

Games Design Document for:

Project: Paper Cut

A 2D Arena Beat-em Up made out of paper
Origami Studios™



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Philosophy

Origami Studios is a Games Development team which enjoys local multiplayer games. We aim to make games accessible to all, and as replayable as possible.

We took inspiration for our upcoming game, code-named *Paper Cut*, from the *Arena-Fighting* game: *Samurai Gunn*. We enjoy the simple and raw mechanics that *Samurai Gunn* has to offer, and feel that it is a strong game to inspire the fundamental mechanics of *Paper Cut*.

Inspiration also comes from *Nintendo's Super Smash Brothers* saga, in which technical precision and a good read of enemy movement is essential to excel.

High Concept

Paper Cut is a high-speed *ichigeki hissatsu (1HKO)* brawler, where origami characters are pitted against each other to be the last man standing.

Concept

Paper Cut is a high-speed *ichigeki hissatsu (1HKO)* brawler, where origami characters are pitted against each other to be the last man standing.

Origami characters fall into 3 weight classes; each equipped with their individual Sword, 3 Projectiles and the ability to Wall-Jump and Dash. Packed with a variety of game modes to put you and your' friends abilities to the test; disciplined reflexes and methodical reads are imperative to make the competition fold!

Why Create Paper Cut?

Origami Studios aims to create a game in which people will enjoy playing together. Local and online multiplayer is at the heart of our studio, and strives to construct an experience which is not only immersive, but playable again and again.

Origami Studios aims to to create a fighting game accessible to all players. This is achieved by implementing a simple control scheme with a simple and clear goal. This is paired with a neutral aesthetic design, aimed at players of all ability.

Paper Cut will contain four game modes to keep players enticed, with many unlockable characters, outfits and levels. Further game modes and content will be developed in post production if the release is successful.

USP

Paper Cut sets out to be the most accessible and entertaining fighting game on the market. The players control their creative characters with simple and few controls, enabling them to join in straight from the start. Resultantly, this game takes a minute to be learnt, but takes a lifetime to master.

Paper Cut is incredibly responsive, and gives instant feedback to the player with every executable input. As every action the player makes is performed immediately, meaning success relies on the player's reflexes and ability. Mastering your reflexes and refining your ability to read your opponent is addictive, and *Paper Cut* provides an abundance of game modes to prove your worth.

Origami Studios understand that games that are overly simple and can result in a short



lifespan, or even negative reviews due to their inability to provide more.

The game is initially released with four unique game modes, each with their own map varieties and mechanics. There will be a further mixture of racing, defensive, aggressive, tactical and luck based game modes in post-production to keep the players enticed. This comes packaged with a fantastic variety of rewards and incentives to guarantee the feeling of success and worth when playing *Paper Cut*.

Game Lore

The game is based on taking origami characters and battling with them in multiple game modes and arenas. This is a reflection of the game's lore; a young 90's teenager making origami characters and playing with them on their bedroom desk. The levels and arenas that the players see are of the teenagers imagination, and the game modes are stories and situations which they have actualized in their mind.

The game lore of *Paper Cut* will not be revealed to its audience, allowing them to use their own imagination to investigate the game's purpose, suggestions and lore. The game will pass the creativity of the teenager to its audience, allowing them to customize the characters and to build a personal rapport with the games suggestive lore.

Visual Style

The game is in a full 3D game world experienced in a 2D game style. Its visual style is exaggerated photo realism.

Game Modes

Cut

Cut is the basic game mode, in which players are pitted against each other in a *Free for all*. There are two ways of keeping score: Stocks or Kills. As *Stocks* suggests, the players have a limited stock of lives in which if they lose them all, the player loses. *Kills* is more "newbie" friendly as the players lives are not limited; if the player reaches the designated killcount, they wins.

Team Cut

Team PaperCut is a team version of Cut, following the same rules. The players are split into two teams, *Red* and *Blue*, and are pitted against each other; using either Stocks or Kills to determine the game. The difference is that the players share a Stock/Kill pool, urging for team work. Teams will be distinguished by a red or blue glow surrounding their character.

Rooftop Dash

The Yakuza's base has been located, and there is only one way that you can defeat them; explosive destruction! After infiltrating the base and planting the bomb, the must escape the base before your 60 second timer expires. This mode acts as a side scroller, where the player aims to score the highest points by travelling as far away from the start point as possible within a minute. The players are tasked with with traversing dangerous rooftops full of traps and spikes, coupled with waves of enemy ninja.

