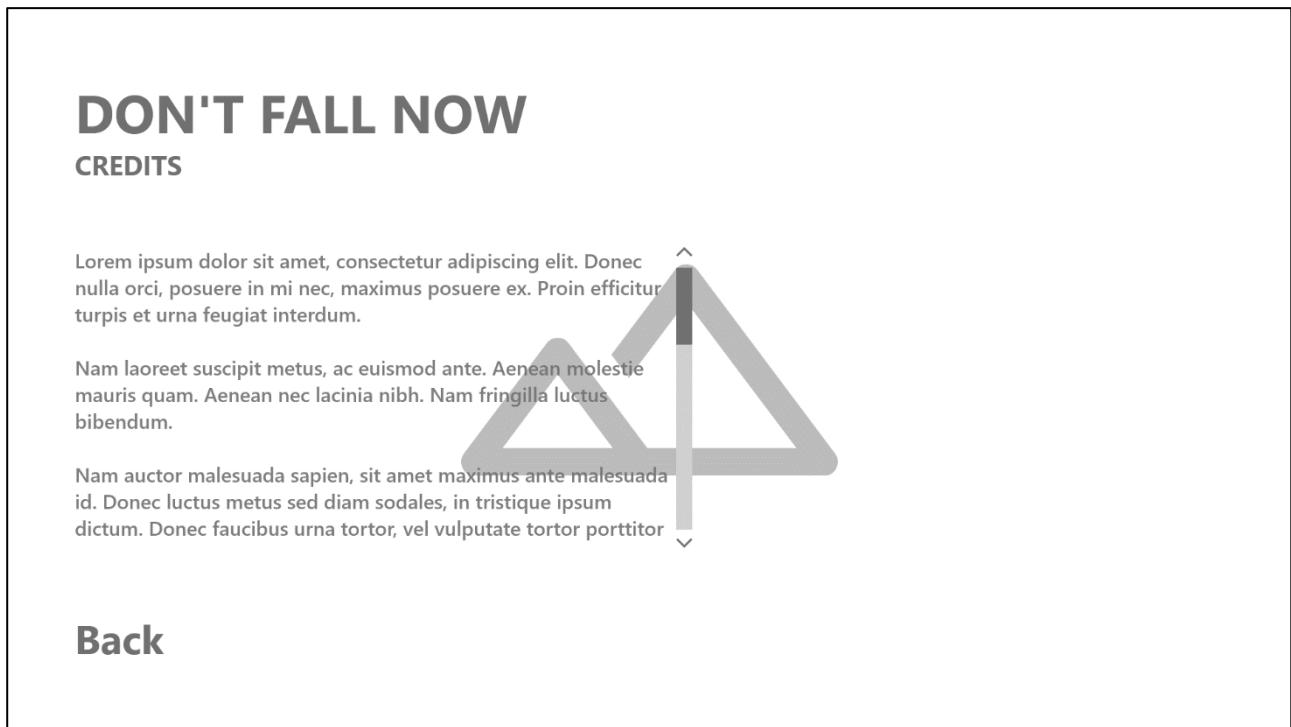
Figure 12 Credits

In the credits screen the player can find references for all the people that have contributed to create the game and references to licenses of the assets and tools that require them.

By pressing the back button, the player returns to the Main Menu.

5.5.2 Online menu
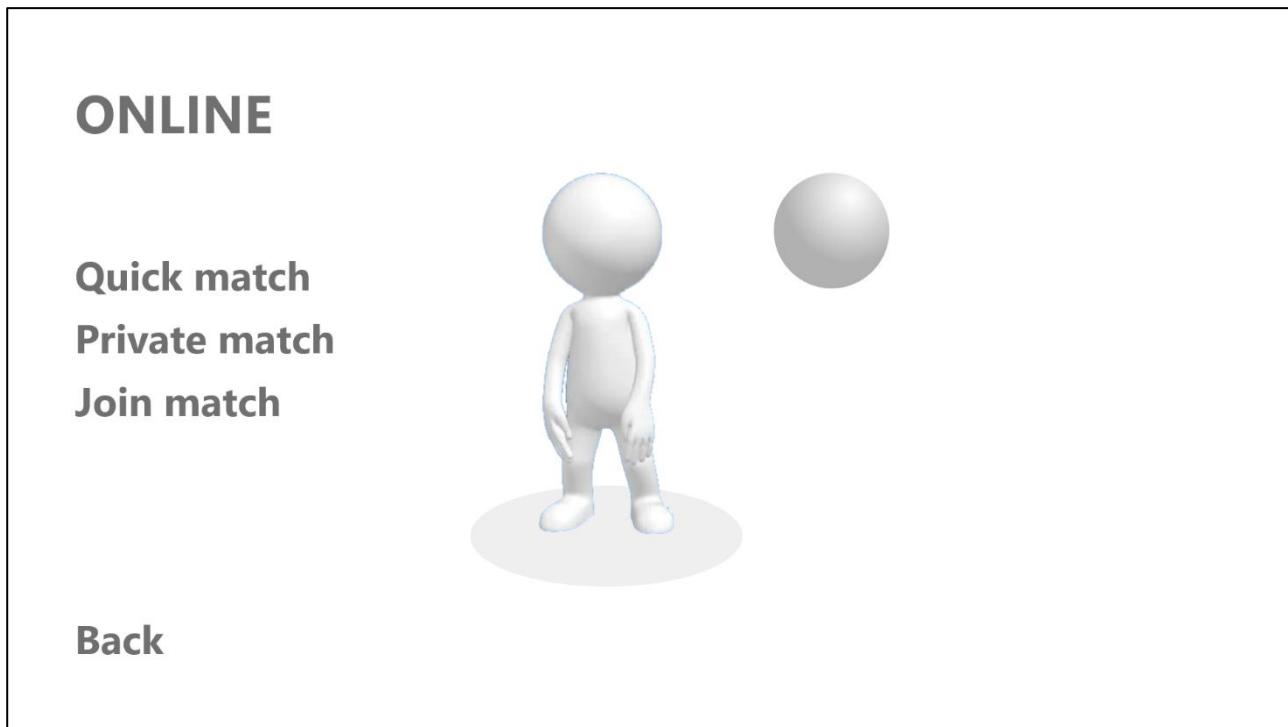
Figure 13 Online menu

In the Online Menu section, the player can access all online features. A fighter and his bud are always shown in the middle of the screen.

In this screen the player can join a match through these three buttons:

- Quick match: Find a room or create a new one and go to the Quick Match screen
- Private match: Create a new room and go to the Private Match screen
- Join match: Opens the Join Match screen

By pressing the back button, the player returns to the Main Menu.

5.5.2.1 Online menu – Quick match
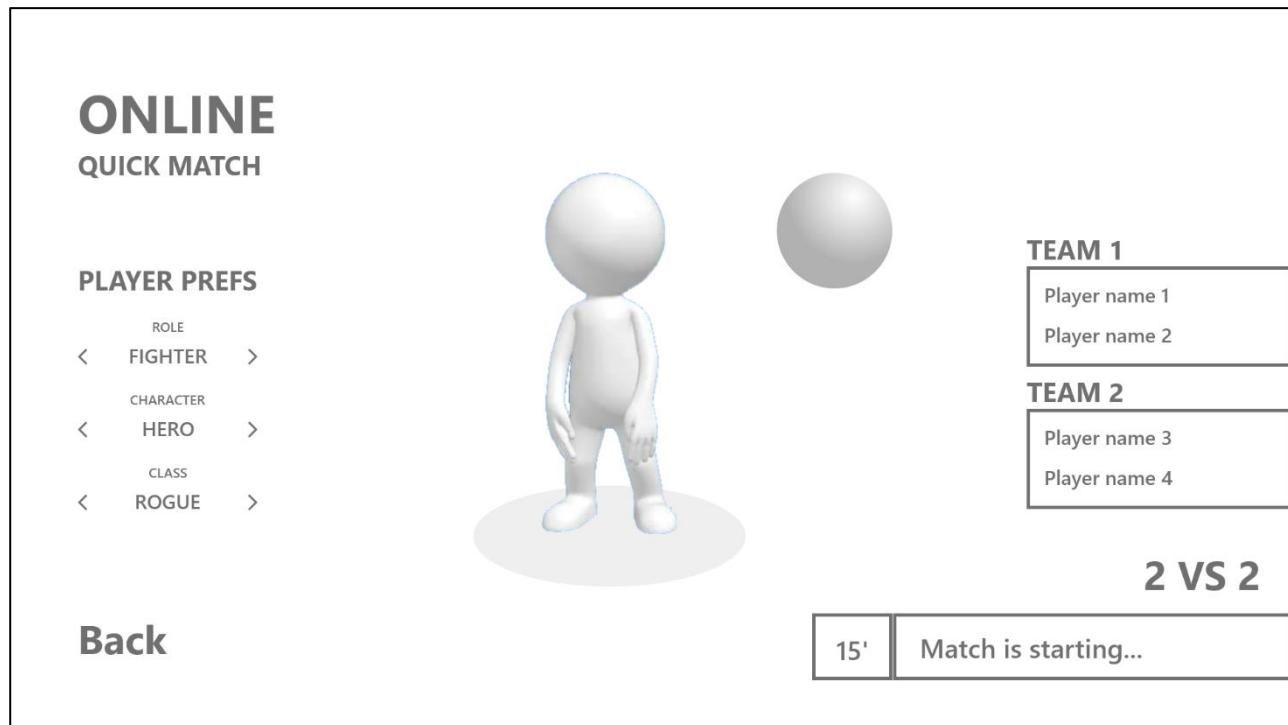
Figure 14 Quick match

In the Quick match screen, the player can select his preferences for the match and wait for the match to start.

On the left side of the screen the player can select role, character and class for the next match. On the right side the player can see lobby status, the countdown and the current mode. Players and teams are shown only if the player is in a room. This screen can be in three different subsequent statuses identified by the label in the bottom-right corner:

1. Looking for a match: the game is looking for a match
2. Looking for players: the player is in a room but there are other players to wait
3. Match is starting: the room is full and the countdown is running. When it reaches 0, the match begins

By pressing the back button, the player returns to the Online Menu, leaving the room.

