Call of Capybara: World Conquest

Enforce worldwide peace

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v1.0

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1 Game Description

Call of Capybara: World Conquest (in short referred to as **CoC: WC** or just **CoC**) is a single player First Person Perspective (FPP) shooter game where player plays as anthropomorphic capybara named Joe. Using variety of weapons and powers, user will progress through linear levels in specified order fighting hordes of enemies on his way.

1.1 Key Features

- Easy to learn, hard to master gameplay

- distinctive graphic style

- blend of old school FPS mechanics with modern take

- five different and unique weapons and powers

- 11 maps across the glove

- Each map have it's own variants of enemies

- Leaderboards

1.2 User Promises

- Bug fixes and balance updates as required

- Content updates with extra missions and more planned after release

1.3 Target Audience

Game is meant to appeal to a wide spectrum of audience and we expect every core-gamer group to have at least some interest in our game. Thanks to a mixture of cartoony art style, ability to change difficulty level at fly, leaderboards and a bit of "retro feeling", **CoC: WC** have something to offer to everyone.

Casual gamers will like the colorful graphics, easy mechanics and general idea of the game and the fact that they are often rewarded with either personal highscores or achievements.

Hardcore players will enjoy the hardest challenges of highest difficulty settings, scoring highest possible scores and reaching top placements on leaderboards as well as earning the rarest achievements.

Mid-core players will enjoy most of the things mentioned.

Age-wise while the game may appear more to young audience of teens and young adults (below 30 years old), we also expect people from other age groups to be interested judging by gameplay alone.

1.4 Platforms / Requirements

Platforms: PC (Steam) with possible console ports in the future

Genres: First Person Shooter

Similar to: **Doom** series / **Shadow Warrior** / **Bulletstorm** / **XIII**

Engine: Unity Engine

Target PEGI rating: 12 desirable but we can afford getting 16.

Requirements: TBD

1.5 Dictionary

Here you can find in-game terms and their meaning.

Term	Meaning
CoC: WC	Call of Capybara: World Conquest
Capybara Joe, Joe	Name of main character of this game
HP	Health Points, shows how much damage player can take before game over screen shows up
Chill	Equivalent of mana in other games, used to cast Powers
Power	Spells, unique abilities player can use on the battlefield
Manta's Evil Emporium	Name for the corporation ruling the world, main antagonist of the game

2 Story / Premise

Capybaras were always chill animals. They meant no harm and were happy just minding their own business. Days flew by lazily and it seemed like everything was right with the world and peace will rule for eternity. Then the Manta's Evil Emporium arose to power, enslaving animals across the world to work in their corporations and factories. Chained to their desk, animals started to lose themselves to the void of endless capitalism.

> Capybara's Joe couldn't just stand and look as his once peaceful world started looking like industrial revolution's nightmare. He stood up, took his trusted nunchaku and started revolution. He may be alone. But he is capybara. Too chill to lose.

"It's time to bring worldwide peace by means of absolute coolness! *sound of a nunchaku's swing* "ouch!" - Joe

In the world resembling our Earth, but without humans, animals lived in relative peace for long time. Recently the Manta's Evil Emporium (a clan of mutated [possibly by aliens] mantas, believing the work is everything in life even if said work has no actual meaning) rose to power, selling their lies of corporate future to naive animals and enslaving them by endless demand for new products.

Now player in the shoes of Capybara Joe must free the world. Take your weapons, take some bubble gum and start liberating.

2.1 World / Locations

As mentioned previously, world in **CoC: WC** resembles our own, minus humankind. This means the game's map features usual continents and oceans, as well as man-made structures like cities (only it's all animal-made and animals can lead a life close to that of a human).

Game will consist of set of locations, accessed in linear fashion – only completing current map will allow player to reach next location. Each map also will be linear, with some secret rooms hidden throughout.

Starting location is Brazil in South America, while the final challenge will appear in Australia.