Stash

Two factions have located a Stash of treasure at the same time. The arena is split into two



halves, each side containing a team's Vault. In a 90 second contest, the players must rush to recover the Stash in the center of the arena, and store in their vault; defending it against the enemy team. The opposing team's objective is to then steal the stash, and transport it to their Vault. The team that wins will be the team with the Stash in their Vault at the end of the 90 second time limit.

Post Production Game Modes

King Of The Hill

Players must stand and defend a designated platform on the stage. Each player has a timer which only decreases when stood on the platform. First player to end their timer wins.

Team King Of The Hill

Players are split into two teams, must stand and defend a larger designated platform on the stage. Each team has a timer which only decreases when stood on the platform. The timer decreases faster if both players are stood on the platform. First team to end their timer wins.

Rush

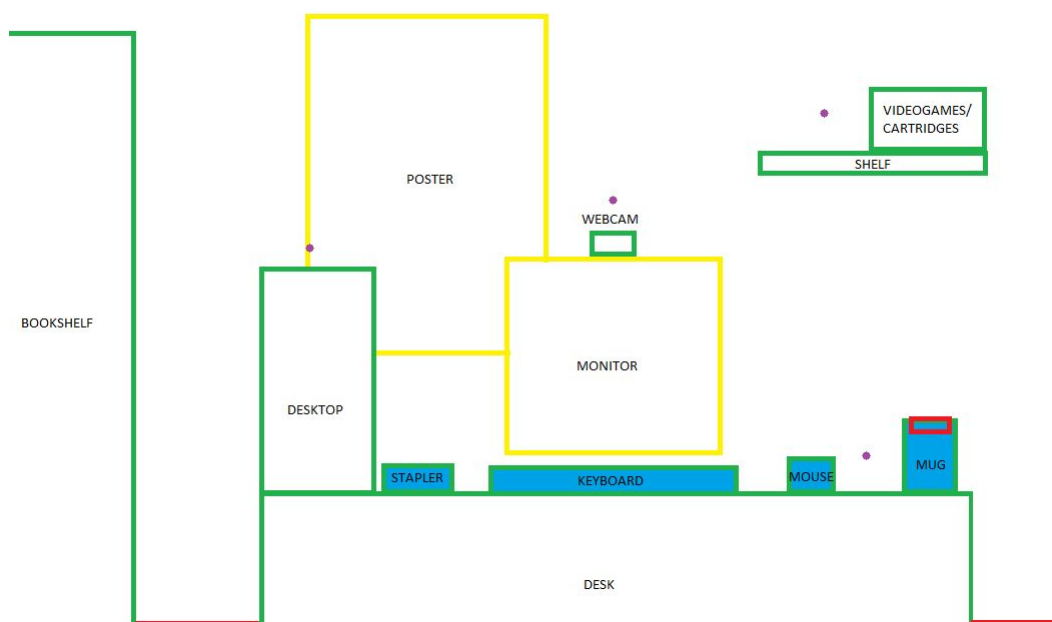
Players race against each other on a side scrolling map; the objective is to rush ahead of the opponent(s) until they are left behind. The camera will follow the player who is in front, paired with a kill box in which kills the player if they leave the perimeter of the camera.

Pull

Players must run left or right depending on which team they are on, and reach the designated end on a side scrolling map. The camera will follow player who is alive, and will stop when both players are on the screen.

Levels

Desktop Arena



Key

Green:	Foreground assets; players can stand on these platforms
Blue:	Performance assets; players can interact with these assets
Yellow:	Background assets; players cannot interact/stand
Red:	Dead zones; players will die when passing these zones
Purple:	Spawn Points

The theme of this level is a 1990's teenagers desk. This will have items found in the 1990's, and is a method of creating a bond with players from this era of time. This is one of the main references to *Paper Cuts* lore.

The assets with green outlines are foreground assets, in which players are able to stand on. These assets have been positioned so that players have both space, and tight spots for diverse play styles. A notable foreground asset would be the *Webcam*, which comes forward from the monitor; bridging the gap between the *Desktop* and the *Shelf*.

If the player leaves the level via the horizontal axis, they will proceed to fall to their deaths off screen. The colour red depicts the *Dead zones* in the level. These are located either side of the desk, , and notably on the mug.

The assets coloured blue are objects that the player can interact with. When the players jump on top of the *Stapler*, they will be launched vertically to the height of the shelf.

When the players move on top of the *Keyboard*, the sound of the keys clicking will be played. When the players stand on top of the *Mouse*, it will change the image/video playing on the monitor.