5.5.2.2 Online menu – Private Match
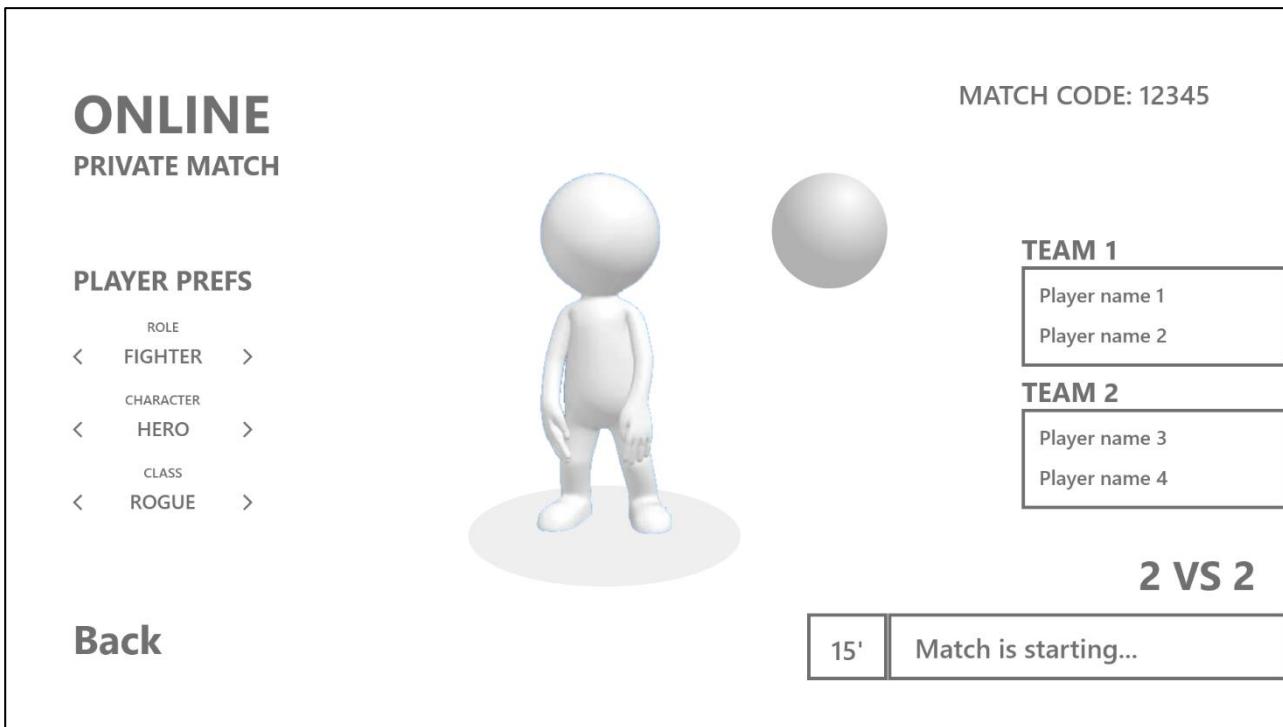
Figure 15 Private match

The Private match screen is the same as the quick match screen despite of the title and the match code shown in the upper right corner. A private match is only accessible trough the code so, after creating a private match the host have to share this code to his friends to let them enter the room.

5.5.2.3 Online menu – Join match
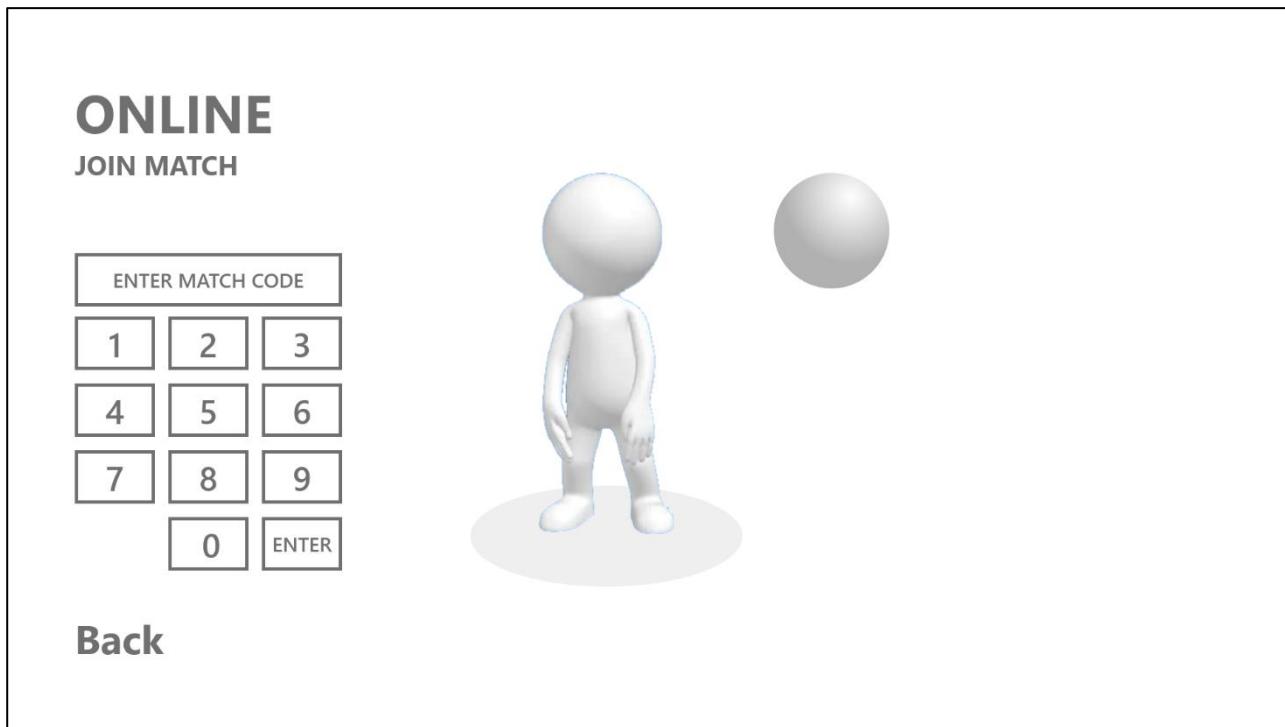
Figure 16 Join match

In the Join match screen, the player can enter the match code to join a private match.

On the left side there is a custom numeric keypad to let players with a controller interacting without using the keyboard or delegating the system to open a virtual keyboard.

The player has to digit the match code and press enter. During the match research, a generic dialog is shown (see Generic Dialog). Match research can end in two ways:

- Success: the system found the room identified by the match code, the player enters the room, and the Private match screen is shown.
- Error: the system can't find the room and the dialog show the reason of the error. After closing the dialog, the player can retry to digit the match code.

By pressing the back button, the player returns to the Online Menu.

### 5.5.3 Versus offline lobby
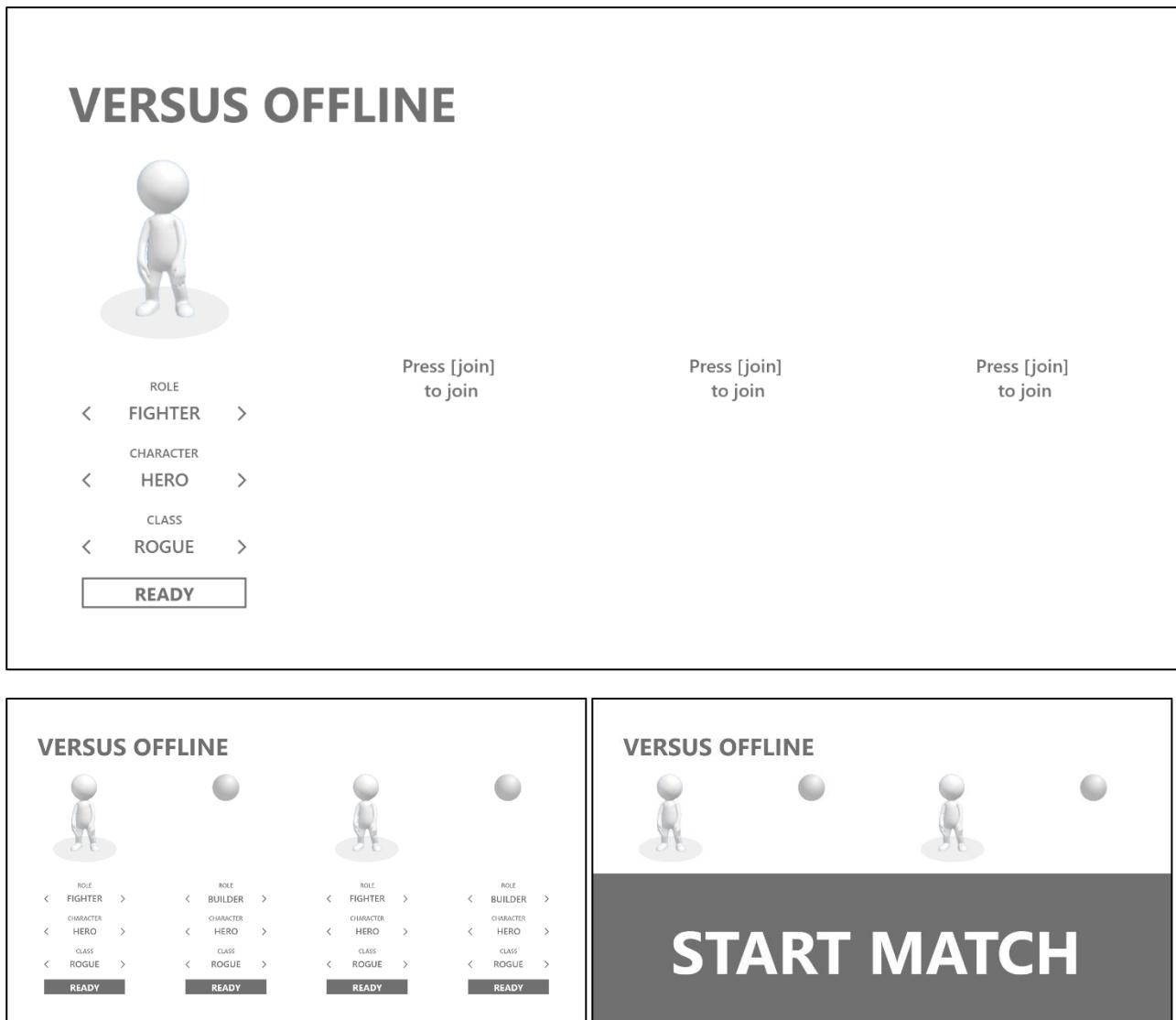
Figure 17 Versus offline lobby

In the Versus offline lobby screen, the player can select his preferences for the match, let his friends join by using other connected input devices and wait for the match to start.