One extra level is the tutorial, which will be designed with helping new players getting around the game systems and mechanics. This level is accessibly only by opting for a tutorial on starting brand new game.
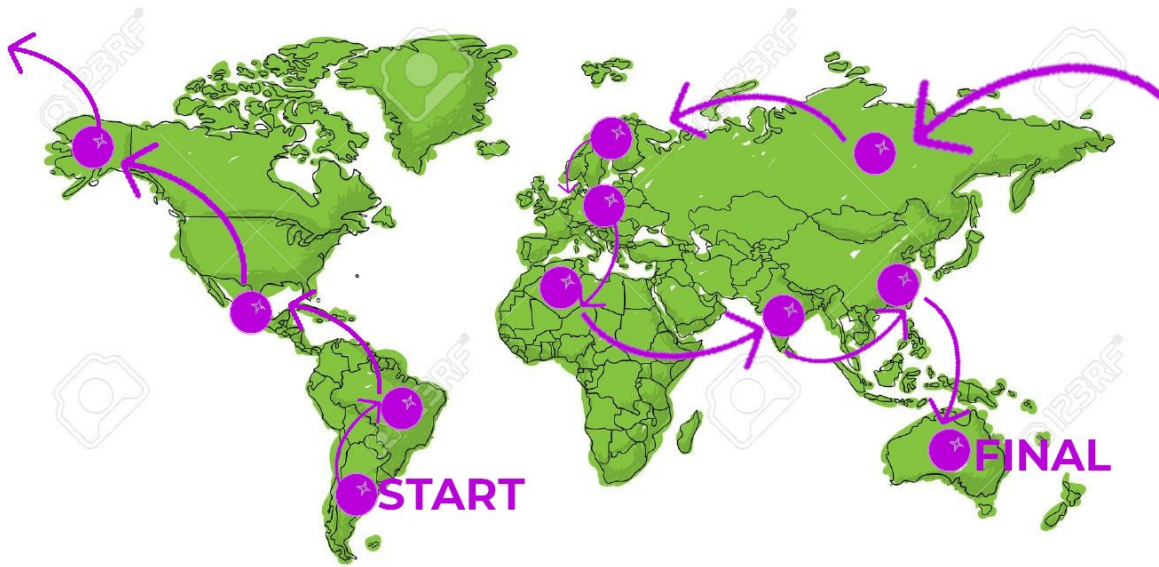
Mockup: a map of world and their order of progression

List of levels:

- Brazil

- Mexico

- USA, Alaska

- Russia, Siberia

- Finland

- Poland

- Sahara

- India

- China

- Australia

11 missions + 1 tutorial level in total across whole globe with possible additions as updates or DLC (see Revenue Streams section).

2.2 Enemies

Main enemy types that will appear in game are as follow:

Type	Adjustments	Description
Grunt	None	Common cannon fodder, most basic enemy type
Airforce	Ability to attack from air, flying	Flying type of enemy, slightly stronger than Grunt
Heavy	Armored, more HP than other enemies	Backbone of any defensive location, lots of HP make dealing with it more problematic
Artillery	Long range of attack, immobile, slow fire rate	Usually sitting in the back
Speedy	Faster than other enemy types	Similar fighting capabilities to Grunt, but faster and tending to circle the player
Manta's Special Force	Stronger attack, more HP, rather slow	Manta's elite force, shows up in big important fights. Serves as a mini-boss for earlier levels – on later levels they may appear in small groups

Other than these, some location will include a special kind of boss enemy. These will be detailed in separate document.

Each enemy type needs to have they own Health pool, Speed, Aim (percentage of how likely they are to actually hit the player standing still), Damage and Range (how close they need to be to try and hit player). These values may change depending on selected difficulty level.

Since game characters are all animal-based and art style aims for cartoony effect, the enemies should be based on the location of the current mission. For example in starting location, Brazil, player will meet enemies based on animals such as Tapirs, Tamarins, Rheas, Sloths, Tucans etc.

Using this example, basic enemy types in first level could be:

Enemy	Type	HP	Speed	Aim	Damage	Range
Tapir	Heavy	110	40	60	30	Medium
Sloth	Grunt	40	30	70	15	Melee
Tucan	Airforce	30	50	60	20	Medium
Rhea	Speedy	35	60	50	15	Short
Tamarin	Artillery	40	0	70	25	Long

Please note, Range values are placeholders and need to be tested in prototype before we can asses the actual values for each enemy type.

3 Marketing / Demo

Call of Capybara: World Conquest (in short referred to as **CoC: WC** or just **CoC**) is a single player First Person Perspective (FPP) shooter game where player is tasked with conquering the world to finally bring in an aeon of peace. To achieve victory, player will need to use his skills to vanquish different enemies in various locations across the world. Successful players will find themselves on leaderboards for each level.

In order to play the game players will need to buy it, but there will be a demo version available with limited gameplay time (30 minutes max) and locations (3 locations). Only buying full version will remove limitations. Progress from the demo version will carry into the full version. Since this is also a very small project, an extra revenue stream is going to be added. More in the section 7. Revenue Streams.

~~Game is going to utilize F2P (Free-To-Play) business model that allows any player to play for free for a limited daily time (30 minutes, preferably cached locally to avoid easy exploits of the system). Players wanting to play more than 30 minutes daily would need to buy a Premium account. More in the Revenue Streams section.~~

In **CoC** player controls a capybara-like character and using various weapons and unique powers, needs to complete different objectives. Most basic of them requires player to defeat opposing forces of Manta's Evil Emporium that consist of different animal-like characters (which ones is based on the current location).

In the market currently shaped mostly by big AAA FPS titles like **Call of Duty** or Battle Royale games like **Apex Legends** or **Fortnite**, our product harkens back to simpler times and will attract players from a wide market of FPS games looking for something different.