When the players stand on top of the mug, they will fall through the *Dead zone* and lose a life. Background assets do not affect the player or gameplay, and are there for aesthetic reason.

The player cannot access the shelves of the *BookShelf*, although books will be visible. These will include Video Game Strategy Guides and Video Game Magazines from the 1990's: *Doom*, *Final Fantasy VII*, *Super Mario 64*, *Pokemon R/B/Y*, *Street Fighter*, *Tekken*, *Zelda (Guides)* / *GamePro*, *PlaystationPlus*, *ElectronicGaming Monthly*, *Sega Force (Magazines)*.

The Computer system featured in this level is that of a typical 1990's design, modelled over the *Sony NWS-830*. All components of the computer will be a pale cream/white colour. The monitor itself will display images when the mouse has been interacted with; *StupidVideos.com* / *Napter* / *Limewire* .

The shelf will contain video game cartridges; *Duck Hunt*, *Zelda*, *Mario*, *Lylat Wars*, *Sonic the Hedgehog*, *James Bond: Golden Eye*, *Metal Slug*.

The poster will be the original 1990's *Doom* poster.

The webcam will be a late 1990's edition, rounded in size and pale white in colour.

The mug will have a "*Land Before Time*" texture, a children's show aired in the 1990's.

Dojo - Pagoda



The dojo will be the Samurai themed map, it will be inside a dojo. This level will be design to be similar to a traditional japanese dojo, we have done research to get the objects and the textures in keeping with this theme. The dojo will have panel walls, weapons racks, training dummies, hanging lights and an interactive gong, when a player uses an attack on the gong it will trigger a sound of a gong to play. You can reach higher levels by jumping onto the lights, this map will have no drop zones.

Pirate Ship

This is the Pirates themed map, this map takes place on the deck of a ship sailing the sea. This map will be unique in the fact that it is sailing and will throw the players around when the sea is rough, we felt that this was in keeping with the ship theme. This level have barrels, a steering wheel, a mast, sails, the deck and a trap door. This is a dangerous map as it has drop zones on either side as well as a trap door that will do the same thing.

Forest

The forest map is themed around the Wood Elf character, this will be a very dense map with maybe platforms. This map will have lots of trees in the background and two large trees on either side to block players from leaving the area, the background trees will have branches pointing forwards towards the camera, these will serve as the platforms. There will be lots of platforms at multiple height however they won't be very wide and will be easy to fall off. This level will contain trees, bushes, rocks and a river. The river is a hazard as it will soak your paper character slowing you down and making you easier to hit.

Characters

Flint the Pirate



PT.1 Flint is the lost brother of the famous sea captain, William Adams, previously known as Phileas Adams. The young brothers had sailed much of oceans together and fought many bandits and pirates together; succeeding and earning themselves a powerful reputation.

PT. 2 During their 5 boat expedition to Asia, they were attacked by notorious pirates; sinking 3 of the crews ships. Devastated, William was forced to flee, leaving Phileas and his ship to be boarded by the pirates.

PT 3 No more stories are written in history of Phileas Williams, although Flint the Pirate has made a strong debut the same year that Phileas's ship was boarded.

It is believed that Flint is the brother of William



Adams, and has been searching for him since the pirate attack.

Anjin Miura



PT 1 Anjin Miura was the first western sea captain to sail to Japan. Upon reaching Japan, he abandoned his name and his old way of life, and was given his new name by the village elder meaning *Pilot of Miura*. He adopted the Japanese way of life and became the first Western samurai.

PT 2 The Yakuza have been attacking his village, and villages in the surrounding area; stealing all of their worth and halting any development. Anjin has trained with his village elders for many years in the code and arts of Samurai, and now he must defend himself and brethren against the Yakuza force.

PT 3 Anjin worked the last of his days as a sea ship designer and was the first to bring a western influence into Japanese sea navigation. Upon his death, his master binded eternal spirit to his armour, so that he may protect the Japanese culture with irony.

Asta



PT 1 Asta is a Yōsei, a forest fairy, who lives in the forest of Okinawa. She is a protector of the sacred spirits in the realm of her jurisdiction, and has protected it for 300 years.

Yosei are rarely ever seen, and live their time away from human company. Aging differently to humans; the length of their lifespans are unknown as nobody has encountered one and has lived to tell the tale.

PT 2 The Yakuza have infiltrated many Okinawa forests, and are destroying every Shinto Shrine, responsible for giving life to the forests, in order to complete their ritual for their Demon King.

