



Worlds Collide

A Black Swan Studios Production

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Section 1 - Game Overview

Elevator Pitch

Welcome to the jubilant conquest of Worlds Collide. Dive headfirst into an all-encompassing fantasy world as you command an army of your choosing and compete to dominate the battlefield in this streamlined take on a classic competitive genre.

Easy to pick up and hard to master, watch as your army and the world around you evolve and adapt to your choices.

Design Pillars

Player Expression

- **Play how you please.** Anything is possible between army selection, loadout selection, evolving terrain, and infinite strategies and counterstrategies integral to RTS gameplay!

Simplified Gameplay

- **Approachability is essential.** Simplified army composition and mechanics drastically lower the boundaries of play (an unfortunate staple of RTS franchises).

Evolving Terrain

- **Build a fortress... or tear one down.** Shape the terrain around you in pursuit of strategy, resource, or style points.

Section 2 - Business Case

The State of RTS

With numerous large-scale releases and marketing campaigns this past year, including Stormgate, Empires of the Underground, and Cataclismo, people are talking about RTS. Unfortunately, many have fallen short of the legacy that games like Starcraft II and Age of Empires have left behind. Still, these titles show record amounts of wishlists and interaction. For example, Stormgate, a blizzard-like RTS considered the predecessor to Starcraft, raised nearly \$2.4 million on their inaugural Kickstarter in anticipation of release. Unfortunately, it only reached a 50% rating on Steam. This has created a virtual hotspot of conversation, eagerness to consume new titles, and visibility for the genre.

MOBA adjacent

The MOBA genre, which originated as a spinoff to popular RTS “Warcraft III”, has been an industry behemoth in recent years, with League of Legends dominating the competitive scene and numerous titles neck and neck with Call of Duty and Player Unknown: Battlegrounds for the coveted mobile market crown. RTS games can capitalize on the success of this genre due to the similarities in gameplay and controls as well as the social media presence to bring in more users and ease the whiplash of genre transition.

Simplified design, implied complexity

Worlds Collide thrives in a sweet spot of controlled simplicity and strategic complexity by leveraging simplified controls against a tried-and-true format to express their strategic prowess.

What are we doing differently?

We emphasize simplicity, player expression, and lighthearted competition by reducing complexity and scope. Most other titles in the genre will approach this problem with increased functionality, resulting in a highly complex game. Adding troop grouping and structure-based macro decreases the skill floor, while branching upgrades and terrain manipulation emphasize counterplay and strategic expression.

Section 3 - Feature Set

General Features

Terrain Manipulation

Combat

Gameplay - general

- [Fog of War](#)
- Customizable keybinds
- UI/HUD
 - Minimap
 - Input Indicators

Menu screen

Matchmaking

- Lan
- Random
 - W/L tracker? (maybe out of scope)

Terrain Manipulation

Change the world around you as you play. Our terrain manipulation will leverage a grid-based system for simplicity.

Simplified Combat

Taking inspiration from bad north units, units will remain stationary unless given a move order and attack any enemy unit entering their range. When following move commands, units will not attack. Grouping troops into a unit and removing attack commands will also simplify combat.

Army Selection

Aiming for three armies in scope but will finish one at a time. Two is absolutely acceptable, and one would be within reason.

Menu screen

This is where army selection will take place. The most important part of building the menu screen is providing structure for future development. This will include currency handling and possibly a shop aspect.

Audio

Lighthearted but impactful audio should ring true to the cartoonish fantasy style.

Building

Building will be created as a component which can be applied to any unit. Each army will use this component in a way that best

Core Features (Ranked)

+ notes on how they relate to our pillars

1. Combat

- a. Player Expression: This is where a player's choices shine, from army selection to build path to strategy and playstyle. Players will decide when to take fights, how to prepare, and what victory looks like.
- b. Simplified Gameplay: Combat is traditionally the most complex part of an RTS game. It will be the most crucial factor in defining our game's approachability in comparison to competitors in the genre.
- c. Evolving Terrain: The terrain around you will carry the scars of your battle, whether the fight involves tearing down enemy walls, building your fortifications, or heavy artillery altering the face of the map.

2. Army Selection

- a. Player Expression: The ultimate form of player expression and the first step in any strategy (regardless of whether it is as explicit as we have made it): are you a robot or a goblin?
- b. Simplified Gameplay: Traditional RTSs offer a limited army selection, a huge number of units, and ~6 structures. By switching to our system, we can leverage this feature to bolster overall simplicity while preserving player expression and maintaining implied strategy.
- c. Evolving Terrain: Different armies imply different priorities; while Mecharchavists view the terrain as an impedance, Dwarves see it as a resource, and Goblins can leverage its cover with high mobility. Army selection defines your relationship with the world around you.