4 Art Style & Audio

Call of Capybara: World Conquest will utilize colorful, vivid and lush color palette in harmony with cartoony art style. While game will be realized in full 3D, most objects and characters will be using 2D sprites. Thanks to that we will be able to give them more character and limit the resources spent on 3D models and animations. At the same time, the aim is to not create a pixel-art – a good inspirations are **XIII** or **Fallen Angels: Shadow Over Umburgh** as shown in section References.

Main character's portrait will always be visible during gameplay in the UI and animating it is important – just like player avatar's face was changing in **Doom I** and **Doom II** for example. Healthy Joe will look ready for action, even smiling in emancipation of upcoming fight, while wounded would be covered in bruises, a plaster stuck to a cheek etc.

4.1 Maps

Map design and art assets should be directly linked to currently played level. For example, if player's in China, it should be clearly visible. Mission could take place inside an old Chinese castle, full of oriental ornaments, old armors, paintings in the Chinese style etc. Mission taking place in Russia (Siberia) could utilize heavy emphasis on snow and ice as main theme – player being able to move only through tunnel or trenches in the snow for parts of this map, fighting inside cavern full of ice etc..

4.2 Audio and music

Details incoming in separate document.

4.3 Violence levels

Because of multiple reasons, the game should not be full of gore and blood. We want to earn a PEGI rating of 12 as stated in section 1.3 and since game is meant to be colorful and full of animal-like characters, it would feel wrong to go with the full-on-violence. That's why enemies are not killed, but instead are knocked out. Weapons do not shoot lead bullets, but rubber balls or darts. Same with powers, while they may look impressive, they never kill.

To not make fighting unkillable enemies boring, game should aim to bring in some humor in the way enemies are animated, especially when they go down – good inspirations are old cartoons like *Wile E. Coyote and Road Runner*.

5 User Experience

Starting the game user is welcomed by the main menu screen. If it's first time launching the game, user is asked to provide his name/nickname (will be used in leaderboards).

In main menu, player will have few options:

- starting new game
  - doing so prompts a new screen where player can select and learn about difficulty settings
  - if player already beat the game at least once, he can also select level he wants to play on from list presented on new screen
- continuing game (only if local save is available and detected)
- checking settings menu
- checking leaderboards
  - this will open new "page" with leaderboards segmented into section for each in-game level

- player's personal best score will be visible either at the bottom of the page or in the top 10 (if his score is high enough)
- leave game back to desktop

When player decides to start playing, he is loaded into a level – which one depends if he is starting brand new game or continuing from a save. In case of brand new game, player is asked (after selecting difficulty setting) if he wants to play a tutorial mission. If yes, tutorial mission (which is separate level from rest of in-game content) is loaded and player must finish it before moving to the main game.

In case of continuing a game or playing without tutorial, player is loaded into the right map and can start playing. Gameplay continues till user reaches end of the level. At this point he is presented with a score screen detailing how many points he got and any new powers unlocked (if any) with percentage of weapons usage and an option to go back to main menu or continue to next level.