PT 3 Asta must fulfill her duty and stop the Yakuza before they destroy any more Shinto Shrines, restoring life back to the forests.





Yakuza Ninja

The Yakuza Ninja are part of the Yakuza clan, and are tasked with overthrowing Japanese villages and seeing that their bosses evil deeds are complete. Well trained in weaponry and Ninjutsu, these Ninja's are fast and deadly, matching the speed and ruthlessness of Asta.

They have been ordered to to slay the attackers infiltrating the base on *Roof Top Dash*, and work in teams.

Post-Production Characters

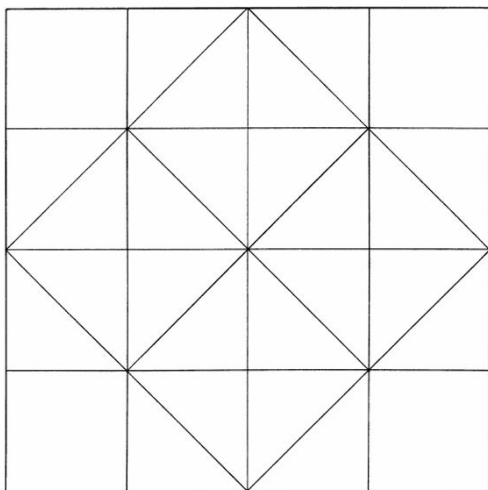
Lu (Tanuki; male)

Indica Jones (Adventurer; female)

Tutankhamun (Pharaoh; male)

Saraya Knight (Knight; female)

Menus



When the game starts, it will present the player with a splash page containing *Paper Cuts* logo and "Press Start" to continue to the main menu.

The main menu is presented in the form of a 3D animated *Paper Fortune Teller*, offering the player large and simple buttons for quick navigation. The starting position is *closed*, and presents the player with four options, one on each side

CUT- Display: Game modes

VAULT- Display: Character Creation/Character Stories/Milestones

ONLINE- Display: Online Game modes

OPTIONS- Display: SFX/VFX

When the player selects one of the given options, the *Paper Fortune Teller* will unfold revealing the surface underneath, presenting the player with a further 2-4 options in the given category.



Soundtrack

The soundtracks to *Paper Cut* intend to be a throwback to the 90's, collaborating 8-bit music with real instruments. The menu music is intended to create a smooth and light atmosphere, reminiscent of *Super Smash Brothers: Melee* menu music. This will be Jazz themed, with a catchy and repeated melody.

The ingame soundtrack will be fast paced, drum and bass genre to match the game modes. Furthermore, sounds from pre-existing games from the 1990's will be subtly sampled into the soundtrack.

Rewards incentives

Keeping the player enticed and satisfied is a top priority, especially for genres of games in which players would repeat the same map and game modes often.

We will reward the player via numerous means for displaying their skills, as well as simply playing and staying with our game.

Milestones - these will reward the player whenever they have completed a requirement that does not reflect in game actions. Milestones will be displayed whenever the *Startup* screen is viewed.

- First Battle
- Battled 10 Times
- Battled 50 Times
- Battled 100 Times
- Battled 200 Times
- Battled 500 Times
- Battled 1000 Times
- First Team Battle
- Team Player (10 Times)
- Team Player (50 Times)
- Team Player (100 Times)
- Team Player (200 Times)
- Team Player (500 Times)
- Team Player (1000 Times)
- First Rooftop Dash
- Dashed over 100 Points
- Dashed over 500 Points
- Dashed over 1000 Points
- Dashed over 2000 Points
- Dashed over 5000 Points
- Dashed over 10000 Points
- First Time Stasher
- Stashed 10 Treasures
- Stashed 50 Treasures
- Stashed 100 Treasures



- Stashed 200 Treasures
- Stashed 500 Treasures
- Stashed 1000 Treasures
- Unlocked All Characters
- Unlocked All Stages
- Unlocked All Costumes
- Breaking the Mould! (Reach all Milestones)

In-game Achievements- These achievements will announced mid-game when the player reaches a certain criteria.

- Sparkling Silver Trail- 3 Kill Streak
- Sparkling Gold Trail- 6 Kill Streak
- Cherry Blossom Trail- 9 Kill Streak
- Sparkling Silver Trail- 3 Consecutive Boost Pads (Rooftop Dash)
- Sparkling Gold Trail- 6 Consecutive Boost Pads (Rooftop Dash)
- Cherry Blossom Trail- Past highest score (Rooftop Dash)

Character Stories- Players will be awarded the characters’ stories in chapters as the play successfully with them.