The screen is spitted in 4 columns. Every column represents an available slot for a player in the match. Every column can be in two statuses:

- Player disconnected: the player have to connect a supported input device. When he presses the join button, the status switch to "player connected".
- Player connected: the player have already joined the lobby and can select role, character and class. When he have selected his preferences, he can press the "Ready" button. If he wants to leave the match, he can push the back button on the input device to disconnect and the status switches to "player disconnected"

When enough players have joined the lobby and all of them are "Ready", the "Start match" is shown and the match can begin.

If there is only one player in the lobby and he presses the back button on his input device, the game returns to the Main Menu, leaving the lobby.

5.5.4 Versus game
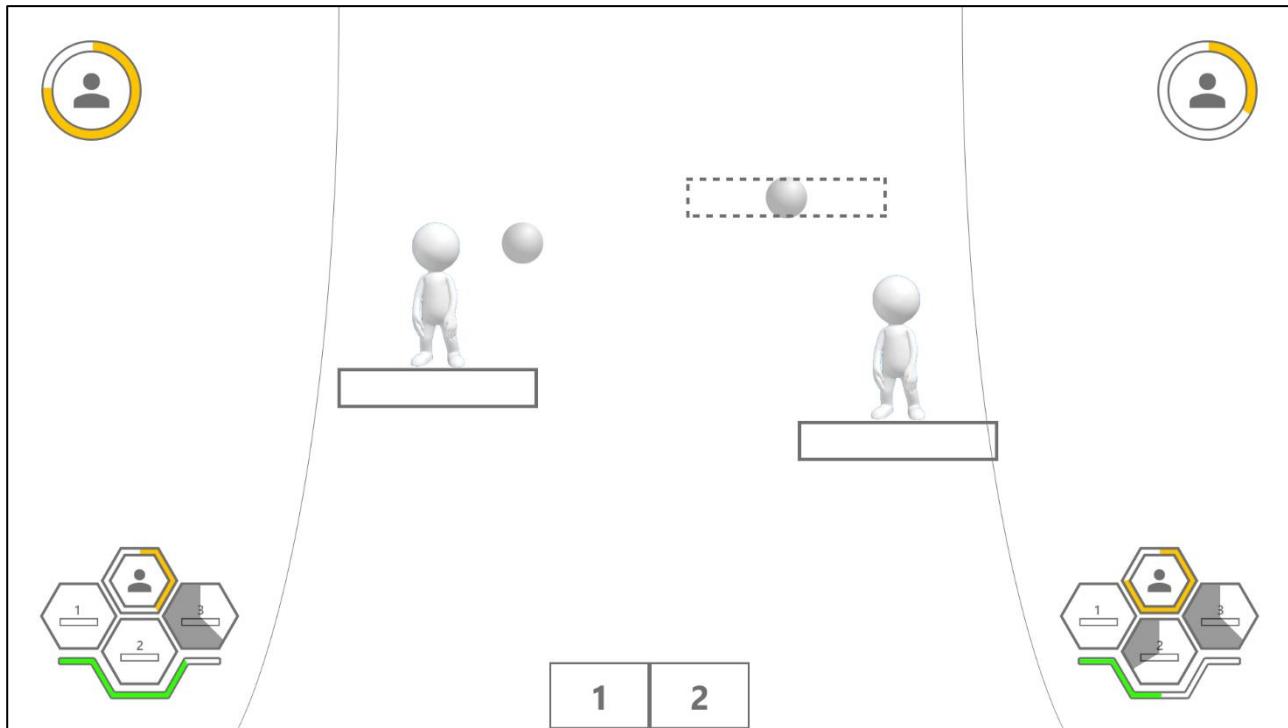
Figure 18 Versus game

This screen is shown when players are fighting.

In the middle of the screen there are two fighters standing on two platforms. The builder of the player on the right is floating around the stage and is planning to place a platform. On the background there is the Golden Tree.

In the middle of the bottom side of the screen are shown the eliminations of both the teams. On the four corners there are the pieces of UI relative to the players, fighters on top and builders on bottom.

5.5.4.1 Fighter UI

In the middle of this control is shown the avatar of the current selected character. Around this there is an indicator that represents the current Fury charge of the fighter.

5.5.4.2 Builder UI

This control shows three different info:
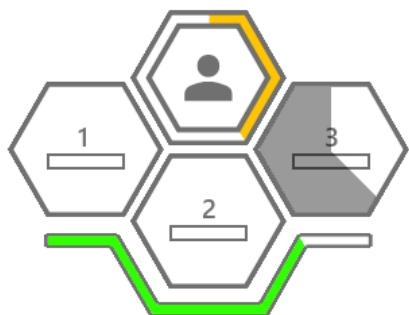
- The middle-upper hexagon represents the character avatar and the current Fury charge in the same way as the fighter.
- The other three hexagons represent current available platforms. If a platform is recharging, a radial dark indicator is shown.
- The bottom bar represents the current Fuel charge of the builder

5.5.4.3 Versus game – Finish
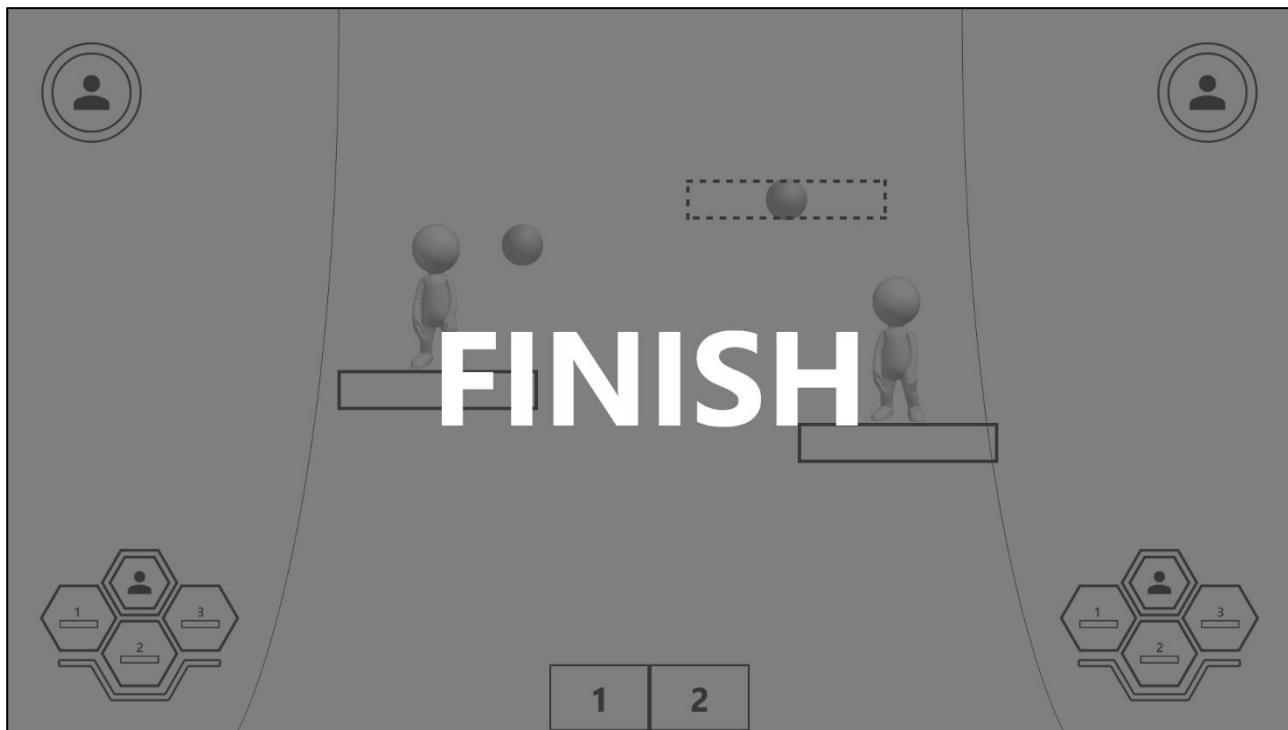
Figure 19 Finish

When the match finishes, a dark overlay with the text "FINISH" is shown. After some seconds, the game will show Game Results screen.

5.5.4.4 Versus game – Pause
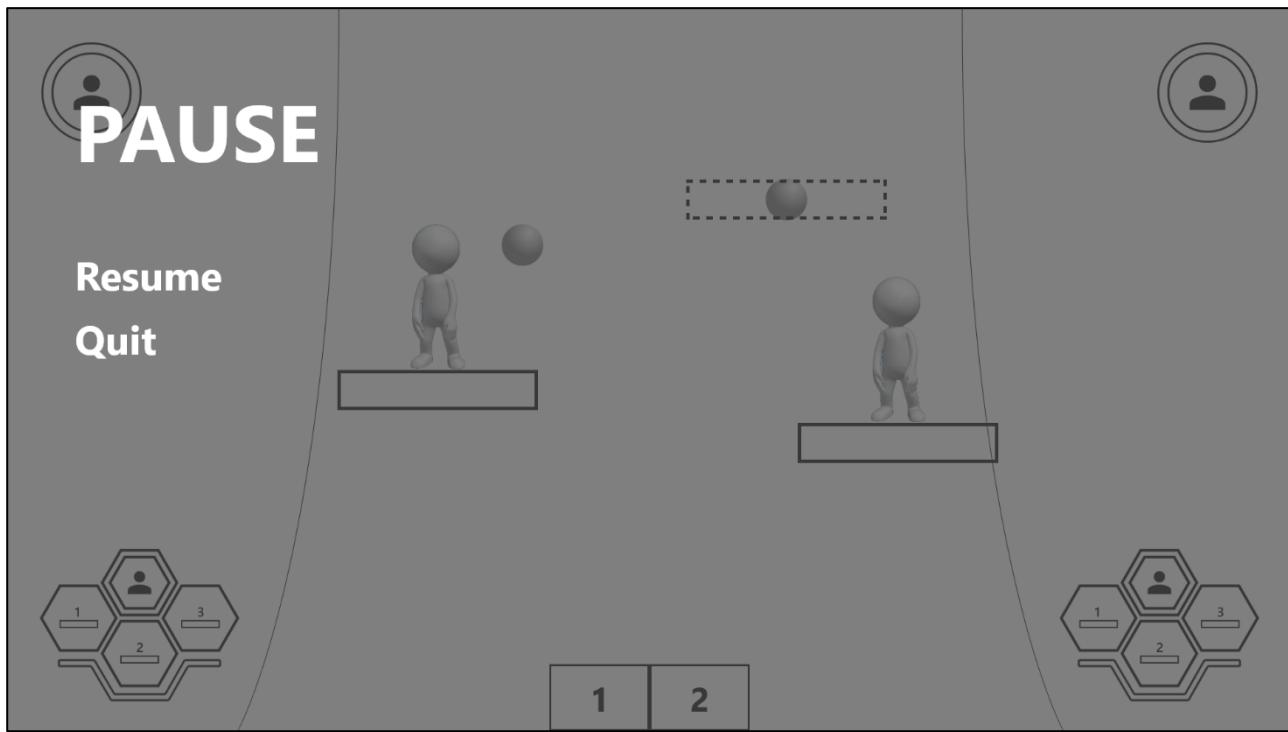
Figure 20 Pause

In every moment of the versus game, players can enter Pause menu.