Game progress is saved only on start of the level and end of the level. Manual saves are not permitted – each level must be finished by player once it's started. Allowing saving anywhere would not be wise with heavy emphasis on leaderboards.
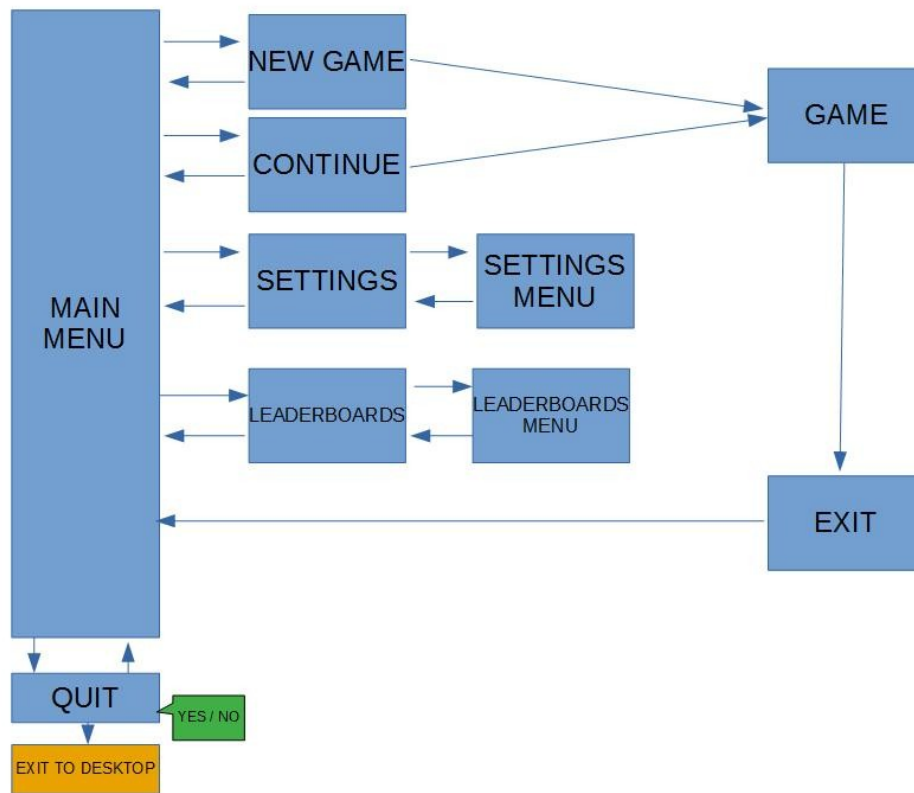
Once game is completed, player can access every mission from the New Game screen and replay it, trying to beat his best score or just explore and find remaining secrets.
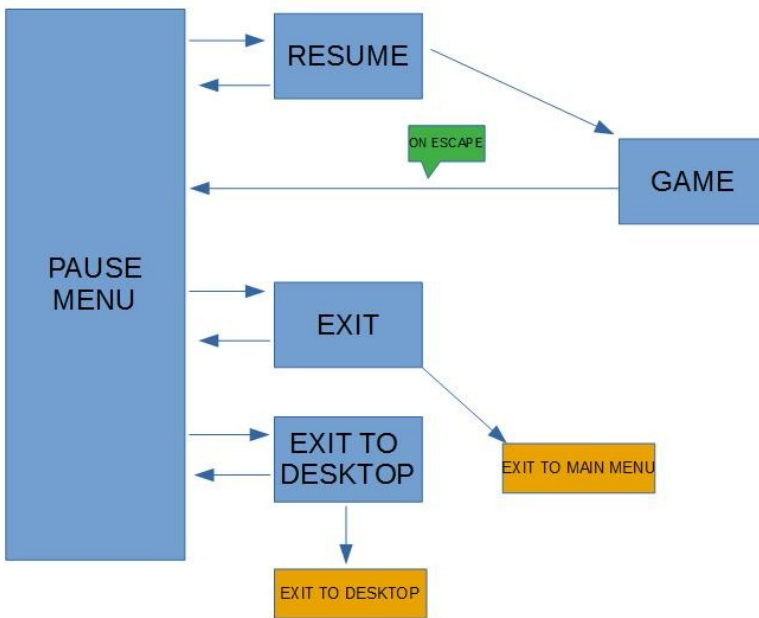
6   User Interface
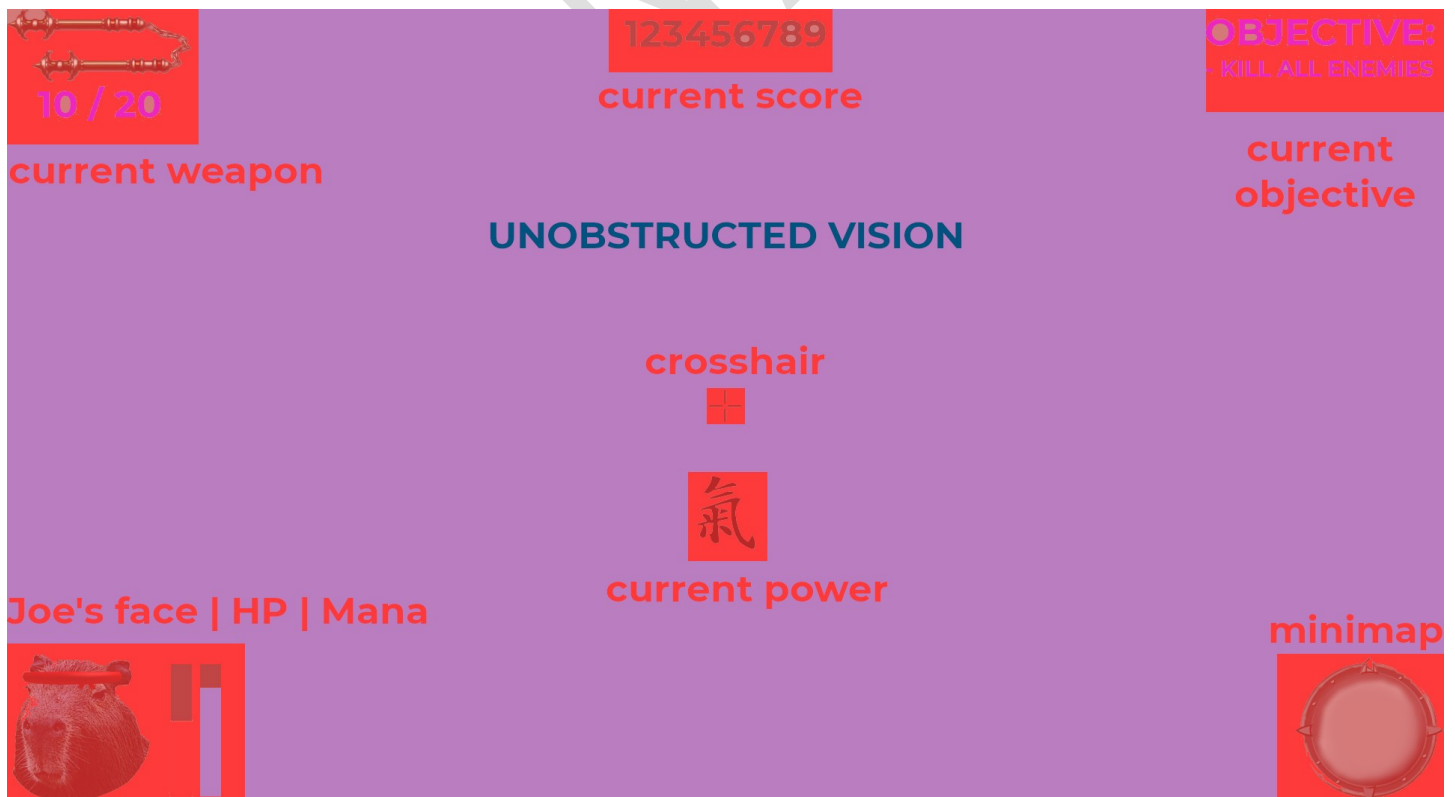
6.1 Menus