Flint the Pirate:

- Chapter 1 Start a Game as Flint
- Chapter 2 Win 25 Games as Flint
- Chapter 3 Win 65 Games as Flint

Anjin Miura:

- Chapter 1 Start a Game as Anjin
- Chapter 2 Win 25 Games as Anjin
- Chapter 3 Win 65 Games as Anjin

Asta:

- Chapter 1 Start a Game as Asta
- Chapter 2 Win 25 Games as Asta
- Chapter 3 Win 65 Games as Asta

Costumes- Costumes are unlocked via successful playthroughs with a certain character. These do not edit the character’s origami base design, although a “cloth” material is unlocked, which can be added to the character. This will work in conjunction with the character back stories; giving purpose and context to the costumes.

Flint the Pirate:

- Long Bandana Tie Win 25 Games as Flint
- Pirate Flag Cape Win 65 Games as Flint

Anjin Miura:

- Long Scarf Win 25 Games as Anjin
- Japanese Bow Knot Belt Win 65 Games as Anjin

Asta:

- Woodland Cape Win 25 Games as Asta
- Wrist Drapes Win 65 Games as Asta



Character Textures- Players will be able to unlock three different types of textures for their colours; Block (Default), Crayon and Felt Tip. The colours will remain the same and can be selected in the Character Selection Screen.

Block Colour	Default
Felt Tip	Win 40 Games as <i>Character</i>
Crayon	Win 80 Games as <i>Character</i>

Taunts- Players will be able to unlock unique taunts to each character. There are three taunts per character, and are saved to the Player's Profile.

Taunt 1	Default
Taunt 2	Win 100 Games as <i>Character</i>
Taunt 3	Win 200 Games as <i>Character</i>

Medals- Medals are awarded to players when they have killed the required amount of times. They will be awarded to the Player Profile (if used; if not, medals will be awarded to *Player (num)* until name is entered), displayed on the character selection screen. They will remain until the game is restarted.

<i>Rock Medal-</i>	<i>5 Kills</i>
<i>Water Medal-</i>	<i>10 Kills</i>
<i>Thunder Medal-</i>	<i>15 Kills</i>
<i>Rainbow Medal</i>	<i>20 Kills</i>
<i>Heart Medal</i>	<i>25 Kills</i>
<i>Gold Medal</i>	<i>30 Kills</i>
<i>Fire Medal</i>	<i>35 Kills</i>
<i>Earth Medal</i>	<i>40 Kills</i>
<i>Champion Medal</i>	<i>50 Kills</i>

Extra-

Suicide: The player is able to commit suicide by holding *Down* and *X* for 3 seconds. This will remove 1 stock/1 kill from the player and will play an animation of the character stabbing themselves with their sword and black ink spraying dramatically from their character. This can be used to a strategic advantage, denying the opposing player a kill if it means the difference between winning and losing.

Taunt +: Each level has been designed with a doorway in the scene. If the player taunts in front of a doorway twice in a row, and audio track will play of a crowd chanting that character's name.

Controls

XBOX Controller

Left analog stick

These are the standard controls for the movement of your character along with dictating the direction that you character is facing. Characters can only move at one speed which is determined by their weight class. The direction of which the player moves the Joystick will affect which direction the attack will be executed.



B Button

This is your default buttons for your characters ranged attack, this can only be used in the direction that you are facing at the time that the button is pressed. This triggers an animation and the launching of a projectile that will continue in a straight line until it either hit a player, and object or it leaves the area of play.

Player can fire their projectile in any direction, controlled by the players Left Joystick.

Right/Left Bumper

Triggers a dash in the direction your character is facing, the distance of this dash is dependent on your character's weight. Can be used to dodge an attack or to move in range to attack an enemy.

X Button

This is your melee attack, you can attack in four directions, left, right, down and up depending on the position on the left analog stick, if the stick is not held the attack will be in the direction faced by the character.

A Button

Your A button allows you to jump this allows you to climb objects and dodge attacks. Different characters will have different jump heights however they will all be able to reach the various platforms within the game levels. Characters can also perform a *Wall Jump* when pressing the A button adjacent to a wall.

Mouse and Keyboard Controls

The mouse and keyboard controls will be rebindable to the player's preference in the full release game.

Keyboard Controls

WASD

These are the standard controls for the movement of your character along with dictating the direction that you character is facing. Characters can only move at one speed which is determined by their weight class

Shift Key

The Shift key triggers a dash that will send your character a short distance in the direction that it is facing. This can be used to move away from enemies or get the upperhand in a fight.