If the game is offline, the game will pause. If the game is online, the game will not pause but only the pause menu is shown.

5.5.4.5 Versus game – Results
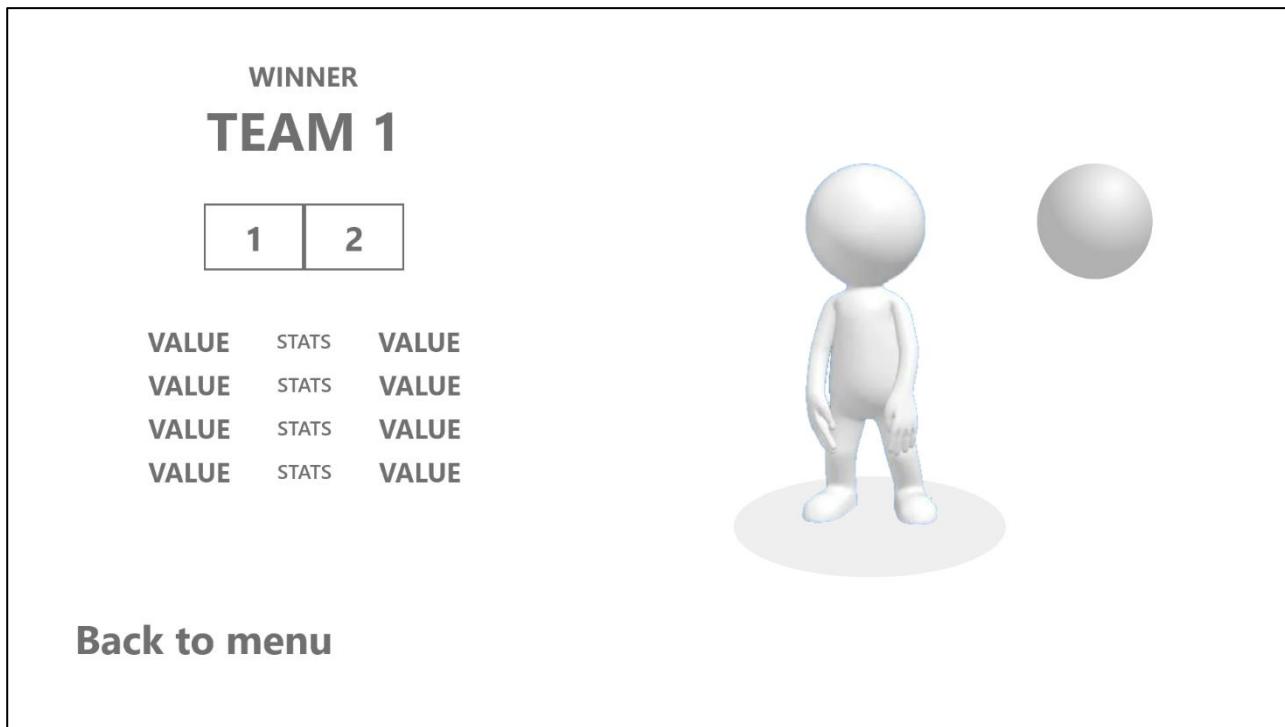
Figure 21 Results

After the match, a small brief is shown. On the right side there is a 3D view of the winning team. On the left is shown the winner team, the final score and some stats of the current match.

Every player can go back to the menu by pressing "Back to menu" or after some seconds the game switch scene automatically.

5.5.5 Loading screen
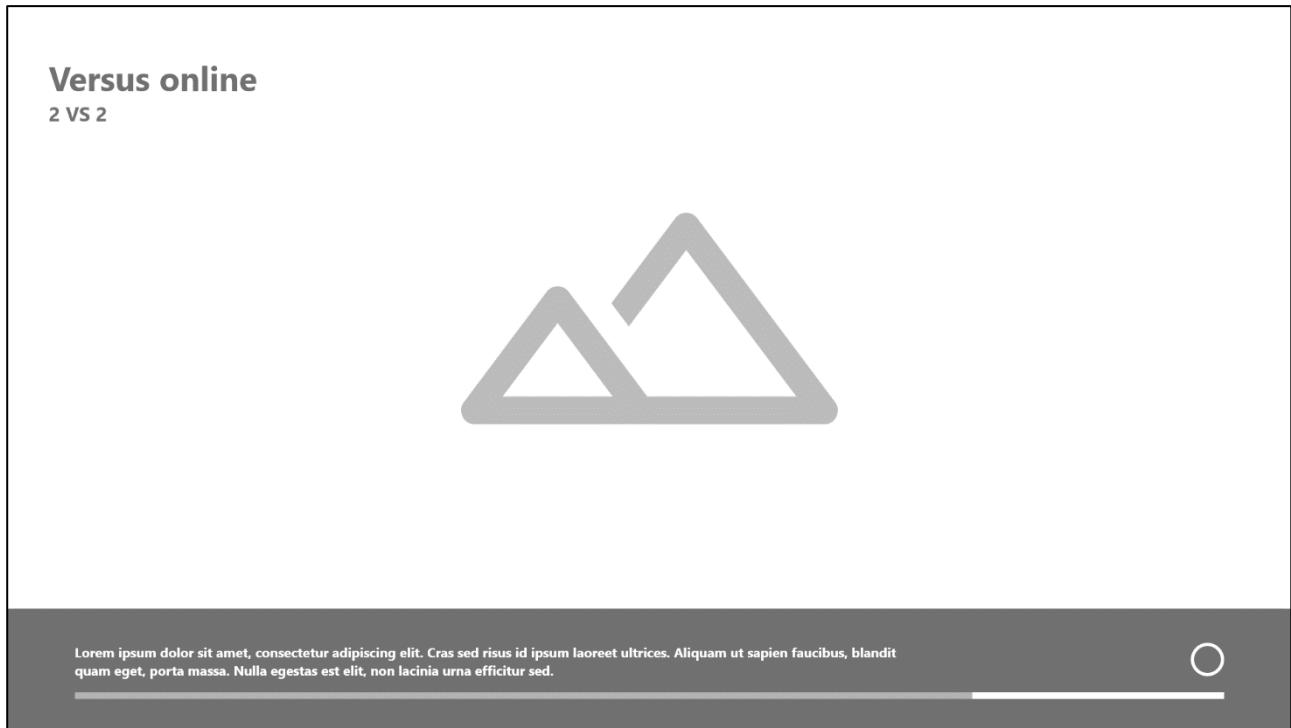
Figure 22 Loading screen

This loading screen is shown during the loading time of the Versus game scene.

Most of the screen is occupied by an image representing the game world or the stage. In the top-left corner there is the current game mode name. In the bottom side of the screen there is a space that holds the loading bar, a loading indicator and some text with hints.

5.5.6 Generic Dialog
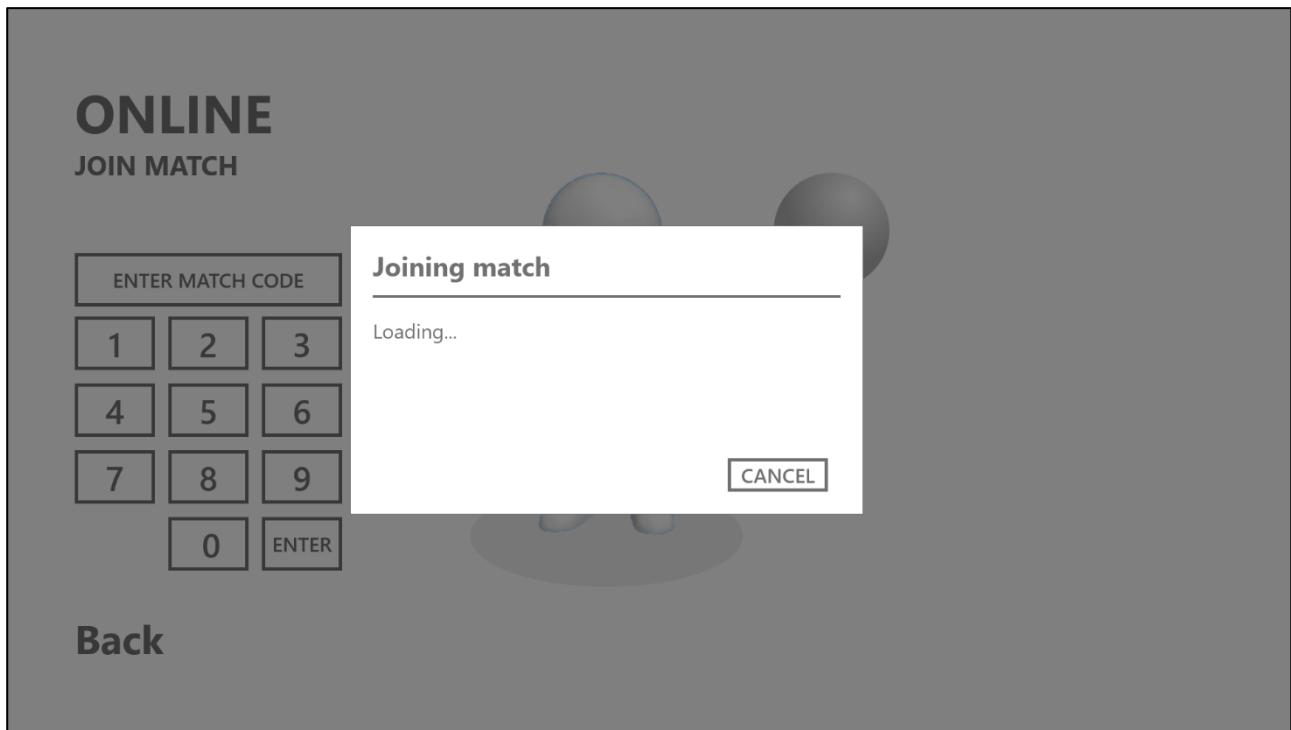
Figure 23 Generic dialog

This is an example of a generic dialog that can be useful to show warnings, error or let the player know that something is happening and he has to wait.

