Wild Luminary

Design Document

Game Overview/Story:

Wild Luminary is a semi open world, wild west-horror FPS set in an 1800's fictionalized earth. You play as Mav, an orphan boy who has an affinity to connect with animals and the ancient spellcasting magick of elder humans. Mav quickly matures when legendary gunslingers from throughout the eras begin to rampage throughout his town. Whispered stories tell that the emerging gunslingers appear less than human, some even sporting tentacles, rows of teeth, and the occasional extra limb. Mav must utilize everything within his arsenal if he hopes to survive, his innate magick and handy revolver can only carry him so far. Seek out the elusive wildlife to upgrade and evolve Mav's magick abilities. With each new animal Mav finds, he'll gain the ability to cast an illusionary version of them in battle. The unique selling points of Wild Luminary are its in-depth story centered on cycles of tragedy and ambition, gun, spellcasting, and loadout customization as well as engaging and gory boss fights. Wild Luminary will be released across PC and current generation Playstation and Xbox consoles.

Gameplay Mechanics:

The world exploration is similar to that of God of War (2018), mostly linear with the occasional smaller open areas populated with side missions and collectibles dispersed. Combat is visceral and brutal, quite similar to Helldivers 2, where body parts and blood will fly if struck on an extremity. Whilst gunplay will be similar to Helldivers 2, featuring a trusty revolver, spellcasting will be inspired by Skyrim. Charging up certain abilities will render additional damage to enemies. By holding down L1 on your controller (key to be determined on PC) you'll be able to bring up an in-game selection menu of your available animals to call into battle to aid you. You'll have to use specific animals to break specific enemies, some animals are less effective on certain enemies. By holding down R1 you'll be able to select special moves for your animal to execute, each specific to the animal.
The player must follow clues and tips from NPC's and in game voice lines/notes in order to track down the legendary gunslingers and return them to death. Though, the player must be careful as many NPC's are deceitful and welcome the return of the monsterified outlaw legends.
The story is linear, though you'll encounter certain NPC's that you'll have to decide to let live or kill and drain them to upgrade your magick. HERE is the link to the flow chart of the animal attack system.

Level/World Design:

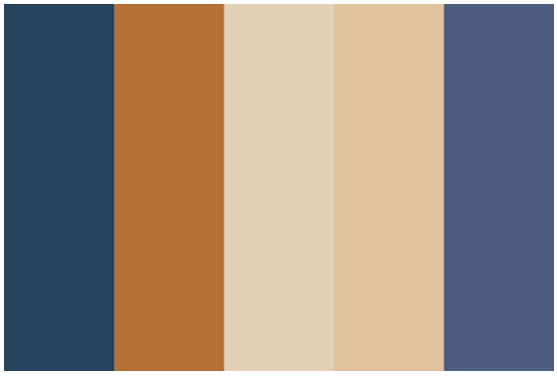
The starting area is Mav's hometown of Widows Water, a larger western town, filled with pubs, gentleman's clubs and the villains that come alongside them. Much of the game takes place in and around Widow's Water and its many surrounding canyons, mountains, dune sea, and settlements along its outskirts. Although you'll be able to revisit areas later in the game, Wild Luminary has linear level design, progressing to new areas as you defeat the major boss of a level.

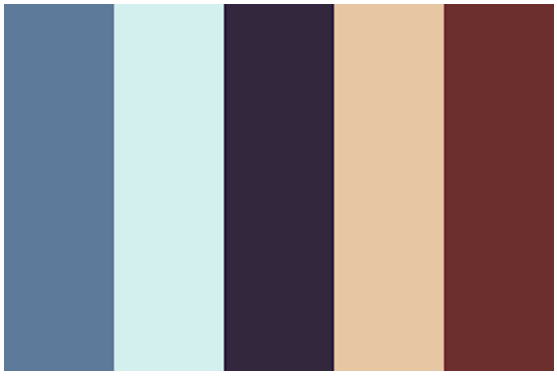
Art Style and Visual Direction:

Wild Luminary will most likely use a low poly or hand painted art style with dark set pieces lit naturally by the unusual colours of the sky. Similar to that of No Mans Sky or Slice of Sea?