Left Click

This is your melee attack, use this to kill enemies, it will trigger a sword swing animation and a hitbox in the animations area. This can be used in four directions, up, down, left and right depending on which direction key you have held, if none are held the attack will be in the characters facing direction.

Right Click



This is your default buttons for your characters ranged attack, this can only be used in the direction that you are facing at the time that the button is pressed. This triggers an animation and the launching of a projectile that will continue in a straight line until it either hit a player, and object or it leaves the area of play.

W Key/Space Bar

The Space Bar allows you to jump, this allows you to climb objects and dodge attacks. Different characters will have different jump heights however they will all be able to reach the various platforms within the game levels. Characters can also perform a *Wall Jump* when pressing the A button adjacent to a wall.

Technical Asset List

Stages and Models

In our game we will have a number of different stages that the player will be able to play in all of these stages will contain a number of assets that will make up the level, these assets will be in one of two categories: Foreground and Background. The foreground assets will have to be made up of static meshes these will have to include collision boxes for the player to collide into, detailed textures and item specific details. With the background models these will not have to include collision on the models as they will not be collided with this will save on procession power they will also not be as detailed as the foreground due to them not being the main focus of the game they will also be able to use smaller textures and polycounts so save on processing power when rendering the scene in.

Different levels will have to include different models so that they are unique and individual.

"Desk" Level

- Monitor
- Keyboard
- Mouse/Controller
- Mug
- Lamp
- Fan
- Stationary
- Books/Bookshelf
- Desk
- Desktop
- Décor
- CD/Game Case's
- Cigarette/Ash Tray

"Pirate Ship" Level

- Pirate Ship
- Shipwreck
- Sharks



- Islands
- Oceans
- Boats
- Barrels
- Mast
- Steering Wheel
- Sail
- Deck
- Trap Door

“Dojo” Level

- Floor
- Sliding Doors
- Wooden Walls
- Weapon Racks
- Gong
- Training Dummies
- Spectators/Dojo Members
- Torches/Lighting
- Mountains/Foliage

Pagoda Level

- Pagoda Eaves
- Pagoda Windows/Walls
- Window hatches
- Pillars
- Pagoda Doors
- Railings
- Lamps

Polycounts

When designing the game along with determining the models that will be needed to be created for the game we have been taking into great consideration how detailed we want our models to be, this has involved lots of discussion on how we would like not only the character models but also background models to be created as getting the balance between detail and performance is the utmost importance during the production of the game.

We have decided that in our game that the maximum amount of polygons we want for each level in the game is no more than 15,000 Polygons with this we believe we can create the most detailed levels we can. We decided on this as the levels themselves are not massive in size and as well as the camera always showing the same view constantly this means that we will be able to create each level so that we can get the best performance we can with the highest amount of detail we can put in without it having an impact on performance.

LOD



In our game we will not be needing to use Level of Detail in game due to us being able to customise the levels to our needs so we can get the best performance we can because of this we will be able to implement what we would normally use as level of detail directly into the level itself this will be done by scaling the amount of polygons on a model down with the further back the model is this allows us to save on not only time when creating the models but also performance with it not having to render in unnecessary polygons. On a side note it will also save time when building the lighting for the levels due to the levels not changing from play to play.

Textures

All of our main game textures will have at the following texture maps. Diffuse/Specular/Normal maps applied to the required elements of the 3D/2D assets. Textures are advised to be kept square for memory usage which we have to abide by being a game with such a huge scale map.

Memory usage and Performance

To keep the memory usage down and the performance up in our game we will do a number of different things including but not limited to:

- Minimal use of texture maps (re-use current maps)
- Keep texture resolutions down
- Keep collision proxies primitive
- Animations are to be re-used to keep animations list smaller
- Use of decals to create more detail instead of modelling detail in
- Re-use Geometry and but change scale and texture/decals
- Try not to use reflective materials they take up a lot of memory (chrome)
- Remove unnecessary object details in 3ds max (supporting lines + verts)
- Skinning of characters needs to be correct

Audio and Sound Effects

Overview

Audio is important in any video game it helps to increase in the player's immersion into the game, in fighting games audio is important to not only increase the tension in the game when people are playing the game together but it also gives auditory feedback to the player on what they are doing in the game without directly looking at it.

Sound Effects

In car games audio is massively important in creating immersion in the game so for our game we will be needing a large amount of sound effects recording and putting in to the game this will involve us having to get audio recording of different sounds of paper ripping for when a player dies as well as recording any background noise that is specific for the stage.

