

Myriad

Image 1: Myriad Art.

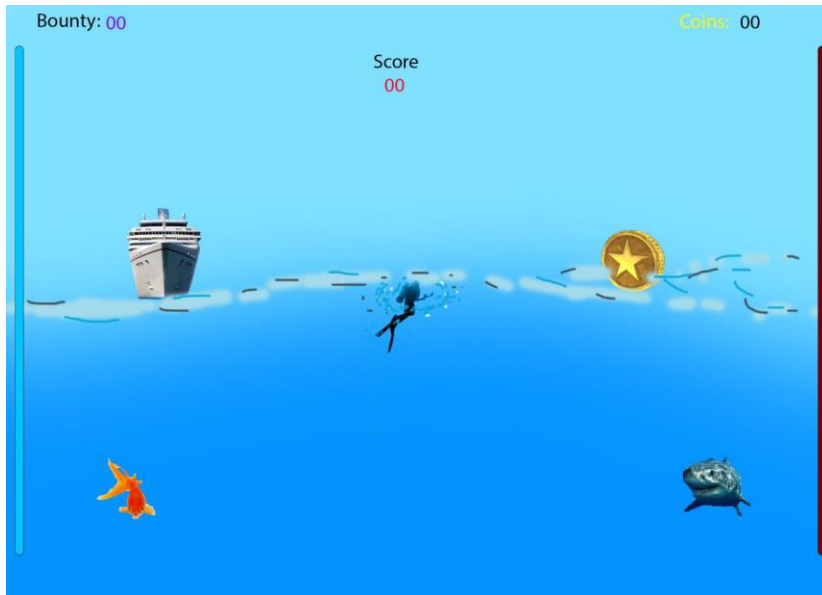
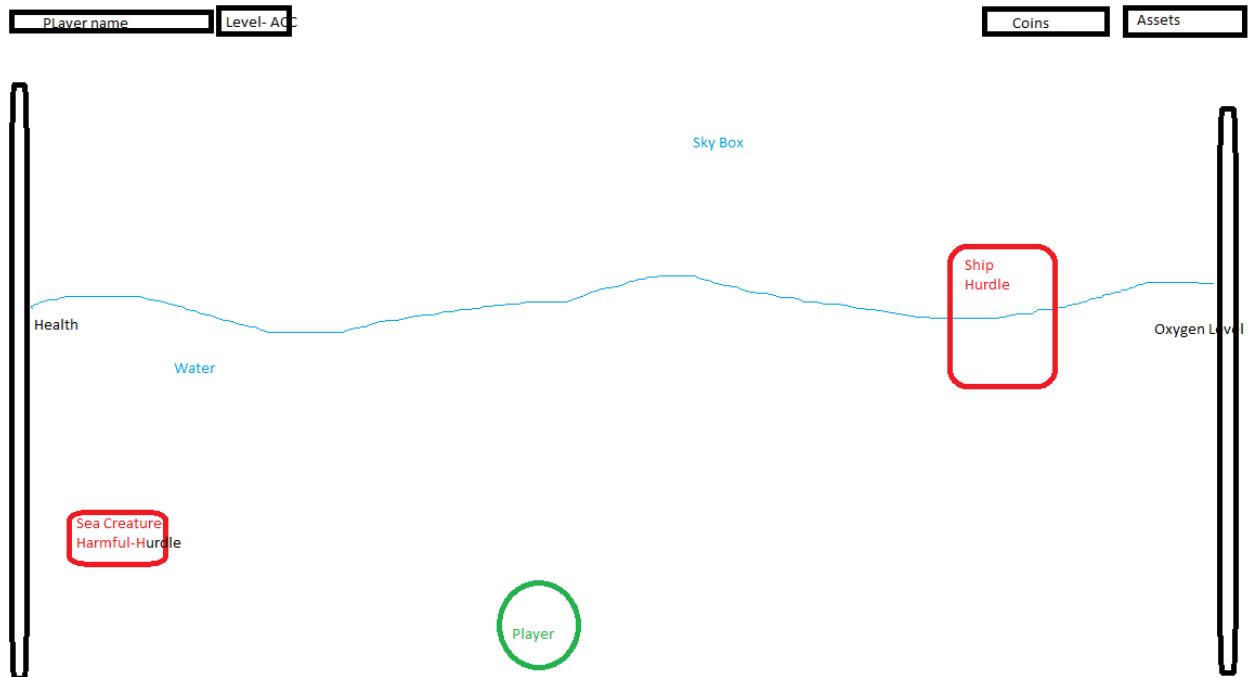


Image 2: Myriad Gameplay elements explanations.