It's made up of three sections:

- Header: some text that briefly describes the content of the dialog
- Content: text or images in the middle of the dialog to inform the player
- Footer: One or more buttons to let the player perform an action, usually close the dialog or interrupt the action

5.6   GAME FLOWCHARTS

In this section we will show some of the game UI by the logical point of view using the flowcharts.

5.6.1 Global flowchart
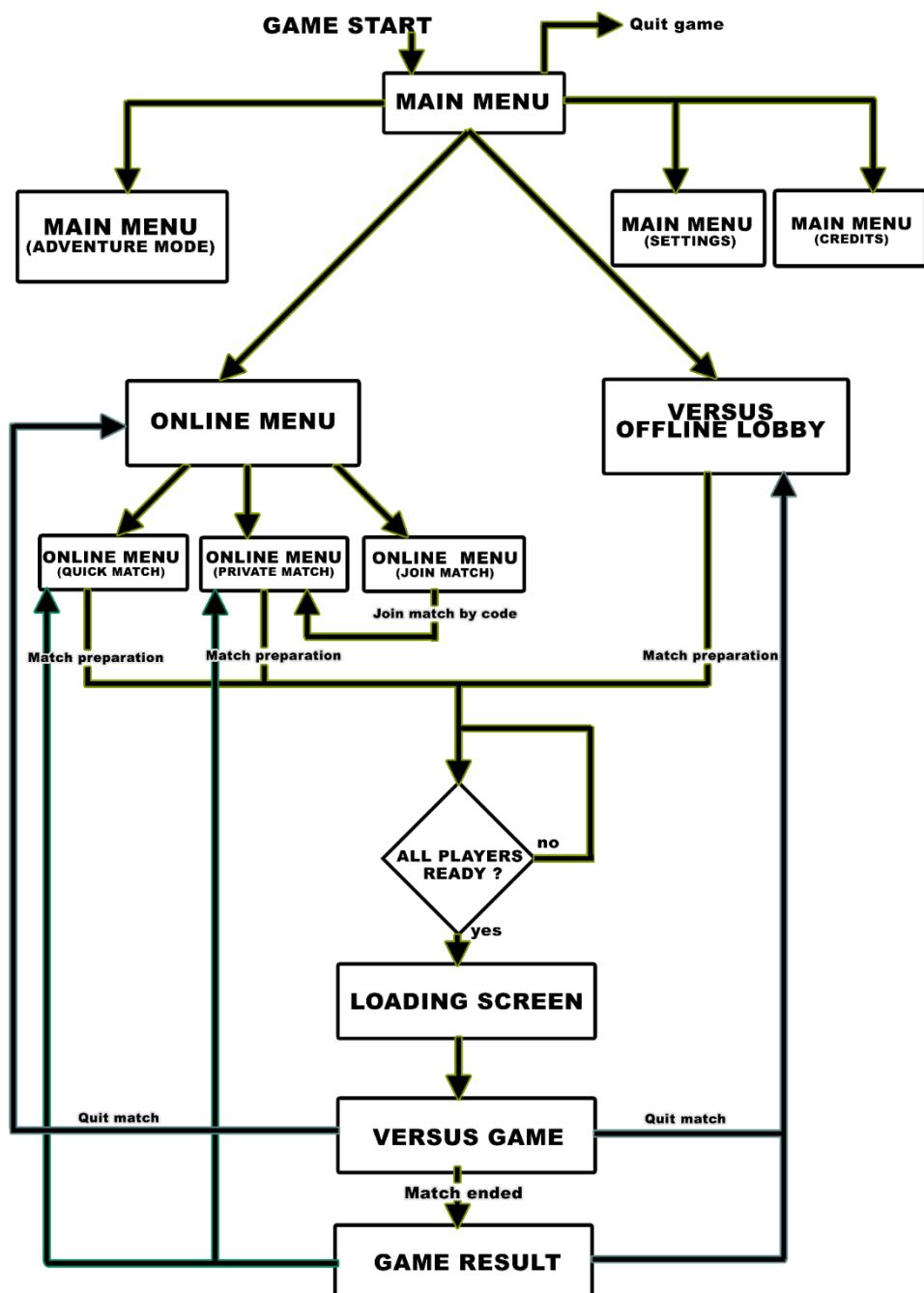
5.6.2 Join match

5.6.3 Versus offline lobby

GO TO MAIN MENU ← *press back button* VERSUS OFFLINE LOBBY

PLAYER DISCONNECTED

Player connects controller and press join button

PLAYER CONNECTED

ROLE SELECTION

CHARACTER SELECTION

CLASS SELECTION

PLAYER READY

Player connection/ disconnection

ENOUGH PLAYERS ? — *no*

yes

ALL PLAYERS READY ? — *no*

yes

START MATCH
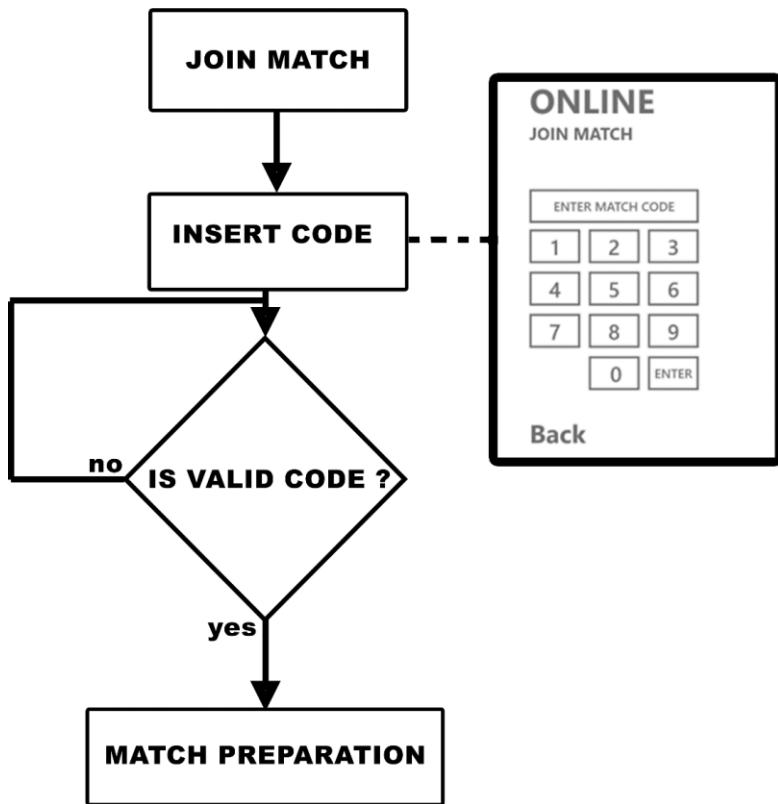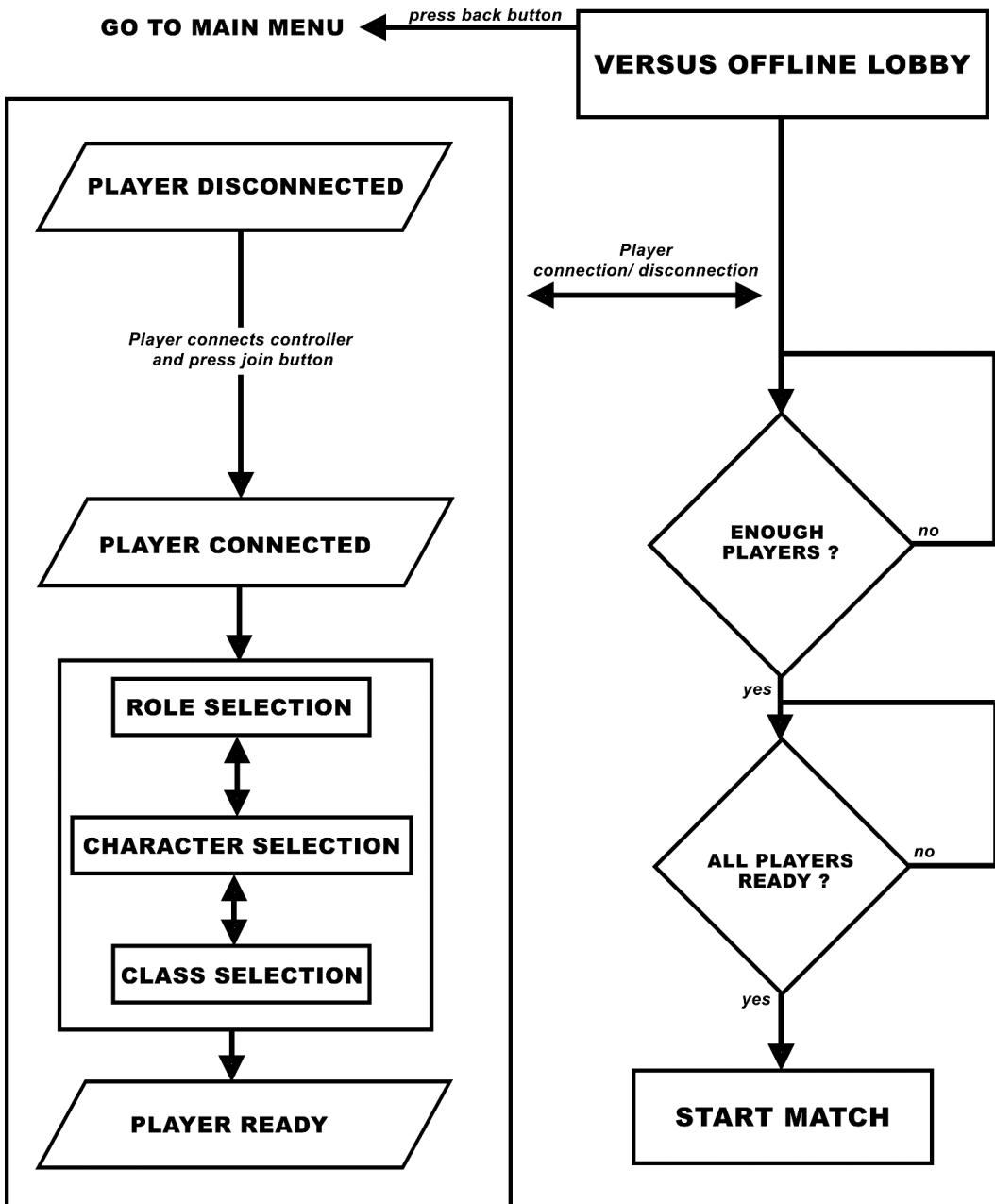
6 GAME CHARACTERS

The game characters have a cartoonish graphics style, so a low-poly model was preferred to a super realistic model. The design of each character is medieval.