Main menu chart:

Pause menu chart:

6.2 In-game UI

Mockup of in-game User Interface.

123456789

10 / 20

氣

HUD zones:

123456789
current score

OBJECTIVE:
- KILL ALL ENEMIES

current objective

10 / 20
current weapon

UNOBSTRUCTED VISION

crosshair

氣
current power

Joe's face | HP | Mana

minimap

Changing weapons brings down a "list" of all collected weapons and shows their ammunition levels.

Notes:

- The current power icon is visible only for 0.5 second after selecting. After that time it disappears (fast fade in and fade out).

- Power icon shows up again when player switches to other power up or just browses available powers.

- Minimap shows enemy position around player – with player being the center of the minimap. Radius: 50 units (need testing).

- Minimap also highlights the current objective if it's in range. If not, a small arrow on minimap will point player in required direction.

- Minimap flashes softly when player is very close (under 10 units away) to a secret.

- Amount of armor is shown by headband:

  - the less armor there is, the thinner the headband is

  - with no armor remaining, headband is not visible

- Powers and weapons in-game projected like "power ups" in games like Quake. Floating boxes with icons and color coding so it's easy to spot what's what even during heavy battle.

- The objective zone should also inform player of number of currently found secrets and how many remains on the map.

7 Gameplay

Call of Capybara: World Conquest is rather simple FPS game and as such, gameplay resolves around player character moving through level and shooting things.

Smooth and responsive movement is an important factor, same as feedback from using weapons/powers.

Player will be able to use 5 different weapons, each having different stats, looks and behaviors. Player starts with default weapon: nunchaku, a melee tool for close quarter combat, effective against basic enemy types. New weapons will be picked up and unlocked during missions. Obtaining new weapon and finishing mission in which weapon appeared unlocks the weapon for every next mission.

Player will also be able to use up to 5 different powers, which he will pick up during missions. Same as with weapons, obtaining a power and finishing mission that included that power unlocks it for every next level.

Most missions will resolve around killing most enemies and reaching end of the level. Some missions will be different, requiring killing a boss, finding an item or performing other action.

Every level will be linear and have hidden secrets within it. Finding secrets does not count towards Score used for leaderboards, but finding these grants achievements and should be fun to find them and see what they are. For example: secret room hidden behind an "illusory wall", entering vent system that branches out and the longer route ends up with a secret, on a dance floor doing a series of moves opens up wall revealing it's content etc.