- d. Note: This is only three down because we cannot fully iterate on army selection with the current scope. A small amount will be okay for now, but we aim to increase it greatly post-launch.

3. Terrain Manipulation

- a. Player Expression: Will you build fortifications? Terraform? Strip mine? Terrain manipulation shapes the entire map around each player's playstyle in an extension of their strategy and game-time decisions.
- b. Simplified Gameplay: Instead of managing the complexity of traditional RTS maps (i.e. space management, traversal, angle of attack, etc.) players can directly remove or create map obstacles.
- c. Evolving Terrain: ...Kinda in the name.

4. Base Building

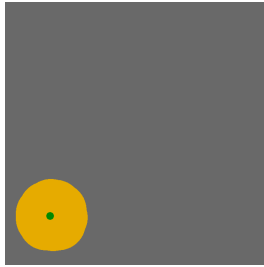
- a. Player Expression: The base will represent each player's playstyle, whether sprawling or compact, fortified or offensive; it will directly impact gameplay and enable players to represent their own brand of conquest best.
- b. Simplified Gameplay: Another barrier to gameplay in the RTS genre is economy management and efficiency. By streamlining this while leaving room for critical decision-making, we can preserve the strategy impact while lowering the overall skill cap.
- c. Evolving Terrain: A player's bastion and the best representation of their in-game dominance is their base. Flex this by building fortifications on your own or by tearing down your opponent's. Similarly, craters or uneven ground will serve as a barrier to expansions, providing another simplified challenge to players.

Gameplay Loop - Walkthrough

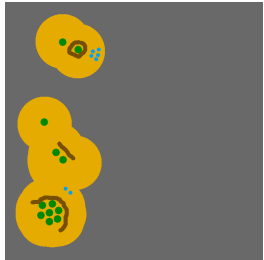
P1 perspective as P2 should be hidden through FoW

Images are minimap snips

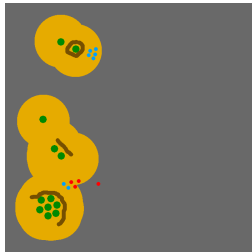
1. Join Match
2. Select Army
 - a. P1 -> Goblins
 - b. P2 -> Mecharchavists
3. Match start with Goblin Town Hall, 200 gold, and rest of map in FoW



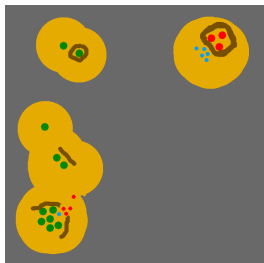
4. P1 builds a production structure to increase passive income
5. P1 builds unit structures spawning prospective units
6. P1 begins expanding, building more unit structures farther from base
7. P1 creates more production structures close to their main base and begins fortifying for safety
8. P1 creates a second town hall at the farthest base in case the first town hall is destroyed
9. P1 arranges most of their troops at the farthest base, preparing for an attack



10. P2 attacks the primary base (must have been extending in the opposite direction)



11. P2 Defeats main base units and some of the structures
12. P1 begins replenishing main base units, sending them immediately into battle while sieging with extended units (base war)



13. P2 has heavy fortifications but no defensive troops
14. P2 destroys P1 town hall, but there is a reserve town hall, so begins searching for town hall reserve
15. P1 breaks fortifications and destroys P2 town hall
16. P2 has no more town halls, P1 wins!



Art Assets Required

*Note: this section is not final as many army comps are currently WIP, this section will be upgraded as we go

Anims:

Each unit will need a walking animation, an uphill walking animation, and an attacking animation. For death and destruction animations we will be cheating with reusable VFX.

Structure Idle anim: can be as simple as having lights on in the structure, this is entirely up to artists responsible.

VFX:

Each army will need a scalable structure death VFX (explosion or the like) and a unit destruction VFX (this may change according to scope and may be switched to a poof of smoke or similar).
Stun VFX (swirl above head).

We will also need a different construction animation for each army, this should be something we cheat on a little (i.e. a cartoon brawl ball for goblins that can be reused for every structure so we don't need multiple animations).

Weapon firing: we will grab online assets for this but weapons firing will require VFX.

Models:

Units: Each unit will only need one model, some will have upgrades which should be indicated on the model using accessories, slight additions to the model, or a color/size change, noted by unit mods below. Each unit will also be associated with a structure (each is counted separately in the table below).

Structures: Each structure will have a couple of unlocks which should be evident on the structure. For most units structures and minor upgrades it would be fine to do something as simple as make the structure a bit taller at each upgrade but for some it may be worthwhile to follow a similar convention to Units, these are noted as structure mods in the table below.