Image 3: Concept



About:

Myriad is a Low Poly 3D hyper Casual Game. The concept here is that the player will be controlling the in game character (a swimmer) who can swim and explore the deep levels of Oceans. It is a fast paced endless platformer game. The player will have to face various elements within the game such as Ships, Gold fish, Sharks, Cold coins, Mines, other Divers, etc.

Each element having its own impact on the gameplay. On collecting the Coins the player will be able to browse the market place from the menu and purchase new outfits or just upgrade the equipped one.

The Bounty is like the collectibles, on collecting a collectible the player will be granted with some bounty points. These bounty points act as a booster for the XP points gained with percentage of Hike in the gold received for specific session.

The oxygen capacity can be altered in two ways, Max-size i.e. increase in the amount of oxygen that be carried. Another is the depletion ratio or in simple terms the Consumption of Oxygen.

The oxygen can be refilled once the player reaches the surface of the ocean and can be used again dive into the sea.

The Health is 100 and can be varied with the help of the Boosts.

Elements in the Game:

The Ship:

The Ship acts as the destroyer to the player, if the character collides with the ship, the game ends/player dies.

The Gold Coins:-

This gold coins grant one coin to the player on collection and the grant value can be varied based on the boosts implemented or bought/received by the player.

*The above mentioned elements spawn only above the water level. As these are the floatables.

Shark:

Shark acts like a Killer machine for the player, on collision with the shark the player will receive 50% damage considering the health. This means two times crashing into the shark kills the player.

Gold Fish:

Gold Fish are the Bounty elements in the game, they grant bounty points to the player, there is no cap on this and can be varied based upon the boost.

Boosts:

Boosts can be spawned randomly anywhere, not specific to the other elements that are restricted to the water laws. Boosts are not, in fact they break the laws. The boosts are spawned based on their rarity.

Speed Boost/invincible: This boosts grants the player the great invincibility, the player can bypass through the obstacles for limited time frame. The player won't receive damage for the first few seconds of the boost. Rarity: High

Danger: This boost is more of a stagnation. This boost will let the player take twice the consumption of the oxygen while diving. During this boost, the player will be prone to take extra damage, i.e. death on direct collision. Rarity: Medium

Farmer: This Boost will grant the player some extra percentage of the rewards for both the rewards, bounty as well as the coins. Rarity: Low

Grinder: Rarity: high, this will generated a now bonus level for a very few seconds, only rewards no boosts no hurdles nothing only coins and bounty, but bounty with some rarity for the spawning procedure. In order to balance the gameplay.

The Bounty points and the coins can be combined together to unlock and achieve some rare outfits and devices that will help the player in the gameplay.

All the Elements spawn in the game based on the rarity set to them, making grinding a major focus.

Game Play mechanics:-

This game has the basic mechanism set. For now, the mechanism is divided in two parts based on the platforms,

PC:

Using the Axis Input i.e. the WASD or the Arrow keys the player will be able to navigate in the in game world.

Pressing W: - The player will Move in forward.

A, D: - This will navigate the player in the Horizontal directions i.e. left and right.

Pressing S: - The player will navigate in backwards direction.

Left Shift: Float upwards to the surface of water

Left Control: Dive deep into the Water.

Mobile:

In mobile the input will be based on the Touch, the touch here will be manipulating the navigation for the player, with the help of the Gyroscope.

On Touch: On the Idle state, no touch the player will be moving with some basic speed or velocity set as Idle speed of movement in the forward direction. On touch the forward movement speed will increase by 2x.

On Gyroscope: Let's divide this based on the Axis input. On the Horizontal Axis input the player shall navigate to the sideways i.e. left and right. On Vertical Input, this input will be considered as the input for the diver to dive and float, on forward lean, the character will dive and on the backward hold the diver will float and reach the surface of the Water.

While the character is diving in or let's say is under the surface of water, and the player is providing no touch input, the character will slowly float towards the surface while moving slowly in the forward direction.