7.1 Controls

Default PC controls as follow (subject to change)
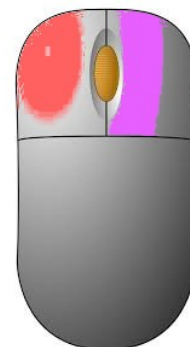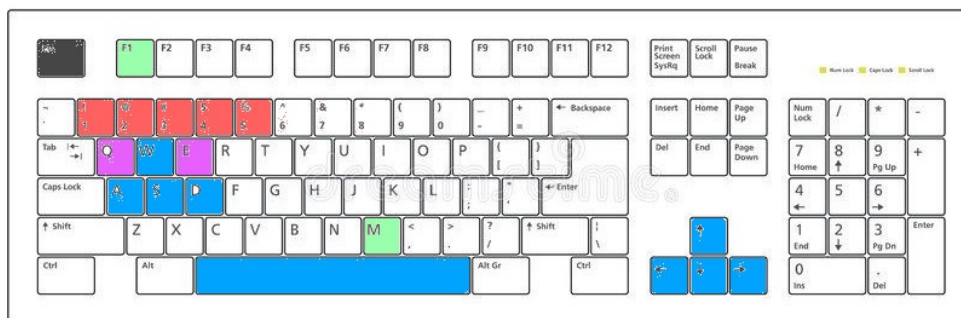
WSAD or arrows – movement

Space – jump

1-5 – weapon selection | also with mouse scroll

Mouse left click – fire | holding for 1 second switches weapon to alternative fire mode

Q – next power

E – previous power

Mouse right click – use power

F1 – help menu

M – map

ESC – pause menu

Gamepad controls coming soon.

7.2 Loops

Core gameplay loop consist of player entering new level, eliminating nearby threats and then going after mission's objective. In a typical mission that would be either eliminating all enemies or reaching end of the level. During this progress player can find new weapons or powers. Finishing level is summarized with a score – with high enough score, player's name can appear on global leaderboards.
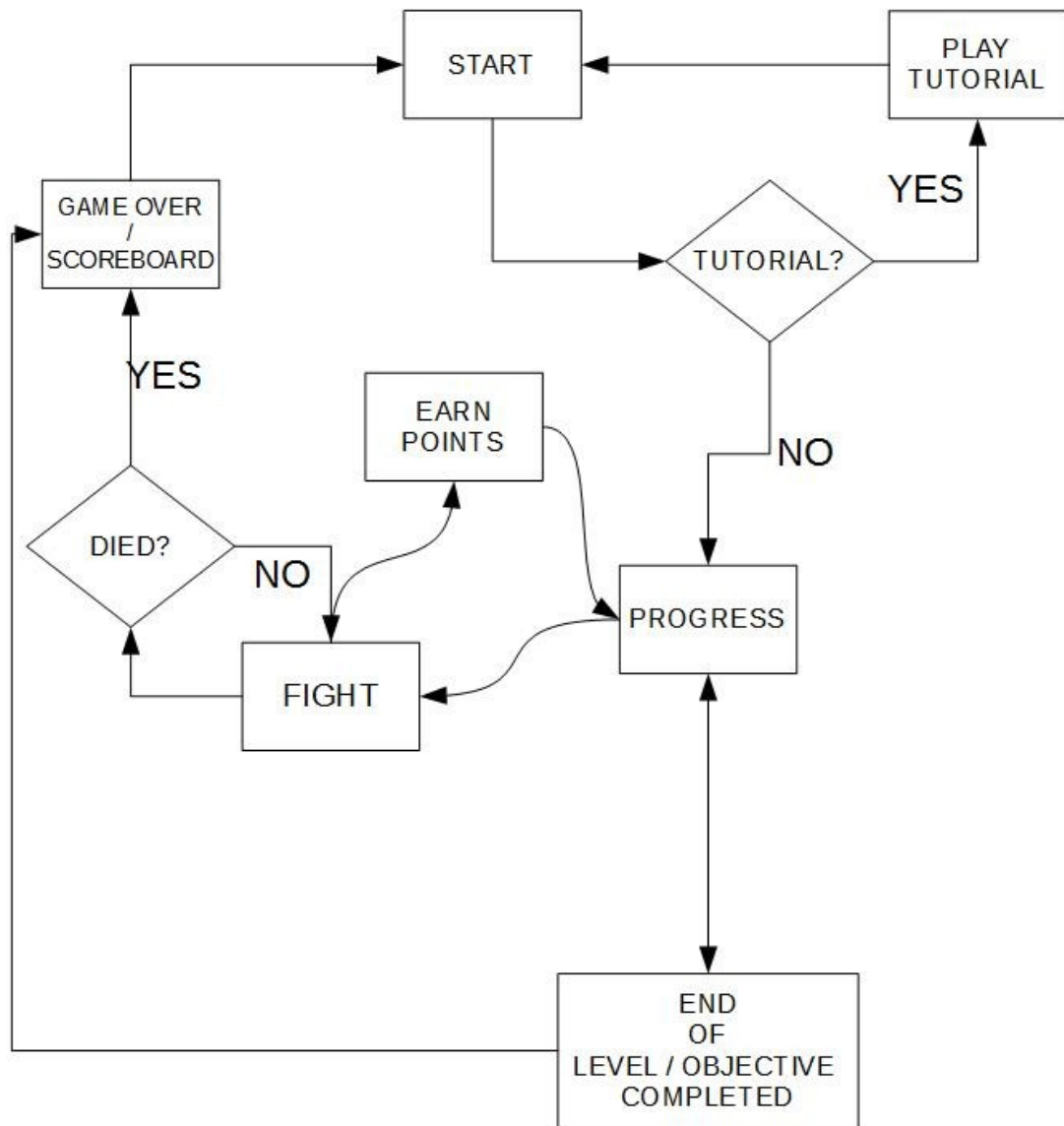
Core Gameplay Loop

For details on loops for weapons and powers, please check separate document (Weapons & Powers – Concept).