6.1 FIGHTERS

All fighters have the same properties and can choose the same classes. Characters represents only a visual skin. All the fighters have fighting skills, but also magic skills. In fact, every fighter can use a special ability. The fighters are:

- Mattias
- Atos
- Luna
- Aetna

6.2 BUILDER

In Don't Fall Now! There is only one type of builder and is represented by a bud. He has a special magic power that allow him to construct special platforms with various effects.

7 STORY

7.1 SYNOPSIS

After the impact of a falling stars a large tree appeared. This event revitalized the world. After a while a living bud was given as a gift to the all people of world. This bud made possible to perform acts unthinkable until that day. However, the Golden Tree hid a great secret. On the top of the tree there was a golden bud that gave the gods' power. This provoked many wars between clans in order to obtain the golden bud and his power. The prophecy engraved in The Golden Tree said that: "One day when power perseveres the entire planet, a child born from the stars will hold the fate of creation.". After a couple of years a child was found at the foot of the tree. Year after year the bond between the child and the tree grew stronger, until he decided to reach the top of the tree to get the power of the golden bud.

7.2 COMPLETE STORY

A long time ago the earth was disappearing: there were arid areas, the food was shortening and animals and people were dying. One day, however, something changed: suddenly a bright star fell from the sky. Upon impact, a large tree appeared, its branches and its leaves were emanating brilliant golden rays. Their contact with the earth made it bloom again, bringing it back to its maximum vitality. After a while a wave of energy spread throughout the world giving every living being on earth a living bud, a representation of the bond between soul and body. This bud made possible to perform acts unthinkable until that day. Thought to help the human being to progress in his evolution, it was used for quite other purposes... The tree brought a great secret: on top of it there was a much more powerful bud emanating a warm light which can give a strength equal to that of the gods. The bud received as gift was not enough for the various clans that populated the earth. When they discovered the true power of the golden bud, they began to clash: every clan wanted that power at all costs. This resulted in a war that spread over the entire planet. The clans fought each other to gain control over the golden tree, and unfortunately, many died. An ancient legend was engraved on the tree bark: *"One day when power perseveres the entire planet, a child born from the stars will hold the fate of creation."* War continued for years, meanwhile a child found under the golden tree and secretly brought to safety, grew. Year after year, his connection with the tree became stronger and stronger, until, attracted by that energy, he decided to travel to the top. The boy of the legend will have to climb the golden tree, overcoming dangerous pitfalls and fighting against all the clan leaders who preside over the golden tree. Will he be able to reach the top and

make contact with the golden bud? The fate of creation is in his hands. Will he fight to the last burn of energy, and never fall down?

7.3 STORYBOARD
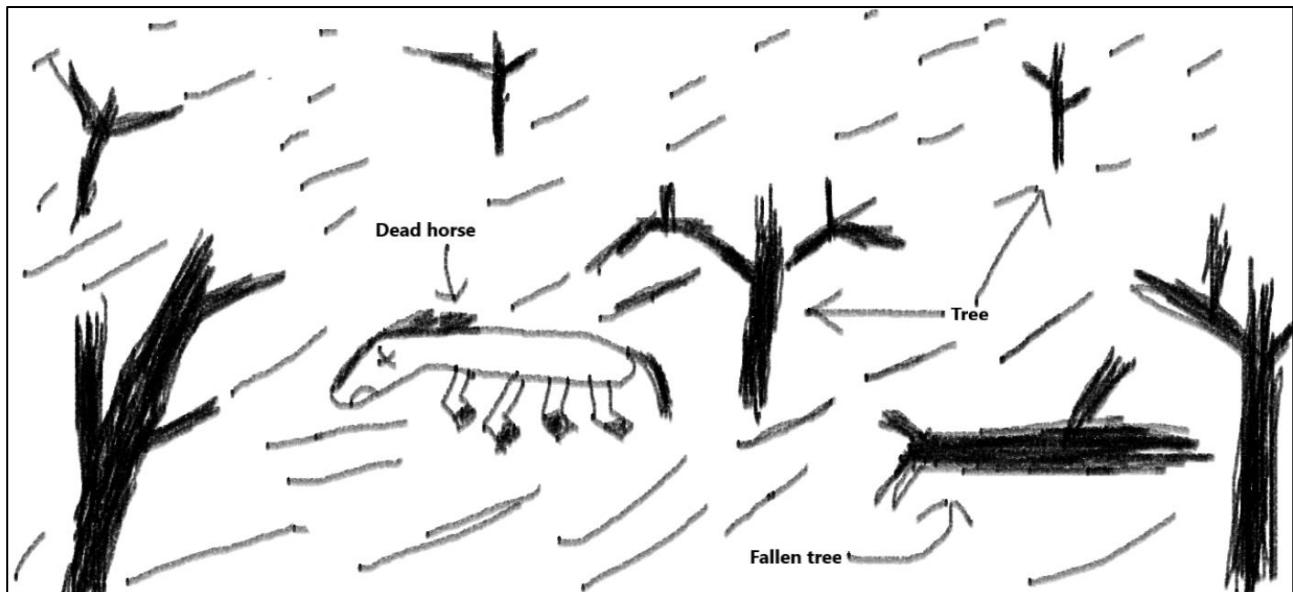
A long time ago the earth was disappearing: there were arid areas, the food was shortening and animals and people were dying


One day, however, something changed: suddenly a bright star fell from the sky
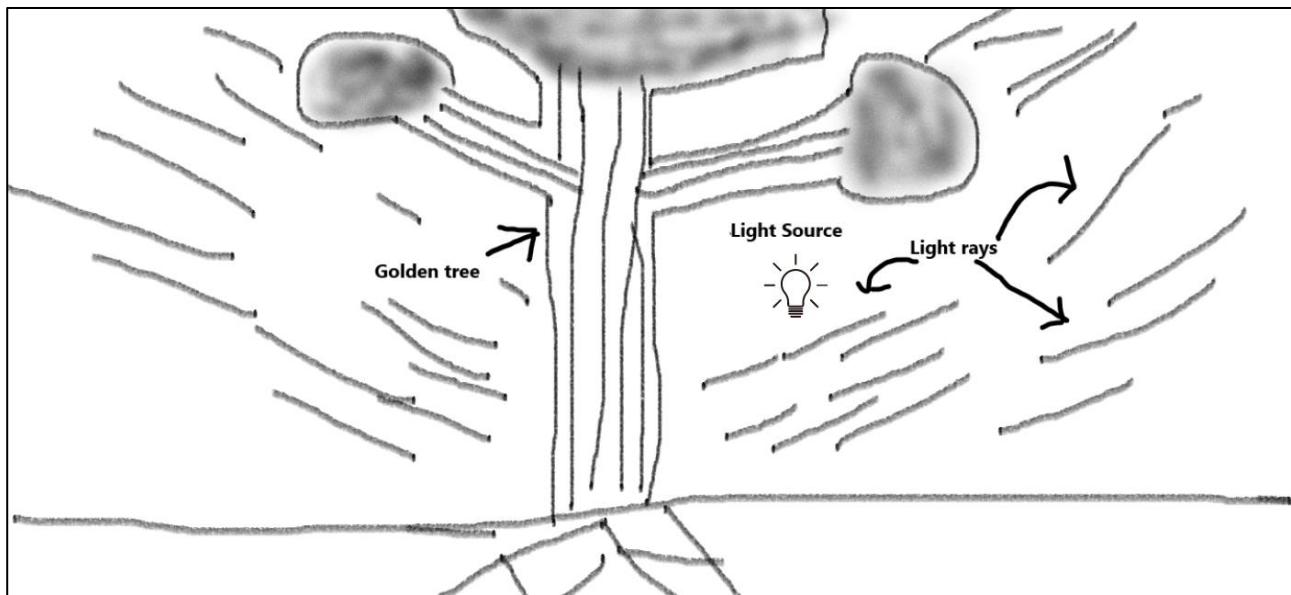
*Upon impact, a large tree appeared, its branches and its leaves were emanating brilliant golden rays*
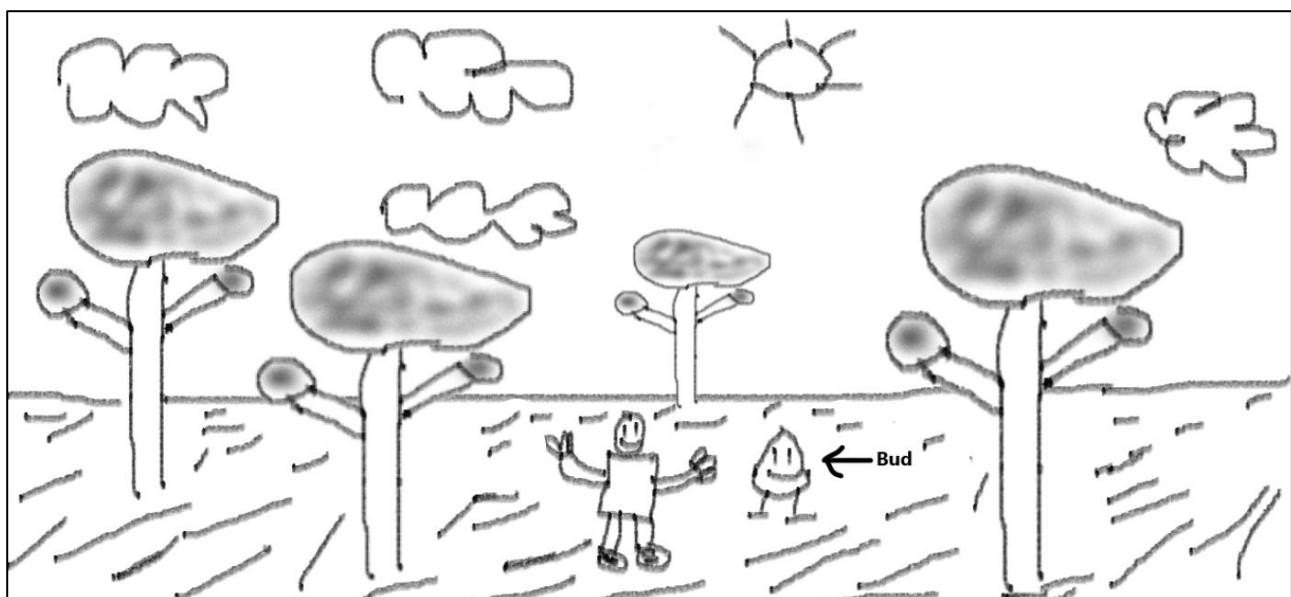
Their contact with the earth made it bloom again, bringing it back to its maximum vitality. After a while a wave of energy spread throughout the world giving every living being on earth a living bud, a representation of the bond between soul and body