Background Audio

In our game we also want to add music into the game both when the player is in game and when the player is in the menus. Having background music in the game



can help add to the atmosphere in the stage having a fast paced music can make the action on the screen feel much more intense it also helps to keep the player interested in the game for longer. In the menus music will be some ambient noise this allows for a calm down period in between fights and allows the player to relax rather than them sitting in silence as the same as in game music it also keeps the players attentions and can also be used to tell the player if the game has crashed.

Other

We also want our worlds to feel alive so we would also like to include numerous amount of extra audio into the game such as the cheers of crowds when someone dies, the sounds of old monitors, the sound of heavy wind, the sound of heavy rain ect, these will help to add to the immersion in the game when playing on certain stages.

Character Rendering

Fighters

All the fighters in the game will be skeletal meshes when modelled for use in the game as we are following and origami style to the game all models must also look like they have been created out of paper although slight diffractions in the models are allowed to make them look realistic. As the game is a 2D game the model will only need to be textured for the side facing the camera this will save time when having to texture the model. All animations created for the models will also have to take into account the 2D perspective in which the game is in this is because where as an animation may look correct in 3D when transferred to 2D it might not look as intended and should be taken into consideration when creating the models

Miscellaneous Ideas

Overview

When coming up with ideas for the game we had many many things that we want to implement some being possible (and have been listed) and some that might take some work to get working or not work at all but with some extra time we may get to work later on in development

Level Editor

We would like to implement a level editor into the game which will allow the player to create their own maps in which they will be able to share on the internet for other people to download and play. This will require a lot of time in order to create a working in game editor when we have been working solely on the Unreal Engine and also will require a lot of server storage to save not only all of the maps people share but all of the leaderboards for them. Doing this is highly unlikely but would be absolutely amazing and would massively increase replayability

Modding

We would like to implement full support of modification of the game this should not be too challenging due to unreal being widely documented and available but there are two main problems.



1. There is no possible way for us to police what mods are created for the game so when trying to make the game playable for people of all ages this will become a serious challenge.
2. There has been no attempt to get mods on consoles whereas maps have been done times before there has not been any attempt of this on consoles nor do we know if this is possible on console but we do not have the time, resources and money to try this out for ourselves.

The same as a level editor this is also more or less unfeasible in the time we have to create this but would be awesome if we could and would massively increase replayability

Future Updates

When the game is launched we would like to give continued support to the game in which we are able to add more content to the game and fix any bugs that may occur that we might not have found when testing the game this should be easily feasible when compared to other ideas we have come up with and would allow for the balancing of characters if one is overpowered compared to the others.

Downloadable Content / Add-ons

After the game has released depending on how well the game is taken we would like to release some form of Downloadable Content that players are able to buy, these pieces of DLC will for the most part be free downloads that anyone is able to get without having to spend money on them these will range from New Characters, Skins for Characters, New Stages and new modes for the game. This should be relatively feasible for our game a majority of the content is new assets for the game rather than new mechanics excluding new game modes this is not as feasible as the other downloadable as we would need to be needing to program in the gamemode rules and then testing it to check that it isn't broke.

Research

Retro Theme

Being innovative with creating or re-releasing games from the *retro* age can be truly profitable. Nintendo, seeing the potential in this market trend, have decided to take a truly nostalgic approach to their recent strategies. The New Nintendo 3DS new design that is a direct reference to the Nintendo Famicom; four new colours buttons are coloured the same as the Famicom which has received high praise from their customers.

"I'll tell you want: The white with Super Famicom-colored buttons New Nintendo 3DS looks utterly fantastic" (Ashcraft B, 2014).

Paying attention to aesthetics that customers will respond positively to is key for innovating new ideas and games. Using the New Nintendo 3DS as a prime example, it is evident that the customer base for older generations of consoles still play games. Simply reusing a popular and iconic colour aesthetic gives the customer the craving for nostalgia.

Furthermore, It has led to much of the customers discussing the topic; sharing the information about upcoming products positively. The SinClair Spectrum Vega is a brand new take of the original Sinclair ZX



Spectrum home computer released in 1982 and sold approximately 5 million units. The original console was capable of playing thousands of games, some of the most iconic including: R-Type, Sim City, Jet Set Willy and Football Manager. The new Spectrum Vega has been aesthetically redesigned, offering a simple classic joystick for the player to use. The new gamepad although has not been completely redesigned, as it still resembles the “black block” appearance of the original, as well as retaining its iconic Spectrum colours. Furthermore, the Spectrum Vega is preloaded with 1000 emulated games, also allowing the user to download additional games made available free of charge. The target audience of the spectrum follows the discussed trend.