7.3 Mechanics

Damage formula is simple:

Damage – Armor = damage taken by player

Where:

Damage based on Enemy type hitting player

Armor – the amount of armor player have at the moment of hit

The only regular enemy type that have damage reduction is the Heavy type, which reduces incoming damage from the player by a random value between 1 and 7. Values are estimated and are subject to change.

For player to pick up items like weapons, powers, keys or other interactable objects, he just needs to "move into them" like in old school FPS games. Same applies to opening doors, using switches, levers etc. - just "bumping" into things is enough to activate them.

7.3.1 Difficulty Setting

There are three intended difficulty levels. They do not change the AI behaviors, only change basic attributes of enemy types:

Difficulty level	Changes
Easy	-10% to enemy HP, -5% to Aim, 20% more HP/Ammo pickups
Normal	---
Hard	+20% to enemy HP, +15% to Aim. 20% less HP/Ammo pickups

Difficulty levels have different names in-game and have short description that helps player decide which one to select.

- Just sightseeing (Easy) – stroll around and have fun! Enemies are weaker and less likely to hit you. You will also find more resources.

- Peacebringer (Normal) – intended difficulty level, you will be fairly challenged!

- Peace requires sacrifice (Hard) – you are willing to suffer in the name of peace. Enemies are stronger and hit harder! You will also find less resources.

7.4 Weapons and Powers / Armor System

7.4.1 Weapons

Player will be able to wield five (5) different weapons and as many unique abilities (Powers). Those will be obtained by either collecting them on a level (some may be hidden in secret rooms, making them available before their appear "regularly" on next mission) or as reward for finishing certain mission.

Weapons do not need to be reloaded.

Weapons can use alternative mode if user holds the fire button for 1 second. Doing so changes slightly weapon looks and animations, informing user the alternative fire is ready. Alternative fire mode always allows only single shot and in order to fire in alternative mode again user must "charge" the weapon anew.

Weapons:

Weapon name	Description	Damage / Range / Other	Alternative fire
Nunchaku	Melee weapon, effective in close range	40 / melee / fast fire rate	Heavy strike, deals 1.5x damage to everything in small radius in front of player
Rubber Assault Rifle (RAF)	CoC: WC version of typical assault rifle, fast fire rate, decent damage. Plastic AK-47 may serve as a good indicator to how this could look like	30 / long / fast fire rate	Weapon becomes sort of minigun: once trigger is released, RAF constantly shoots out bullets with even higher rate of fire but with reduced damage (randomized -2 to – 8) for exactly 5 seconds
Boltcaster	Plastic crossbow (alike to Huntress Boltcaster from Prey 2017), high damage, single target "sniping" rifle	60 / long / slow fire rate	Sacrificing bit of damage (-10), this shot targets everything in front of player in 60 degree radius up to 10 units away
Bouncer	Rocket launcher loaded	10 per bounce / slow	Bouncer launches a

	with energized rubber ball. Every enemy struck with it starts bouncing around and crashing into other objects and enemies. Max 3 bounces per enemy, unless it gets hit again by Bouncer.	fire rate /	supercharged ball into the ground – everything in 10 units around center of impact is launched into the air. Enemies will "hang" there helplessly for 3 seconds before falling down and taking 30 damage upon impact.
Battle Ready Awesome Gun 9999 (BRAG)	One word: BFG. Annihilates a wide area from anything but the most sturdy enemies. AoE around 30 units from the center	120 / medium / very slow fire rate	

7.4.2 Powers

Powers require Mana (in-game called Chill) to use.

Power name	Description	Effect	Cost
Chi Surge	Healing	+ 20 HP	20
Toxicity	Throws a poisonous "grenade" at the target and releases toxic fog as an Area of Effect, area: 15 units. Stays in area for 10 seconds.	Objects within fog are suffering 5 damage tick per second. Being inside fog makes aiming difficult and creatures suffer -10% penalty to aim. Leaving the fog removes the effects after 1 second	40
Frisbee	Throws a Frisbee into the air. Confused enemies will chase it and forget about player for a short while	Allows player to take a breather for 4 seconds before opponents stop chasing Frisbee. If thrown into a canyon or fire, enemies will jump to their "death"	10
Voodoo	Targets single enemy, who becomes ally for player for a duration of this power	Targetted enemy fights other enemies and not player. Last for 10 seconds	40
Freeeeezeeee!	A freezing wave erupts	Enemies around 5 units	60

	from player, freezing everything around him	from player are frozen for 3 seconds and take double damage while in this state	

7.4.3 Armor

Outside of weapons and powers, player will be able to find pieces of "armor" on the map. There will be indicated by a special icon visible in HUD and in-game will be presented as headband (think about movies with Rambo).