The tree brought a great secret: on top of it there was a much more powerful bud emanating a warm light which can give a strength equal to that of the gods
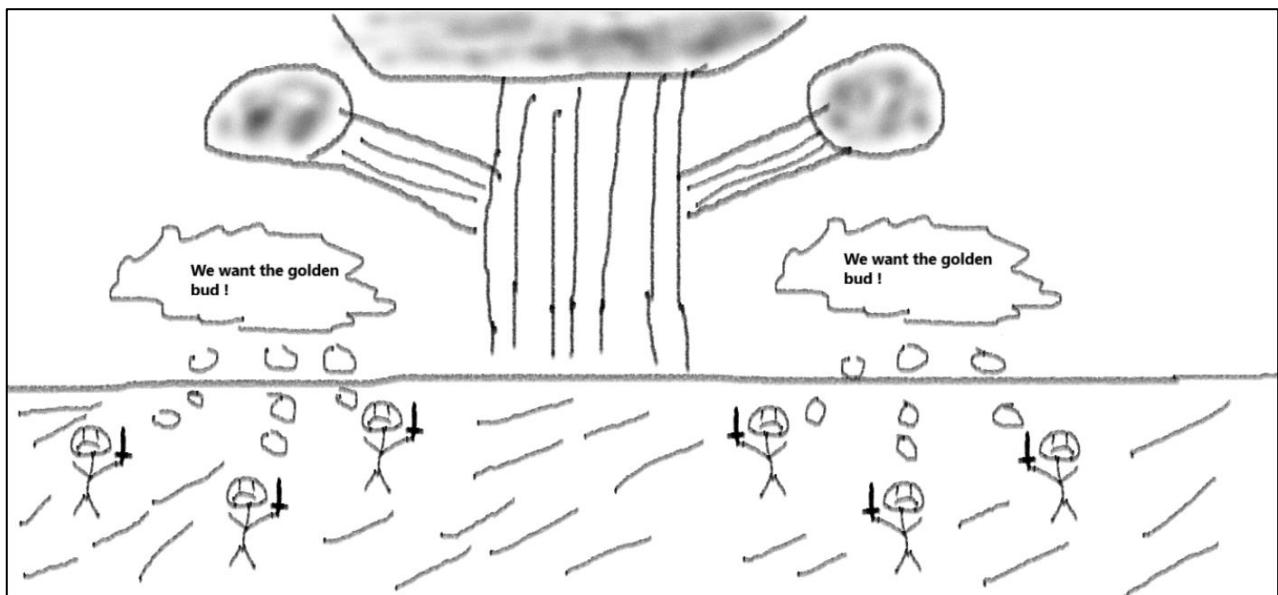
The bud received as gift was not enough for the various clans that populated the earth. When they discovered the true power of the golden bud, they began to clash: every clan wanted that power at all costs. This resulted in a war that spread over the entire planet

The clans fought each other to gain control over the golden tree, and unfortunately, many died
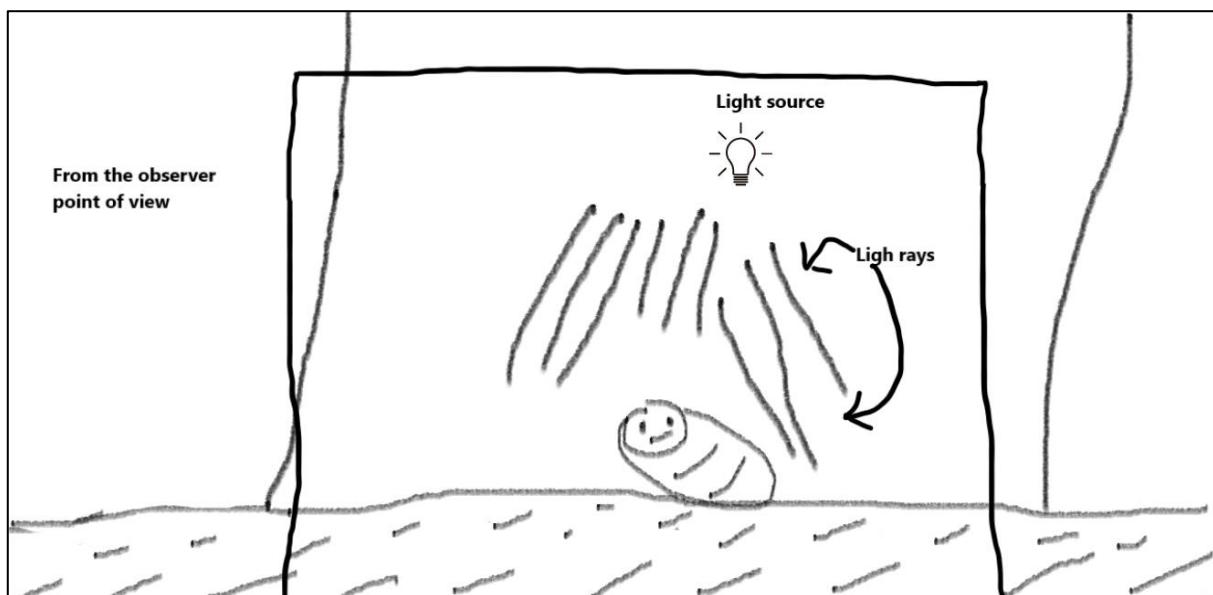
War continued for years, meanwhile a child found under the golden tree
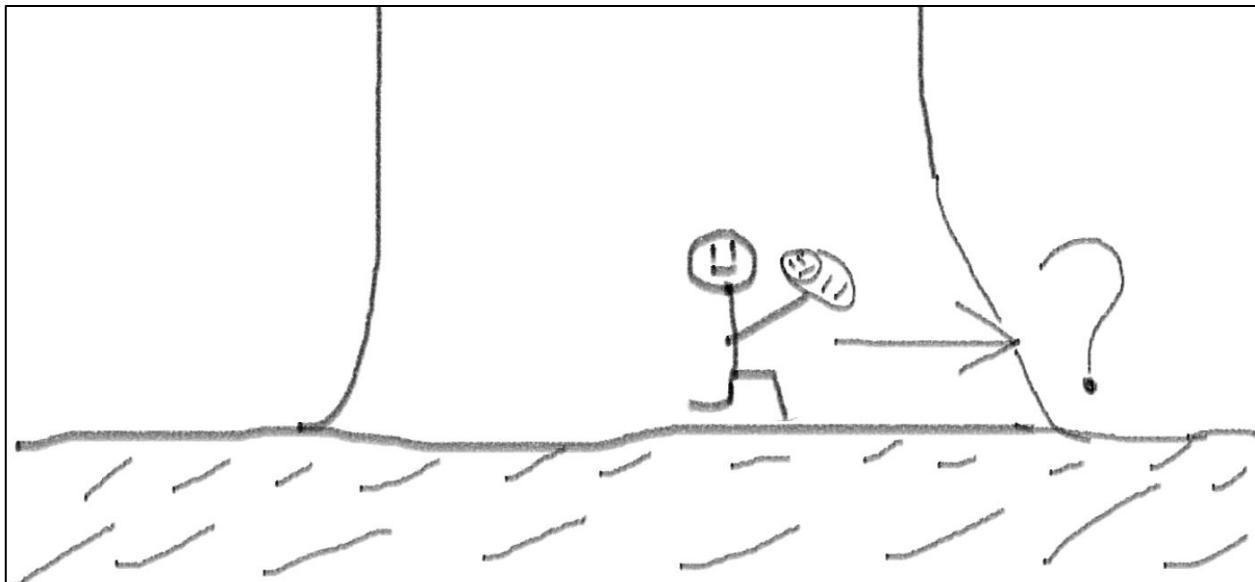
He was secretly brought to a safe place
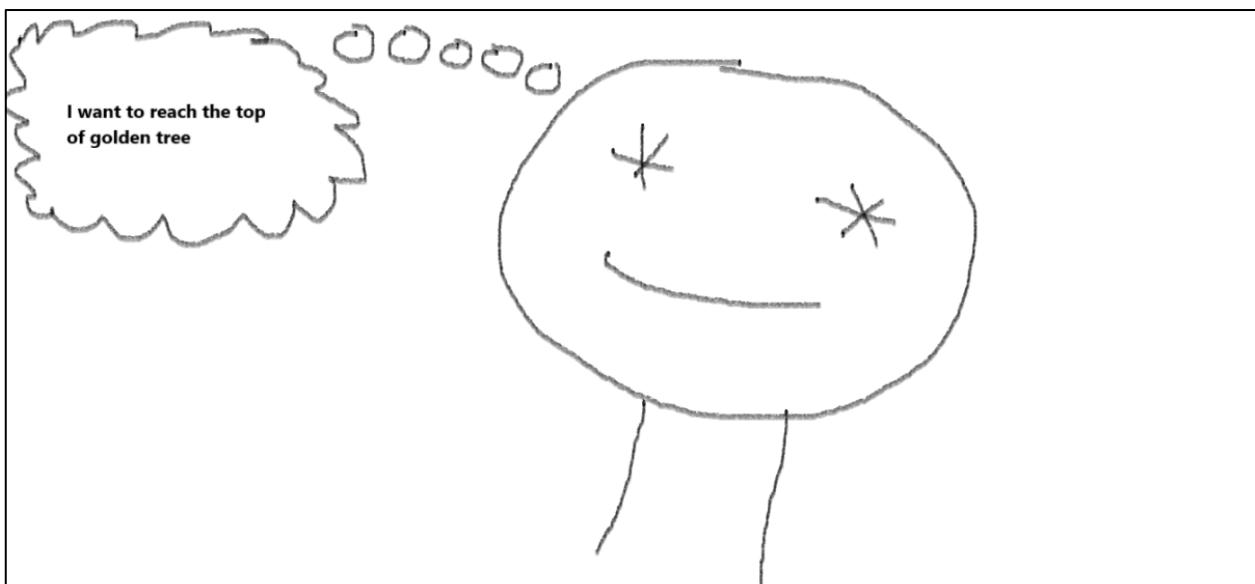
I want to reach the top
of golden tree