Core Loop of the Gameplay:-

Spawns the player in the world map.

Navigates in the world, knows the basic stuff of the navigation for the game or we say Tutorial.

On Surface, Dodges the Ships, focuses on collecting the coins.

Underwater: Dodges the Killer Fishes and focuses on the Gold fishes.

Searching for the Boosts, acquiring them and their usage, tries to dodge the Stagnation boosts.

The player switches continuously from the surface to dive as the grinding demands balance.

After Death, Display Scores, Grant XP, rewards.

Image 4: Myriad above Surface

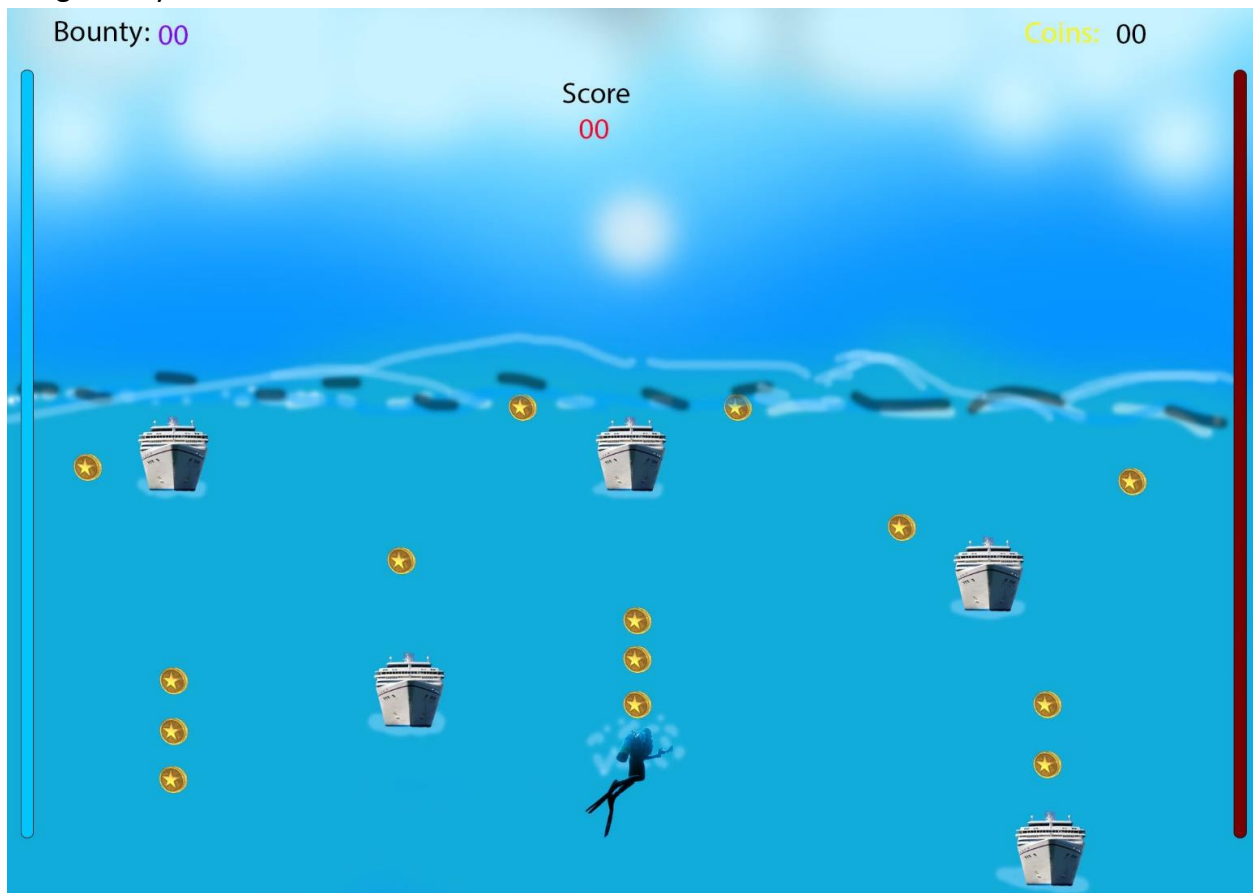


Image 5: Myriad below Water Levels