Weapons can be modeled separately or kept as part of the models tab, that is up to the art team.

Estimated Asset list:

Army	Structures	Structure Mods	Units	Unit Mods	VFX
Mecharchavists	5	7	4	3	4
Goblins	6	10	3	3	3
Dwarves	TBD	TBD	TBD	TBD	TBD

Section 4 - Economy

In-game

Each faction's economy will focus on production, army, and defensive structures, which can each be upgraded further to increase their impact in the game.

Very few (if any) buildings will ever be restricted from construction. Each faction will also have a “town hall” around which their economy will be structured.

The standard practice will be that each army's economy is centered around one singular currency, which is spent to build and upgrade, and place their faction-specific block.

Pacing

The player should be awarded resources in such a way that the game is fast-paced and gameplay is constantly moving and evolving.

Client Side

Players will receive currency after each match, which can be exchanged for cosmetics and armies.

Each functionality will not be needed at launch but should be set up to implement further changes later. This will also allow us to consider premium currency.

Section 5 - Controls

Overview

Our movement scheme will take heavy inspiration from blizzard-style RTS ([Starcraft](#) and [Stormgate](#)) but will remove some functions as they are made obsolete through our mission statement and simplified combat.

Starcraft Basic Commands: https://liquipedia.net/starcraft/Basic_Unit_Commands

Stormgate Basic Commands

Deviations:

- no worker movement required (all handled through quick macro)
- no repair either as it will be automatically handled by idle workers, if attacked (worker or structure) workers will retreat to the town hall until combat
- no attack move
- no hold

Hotkeys

Hotkey functionality should be implemented, and this section will be updated as development proceeds.

Basic

Left-click to select/deselect
Shift left click to multi-select
Drag- left click to multi-select
Right-click to move units

Combat

Select a unit, then right-click an enemy to attack

Camera

Spacebar to center camera on your currently selected unit
Arrow Keys or mouse to the edges of the screen to navigate

Section 6 - Tech Stack

Production

We will use Jira, Confluence, and Discord for all communication and process management.

Main Branch

A saved main branch will be stored within the project Google Drive; subsequent development will occur on GitHub. The main branch will be updated at the end of each sprint.

Documentation

This GDD and all other design documentation will be shared on Discord for visibility, translated to the Conflux page for accessibility, and stored within Google Drive alongside the main branch. Further art and tech documentation will be found on the Conflux page.

Development

All development will take place using Unreal Engine and GitHub.

Section 7 - Armies and Units

Overview

The armies in Worlds Collide serve as the primary medium through which players express themselves. Each army has separate mechanics and playstyle. Post-release, the majority of development will focus on creating and balancing new armies.

Composition

Armies will be as simple as possible. The goal is three structures (production or otherwise) and three troops per army. Each army can only build one block type, but each will have different costs and toughness (how hard it is to break).

Units

Each unit will consist of a group of troops affiliated with a structure. The structures will handle upgrades, healing, and replenishing troop numbers.

Each structure will have the activated ability “replenish” which will cost resources and will reproduce the unit to maximum troop count one by one.

Structures

Production structures: these structures will serve as the primary resource and economy for your armies.

Production structures are upgradable and will generate resources over time. Further iteration may be done within specific armies.

Release Scope

- Dwarves
- Goblins
- Robots

Post-Release

Ideally, we will add the ability for players to select their army composition post-release. Players would be presented with an army pool (say ten total units and structures) and select a smaller army to load into the game (back to our original 3 and 3).

Hitlist:

- Increased support for existing armies
- Begin iteration on new armies:
 - Humans?
 - Cryptids?
 - Voidlings

Section 8 - Combat Mechanics

Overview

Combat is Worlds Collide's main selling point. Players can command and use their armies in multiple ways that affect not only themselves but also the environment around them, leading to a variety of combat scenarios!

Armies, Units, and Troops

Armies refer to the entirety of your troops and occasionally to the structures as well. Units refer to a group of troops and can be selected independently. Troops refer to the singular soldiers that make up a unit, troops can die, and a unit is only depleted once 0 troops remain. Units and troops can be replenished by their corresponding structure.

Control

What good is an army if you can't organize and lead it? Worlds Collide allows players to command their armies in a variety of ways. Players can select their armies and move them into certain grids. The first and most basic method is to control the entire army, all troops included. The second way is to command specific units to do certain tasks, i.e. offense, defense, or support. Each unit will specialize in certain aspects and have differing stats that suit it. For example, melee squads have high damage but lower reach and slow attack rate, while ranged squads have the most reach and fastest attack rate but low damage.

Players will need to use these squads wisely to secure victory and support and complement other squads. Teamwork makes the dream work!