Armor (in-game called Chill) will work in simple way: every point of armor reduces the incoming damage. Once damage is reduced, the armor is "used up" and removed. Maximum value of armor is 100.

Example: Player have 50 Health and 10 points of armor. Enemy hits him for 20 damage. Player Health is reduced by 10 points (another 10 points was reduced by armor) and his armor drops to 0.

7.5 Achievements

Player will be able to earn achievements for his progress and gameplay like finishing a certain level, beating a level under defined time or by placing in the top10 of the leaderboards. More details to follow in separate document. Leaderboards

Each level have it's own leaderboards. Default display shows top 10 highest scores and highlights them. User can browse scores with a pagination – results outside of top10 are not highlighted and more results are being shown (20? 30? Need prototyping to test).

User's highest score should be visible on the bottom of the rank – unless his score belongs in the top10. User can anytime compare his score with friends using UI buttons in place (using Steam friend list feature).

CoC: WC's leaderboards will use simple set of columns:

# rank	Name	Score	Top Weapon

Note: Top Weapon is the weapon that was used the most/defeated the most enemies by a player.

Score is calculated based on following data:

Total value of defeated enemies + Kill Score / Time = Final Score

Where:

Total value of defeated enemies – every type of enemy have associated value, this sums all defeated enemy groups

Kill Score – extra points gained by defeating enemies in spectacular way. More in section 6.6.1

Final Score – the actual score that is visible to user and on leaderboards

7.5.1 Hacking / Keeping Leaderboards Clean

If using Steam's technologies and API, we can utilize external display of game leaderboards using Steam's Leaderboards (https://partner.steamgames.com/doc/features/leaderboards). Thanks to that we can also benefit from VAC anti-cheat systems.

In case of suspicious scores and with enough data and evidence, we should be quick to find out the reasons for odd scores. For that we could use a separate system that logs player session on each map and sends this log to us when user submits his new high score – good example of such "replay" file would be StarCraft II where replay files are very small, because they consist of only player's actions and nothing else.

Having access to such logs/replays, we should be able to spot any glitches, exploits or forms of cheating and ban associated accounts and remove their scores from global leaderboards.

7.5.2 Score system

Taking an inspiration from **Bulletstorm**, in **Call of Capybara: World Conquest** player will be rewarded for killing enemies – the more interesting way, the better.

For example, if player just K.O. enemy using normal attack, he gets normal value for the kill. If player uses one or two weapons or weapon + power to defeat enemy, his score will be multiplied. Chaining different attack and powers and utilizing in-game hazards like spikes, pit falls etc. allows player to obtain higher score.

Math to follow.

8   References

8.1   Gameplay

Mix of old school FPS like **Doom** with protagonist throwing one liners (**Shadow Warrior, Duke Nukem 3D**) and kill-point system a'la **Bulletstorm**.

8.2 Art style / aesthetics

https://twitter.com/TreyPowell1964/status/1289004765314195459

XIII

8.3 Weapons

The Boltcaster is based loosely on the Huntress Boltcaster from Prey (2017).

8.4 Leaderboards

Demon's Pit leaderboards

9 Revenue Streams

Main game will cost 9.99$ and this will be the major revenue stream.

Extra one will be created by Patreon – where players especially fond of **CoC: WC** will be able donate monthly towards further development of the game. Considered Patreon tiers:

- 1$ to 5$ - "thank you" from dev team

- 6$ - 10$ - every new DLC will be provided for free

- 11$ - 15$ - same as previous one, but gains access to beta version of future DLC and can offer feedback before release

- 20$+ - can suggest a new map / enemy to a team that may be added in future updates

Extra DLC are planned and will consist of new maps available for players to experience. Considering our budget, selling just 5.000 full priced units of the game will allow us to break even and thus allow to commit for future updates, paid DLC included.

10 Settings Menu

Adjustable settings will be the industry's standard:

- Basic graphic options
  - change of resolution
  - Fullscreen / Windowed / Borderless
  - FOV slider with numeric value
  - V-sync on / off
- Audio levels
  - master
  - SFX
  - Music
- Advanced graphic options
  - Motion Blur on / off
  - Anti aliasing options
  - Max frames-per-second
  - Lighting quality
  - Shadows quality
  - show fps toggle
- Input options
  - mapping keys
  - mouse sensitivity
  - invert mouse (horizontal and vertical options)