“To create something special that resonates with those who grew up with the original Sinclair Spectrum, as well as being accessible to today’s gamers who are looking for some nostalgic game play”. (Indiegogo, 2014).

The Spectrum Vega is currently being crowdfunded on indiegogo.com, and has been funded 147.5% of their expected income (£100,000). With an extra 47.5% on top of their expected contribution (presently at £147,495); it is evident that there is a strong and populated market filled with older video-gamers wanting nostalgia.

Researching what style of fighting game *Origami Studios* was to make is dependant on current trends in the market, as well as what mechanics did and did not perform well in previous fighting games. This started by looking at fighting games released within the past few years.

Samurai Gunn is a 2D arena fighter that uses a 1 hit kill mechanic developed by TechnoPants designed as a local party game. This game has been rated:

9/10 - *Eurogamer* 78/100 - *Metacritic* 6.8/10 - *Polygon*

“Samurai Gunn is a game about little else, really: you spawn, you fight, you fall, and then you spawn again - and fall again...This is hectic and hilarious and exhausting, in other words, and it's also very clever with its focus.” (Donlan, 2014)

This is a statement which is frequently said by reviewers of Samurai Gunn, complimenting its simplicity and focus. The 1HKO, simple control scheme and quick respawns allow for some intense gameplay; creating memorable and fun moments. The game offers a large roster of characters and a huge array of maps, split into 4 environments. Each environment has its own unique attribute such as sticky walls, water, moving platforms and bamboo; allowing people to change and experiment with their playstyles and rivals. Its simplistic and responsive controls also play into the game's favour, allowing it to be accessible to anybody who can hold a controller.

Although the game has been praised for its simplicity, it has also received a fair share of negativity for the same reason.

Samurai Gunn offers no progression; all the characters function exactly the same and there is no ability to unlock further characters or levels. Although, the developers have given a nod towards their inspiration; Towerfall, Nidhogg and other 1HKO games, and have given access to exclusive characters with a cheat code. Furthermore, the game's lack of online multiplayer has received negative points, with it being the main focus of negativity towards the game.

“Samurai Gunn's gameplay values precision, but that same value hasn't carried over to its overall production. It feels every bit like a work-in-progress. A fighting game has to be pixel perfect to successfully reward patience and strategy. Samurai Gunn just isn't there yet.”



(RussFrushtick, 2013)

Target Audience

UKIE's 2015 statistics on video games state that 35% of gamers are aged 25-44 and 22% of gamers are 18-24. This suggests that a large portion of video gamers in 2015 are of an older generation, and will possibly receive media with a retro theme positively. This is further supported by research conducted previously in this documentation. UKIE also states that 52% of video gamers are female, with 48% being male. With an equilibrium forming between both genders and the amount of video games they play, it is sensible to target our game at both genders to achieve maximum sales targets.

Fighting games are traditionally targeted towards hardcore gamers, normally 18+. Tekken, Street Fighter and Mortal Kombat each come with their unique game mechanics and intricate control scheme. Gamers must dedicate a lot of time to traditional fighting games to be able to successfully input complex controls and execute combinations as the game had intended.

Paper Cut is primarily aimed at traditional gamers (ages 18-35) due to its retro suggestive theme. We have found that exploiting retro elements is a successful method of design, increasing sales rates of products that feature retro elements. This will be achieved indirectly; suggesting that the game world takes place in an environment which represents 1990's teenage culture.

Although the theme of Paper Cut is focused towards traditional gamers, the mechanics and method of control is accessible to gamers of all ages. Furthermore, the aesthetic style is *exaggerated photorealism*; a visual style which has become increasingly popular with technological advancement.

There will be no blood and gore, or suggestive themes that conflict with any ethical or moral standings. For these reasons, *Paper Cut* will be aimed at an audience of 12+.

Dolan (2014). Samurai Gunn Review: A Thousand Cuts. [Online] Available from: <http://www.eurogamer.net/articles/2014-02-21-samurai-gunn-review> [Accessed: 20/10/2015]

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Ashcraft B. (2014). The New 3DS Is the Portable Nintendo Should've Released Years Ago [Online] Available from: <http://kotaku.com/the-new-3ds-is-the-portable-nintendo-shouldve-released-1648807126>. [Accessed: 20/10/2015]

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