Characters:

Protagonist: Mav, orphan boy with an affinity for animals and magick. Outgoing and warm despite his upbringing, possesses a calculating and psychotic side when made angry.

Antagonist(s): Billy The Kid, Bonnie and Clyde, Buffalo Bill, Jesse James, Belle Starr.

Audio Direction:

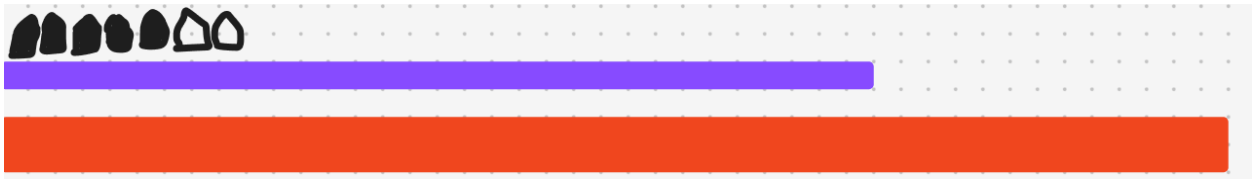
Sound design will be done personally by myself, most of which will be recorded and derived from sounds of nature. Footsteps recorded on a variety of textures, perhaps gunshots from stones being thrown against other rocks??
The sound track will focus on very atmospheric instruments, organs, strung out guitars, and high intensity and distorted rhythm drums. Very few vocal performances utilized, might use existing songs for those. Playlist of similar vocals and instrumentals HERE.

UI/UX Overview:

Minimal UI design for gameplay, more than likely only three small, stacked bars on the bottom left of the player screen. Health is on the bottom in dark red and slightly thicker than the ones above, the middle one may be orange or purple that serves as the player's magick bar. The top one will more than likely be a line of white bullets that show how much ammo is left in the equipped weapon. An outline of the bullet will be left in grey for the ammo that has been spent. The menus will be relatively basic, the opening page will be a short summary for the current

point in the story, the second a character sheet for altering the loadout and customization. The third page will be dedicated to the character summaries and collectibles discovered throughout the duration of the game. The final page will be solely for accessibility and setting options.

In game UI example:



Target Audience:

The target audience for Wild Luminary are those who enjoy violence, quick action and tragic and depressing stories. So basically the average horror fan, a lot of teenagers, and the ‘Bard’ player type. Those who like to dive into the character(s) you’re playing.

Inspirations:

Days Gone (Video Game, 2019) - inspired by the feeling of dread and lingering angst.
Kick Ass (Movie, 2010) - inspiration for level of violence
Pixels (Movie, 2015) - idea of fiction coming to life
All Quiet on The Western Front (Movie, 2022) - feeling and cinematic look
Evil West (Video game, 2022) - setting inspiration
Melt My Eyez See Your Future (Album, 2022) - music inspiration, guitars, atmospheric instrumentation.
Yeezus (Album, 2013) - music inspiration, drums, 808’s etc

Prototype Plan:

1. **Prototype Goals:** Can I create a short yet satisfying FPS experience with shooting and responsive AI as core mechanics? (Elements I haven’t designed before in engine). I’ll know that I’ve either succeeded or failed in this when I receive the feedback from the final round of playtesting from my peers.

2. **Risks:** Gunplay in most games must be super refined to be considered satisfying. I’ll be sure to be continuously playtesting as I fine tune certain elements in the blueprint system. The AI will be more difficult as if it’s not done properly, I’ll have a core mechanic that doesn’t work at all. To mitigate this, I’ll be focusing on only two enemy types, reining in my scope to create quality rather than lackluster quantity.

3. **Playtesting Plan:** During playtesting I'll be asking questions like 'do you feel the power behind the revolver?', 'is the sensitivity in aiming tuned correctly?', 'do the AI move around enough during combat?', 'do you think the enemies are too powerful or weak?', 'is the illusionary animal casting system comprehensive and straightforward?'\
   By asking these questions I hope to gather whether or not I have created a solid foundation for Wild Luminary as these are the core mechanics that I'm building the game off of. I'm thinking of including a Google Forms survey to gather additional information from my playtesters.

4. **Areas of Focus:** The areas of focus that I want to hone in on in this early prototype are the combat system as well as the level and UI design. Everything else is secondary at this moment.