*Year after year, his connection with the tree became stronger and stronger, until,
attracted by that energy, he decided to travel to the top*
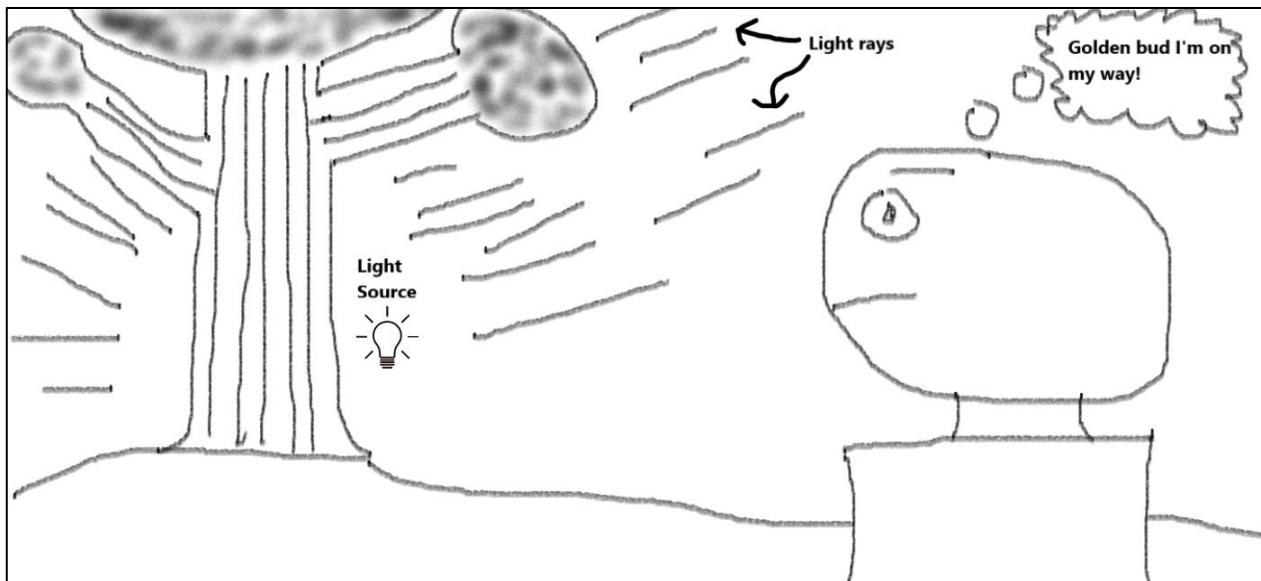
The journey of the chosen chiled was started

7.4 STORY OF THE CHARACTERS

7.4.1 Mattias

Mattias is the chosen child whose the ancient legend speaks. Mattias was born under the Golden Tree. When he was found, he has been moved in a safe and secret place. Year after year, his connection with the tree became stronger and stronger, until, attracted by that energy, he decided to travel to the top. Year after year, the strength and the wish of Mattia to climb the tree grew up. Mattias have to climb the golden tree, overcoming dangerous pitfalls and fighting against all the clan leaders. He will use his bud to reach the top of golden tree.

Figure 24 Mattias the chosen child

7.4.2 Atos

Atos was born in the east nomads' clan from a noble family. The day of his birth he received a magic bud. The magic bud gave him a great physical strength. During his youth Atos was trained in the use of martial arts. When he became adult, he became a general of the east nomad's clan. He fought many battles and won all of them. After a couple of years as general, he has been nominated supreme leader by the clan elder. At the beginning he was a loving leader and very beloved from his people, but as soon as the secret of the Golden Tree arrived even in the east regions of the world something changed. His wish to reach the top of Golden Tree and to get the power of golden bud corrupted him and let him become cruel towards his people. He had only one goal: reach the top of Golden Tree. Atos will use all his forces, including his bud, to reach his goal.

Figure 25 Atos: the leader of the east nomads' clan

7.4.3 Luna

Luna was born in the North Reign from the king. The day of her birth, she received the magic bud. During her youth Luna has been trained in the use of magic. During his training she has proved to be an excellent wizard. She was trained also in the use of martial arts. After a couple of years, the king became ill and all the reign was very worried for him health. She tried to use his magic bud to save his father life, but the illness of the king was too strength. When the secret of the Golden Tree came even in the North Reign, Luna convinced itself that the great power on the top of Golden Tree could save the life of his Father. Luna decided to reach the top of tree. Luna will do everything possible to reach the top of Golden Tree and save his father. She will use his bud to reach the top of golden tree.

Figure 26 Luna: the princess of North Reign

7.4.4 Aetna

Aetna was born in the maritime Republic of Olichir in west regions of the world. The day of his birth she received the magic bud. Luna is the firstborn of a very loved political family. The tradition of Republic of Olichir is that all the firstborns must be educated in the oratory and martial skills in order to create a strong ruling class. So, during her youth, she was trained in these skills. When she became adult she decided to became a politician. After many political activities she decided to candidate for mayor of Republic of Olichir. She won the election and became the mayor of Republic of Olichir. Aetna uses the power of his bud to rule the republic of Olichir. The republic had a period of glory. When the secret of the Golden Tree came even in the Republic of Olichir, Aetna convinced itself that the golden bud will be a precious resource for her homeland. So, she decided to reach the top of golden tree. She will use his bud to reach the top of golden tree.
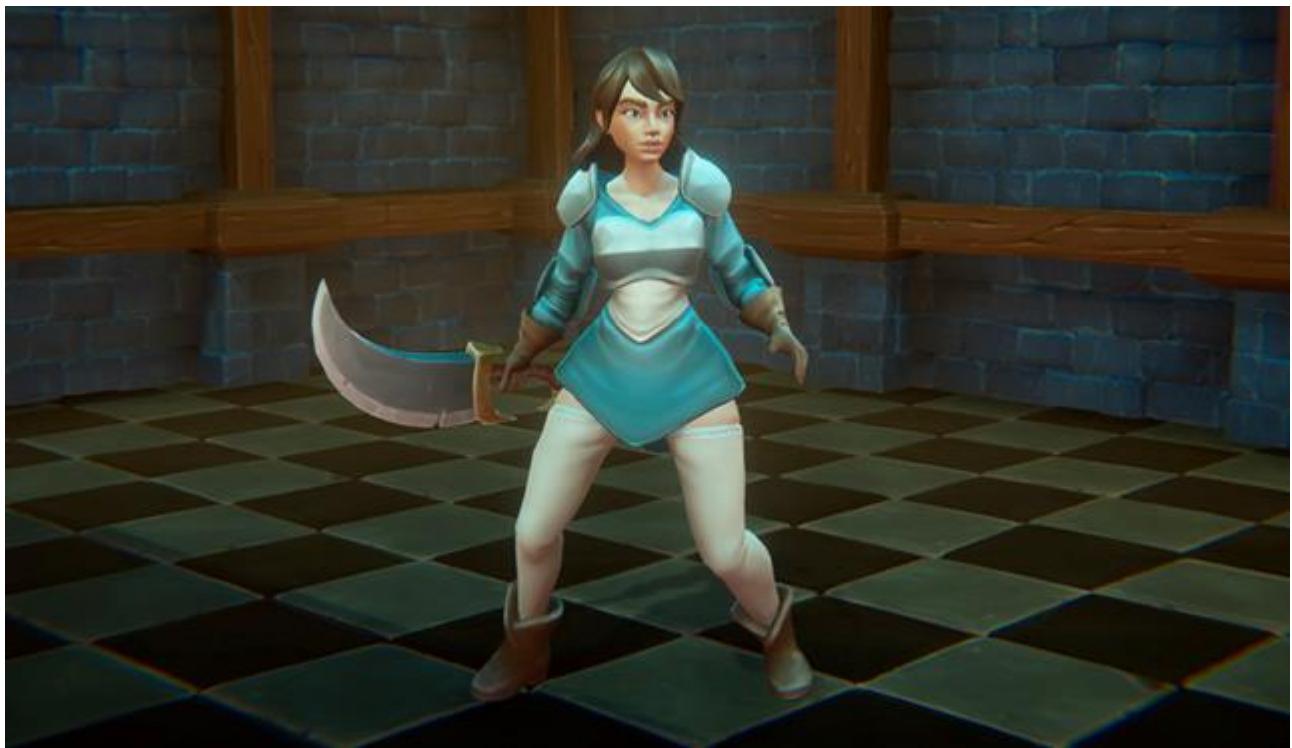
Figure 27 Aetna: the mayor of the Republic of Olichir

7.4.5 Magic Bud

It's a bud released by the Golden Tree and it represents a link between the owner of the bud and the Golden Tree. It contains a great magic power that allows to do things that was never have been done before.

Figure 28 The magic Bud

8   MEDIA LIST

Group	Media type	Description
UI	2D image	Buttons Panels Backgrounds
	Fonts	UI font
Characters	3D mesh	Fighters' models Bud model
	2D image	Characters' sprites
Arena	3D mesh	Golden tree Normal tree Environment props Platforms (all types)
Visual effects	VFX	Barrier Bud aura Hit Dash Platform spawn / destruction Special ability cast
Sound effects & Music	Audio file	Hit Countdown tick Platform spawn / destruction Button selection Main menu music Arena musics
Animation	Anim file	Fighter: Idle Fighter: Right / Left punch Fighter: Kick Fighter: Uppercut Fighter: Run kick Fighter: Flying kick Fighter: Walk Fighter: Run Fighter: Jump Fighter: Double Jump Fighter: Special ability cast Fighter: Stun Fighter: Knock down grounded Fighter: Knock down in air Fighter: Fall

		Fighter: Hang on platform
		Fighter: Belly up / down
		Fighter: Block
		Fighter: Dash
		Builder: Idle
		Builder: Special ability cast
		Builder: Dash

9 ABOUT THE PROTOTYPE

The prototype will be available only on PC and will contain only the versus mode (online and offline) with the 2 VS 2 deathmatch mode.

Features **not** included in the prototype:

- Adventure mode
- AI-controlled enemies
- 1 VS 1 mode
- Capture the flag, King of the hill and juggernaut modes
- Console versions of the game
- Online authentication and user data storing
- Experience and battle pass