PAWN'S GAMBIT

Game Concept Document
Greenlight Jam 2023

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I. OVERVIEW

Pawn's Gambit is a fantasy chess themed 3D isometric boss rush game featuring bullet hell and rouge-like elements. Embark on a journey as a black pawn, driven by a desire to prove his worth after being scorned by the king for being the weakest link in the army.

Players must engage in intense combat against the four formidable white pieces in order to get to the king. Overcoming these trials may seem daunting at first, but with each run, players can come back stronger by enhancing their abilities and unlocking upgrades.
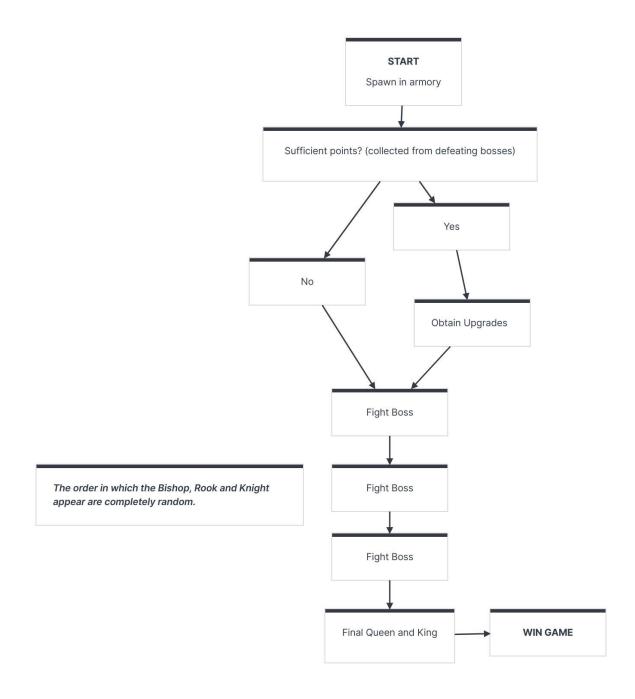
II. GAMEPLAY

The Gameplay is played out as one would expect a roguelike boss rush action game to work. The player plays as the titular pawn fighting the enemy forces which are themed after chess pieces with everything he's got. The player will have an assortment of upgrades and abilities as they progress through the game, making their journey easier along the way.

Simply put, the game would need repeated attempts in order to complete. The camera angle used in the game would be isometric.

a. GAME MECHANICS

- The core mechanic of the game revolves around its rouge-like gameplay style. Ergo, there will be no traditional checkpoints in the game. The player must defeat all the bosses without dying. If the player does happen to die, they will be transported back to square one and have to beat the bosses again.

- Each of the 3 bosses have their unique quirks and have an element tied to them.
  - For example the rook has the element of earth to its disposal. While the bishop can harness the power of electricity, and the knight can move swiftly and use the power of wind to fight against the player. The queen can tap into all the elements along with fire to defend the king.

- The player has a light attack, a heavy attack, a projectile and a dash at their disposal which they can use to fight and ultimately defeat their opponent.

b. GAMEPLAY LOOP

START

Spawn in armory

Sufficient points? (collected from defeating bosses)

Yes

No

Obtain Upgrades

Fight Boss

The order in which the Bishop, Rook and Knight appear are completely random.

Fight Boss

Fight Boss

Final Queen and King

WIN GAME

IV.
STORY AND SETTING

A pawn, fueled by anger which is a result of the king's constant belittlement and mistreatment of him, sets out to hunt down and kill the opposing pieces and prove his worth to the king once and for all.

The game is set in the medieval times, where kings still rule over their kingdoms and every conflict is resolved through a battle to the death with the opponents.

Each level is themed around the boss that the player is fighting with themes of whatever element the boss possesses, for eg:

> THE rook: The arena of the rook consists of big boulders, rocks and crystals growing around the whole fighting arena since the rook has the power of earth at its disposal.

> The Knight: The arena of the knight would have trees, grass and open spaces.The knight would also display his gear that he has worn in battle as he is very proud of the many fights he has been in.

> The Bishop: The arena of the bishop would be based on an electrified church with cables and generators surrounding the arena as the bishop can control lightning with his staff.

> The queen and the king: The arena of the king and the queen would be situated on top of the tower as they are the final boss of the game indicating that the player cannot move any further up.

VISUALS AND AUDIO

Pawn's Gambit is a 3D top isometric game. Much similar to the games Hades or Diablo.

The game will boast multiple unique visuals as each boss has an arena themed after their element, and a lot of visual effects, particle effects and shaders will be used to make this work. **Refer to the above section for more details on said arenas.**

IV.

Pieces will have multiple animations such as an idle, hurt, move, and two attack animations.

At the beginning, the game will have comic style single image cutscenes to give players context into the setting and story.

As for audio, we originally thought of multiple themes for each boss, but as none of us specialize in music composition, there will be a looping track for all boss battles.

There will be three tracks for:
- Main menu
- Armory/Ally castle
- Boss battle

IV.
PRODUCTION PLAN

TEAM:

Junior game design and writing - Siddharth
Character modeling and 2D art - m0nt
3D Environment modeling - Hemanth
Lead Game Design, Programming, animations and technical art - Maaz

Sprint 1: Ideation Sprint (June 17th - June 24th)
As this was the first week of the jam, we mainly focused on the pre-product of the game namely:
- Decided on the game idea, general premise and genre of the game.
- Come up with which characters to include in the game and what the player would play as.
- Come up with the quirks and attack patterns of the bosses.
- Come up with what upgrades the player can buy.
- Make the rough concept art for the characters.
- Come up with the general level design for each of the four bosses.
- Prepare a rough GDD compiling all this together in an organized format.

Sprint 2: Prototype Sprint (June 24th - July 1st)

- Implement basic movement, combat interactions
- Flesh out protagonist's animations and visual effects
- Program and implement two out of four attacks of each boss
- Make prototype level layouts for all bosses
- Implement points and upgrade system
- Implement UI

Sprint 3: Production Sprint (July 1st - July 15th)

- Model, rig and animate all the characters
- Add remaining upgrades

IV.

- Design UI
- Flesh out enemy VFX interactions
- Add sounds and music

- Work on comic style cutscenes at the beginning of the game
- Optimize and clean up code
- Playtest

Sprint 4: Release Sprint (July 15th - July 22nd)
- Marketing.
  - Bug fixes.
  - General polishing ensuring the mechanics feel robust and good to play.
  - Adding Quality Of Life changes based on the community feedback

V. DIVERSIFIERS

1. New to me

   We've never really made a rogue-like game before!
2. Grow

   As the player constantly buys new upgrades, he grows stronger and stronger.