

# **GDD**

# **AGE OF FURBO**

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# 1. INTRODUCTION

This document contains the GDD of “Age of Furbo”, a City Builder made in Unreal Engine with about 3 main missions set in the theme of soccer in a satirical way, in which each mission will correspond to an age and will advance after completing it. Each of these three ages will have small submissions that will guide the player in their progress based on managing the basic resources of the game and acquire new buildings.

This document contains aspects such as the narrative of the game and the references that I have used to get inspired for it, a list of the mechanics or actions that the player will have available in the game, the elements that we can find on the map, options and HUD and the design of them, as well as the missions and tree of technologies that the game can count on.

## 2. TECHNOLOGIES USED

For the creation of the game, the following programs will be used:

### - Unreal Engine 4

It is the graphic engine in which the game is going to be made. It is free and very complete (many triple A games nowadays use this engine), besides it's the one I'm used to use, so at an intermediate advanced level I may be able to use it.

### - Photoshop

It is a program that allows to create and retouch 2D images. I will make use of it to make the basic art of the game, mainly for some textures and certain elements of the HUD, home screen or widgets.

### - Audacity

It is one of the programs to work with sound effects par excellence. The sound section is an element that I value a lot in games and I will try to make my game have an acceptable audio quality. After the experience that I acquired in other works, I believe that with Audacity it can be enough to make basic audios of the game or the soundtrack.

### 3. REFERENCES

#### - Northgard

It is one of the main references to get inspired for the games, and after analyzing it, I have considered using it as the main reference in terms of gameplay.

Northgard is a mythology-based strategy and resource management game created by the studio Shiro Games in 2017 in which the player is in command of a clan of Vikings in their struggle to make their way in the discovery of the new world.



Fig 1: Screenshot of Northgard

From this game I like how simple it is to understand from the beginning, unlike others of its genre, without the need to be simple or monotonous, being able to do a large number of actions or orient the progress in different directions depending on the player's decisions during the game. It has a small amount of resources, such as wood, food, iron, etc... that you combine in a variety of ways to be able to make a lot of different buildings and villagers that can orient the game and empower the village towards different perspectives. In addition, the way it uses the exploration of small new plots of land I also like and it is something I might use.

#### - Football Manager

Football Manager is a soccer simulation game franchise developed by Sports Interactive and published by Sega annually. It is a game in which the management of a club in all its phases is highly realistic and has a great complexity due to the high number of elements with which you can interact when it comes to making managements.

I have used Football manager as a reference for my game, as I believe it combines many elements of the two main themes of my game, both narrative and gameplay, since in a way it is about managing a club in the world of soccer in a strategic way. In addition, it contains a lot of information and elements regarding soccer management issues and construction of buildings and facilities around the world of soccer that I can use in my game.

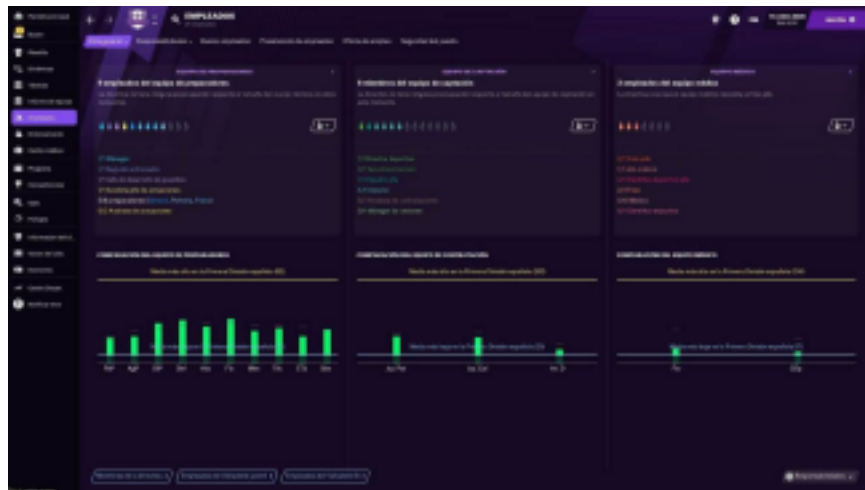


Fig 2: Football Manager Screenshot

## - History of soccer

The history and the world of soccer is very broad and is full of characters and stories over the years. For my game, I have been inspired by characters, stadiums, situations and elements from the world of soccer that have existed throughout the years of the sport's development. While it is true that the game has a touch of humor and satire, it is mostly based on real elements of the soccer world, which can offer the player an even more interesting experience.



Fig 3: Image of Pelé finishing off a ball

## 4. NARRATIVE

### 4.1 Game Universe

The world has gone soccer crazy and the clubs are big companies that control the world. In addition, people are seen as mere instruments to serve their teams and the spectacle. In this context, a power struggle has been created whereby new clubs continually emerge and bid for the fight for world control through the expansion of their facilities and the recruitment of new talent.

However, the large number of different factions in existence creates great rivalries and bickering between clubs in different countries, leading to major political upheavals.

### 4.2 Objective of the game

The player starts the game with a newly created club that has received a small financial boost in the hope of becoming one of the biggest clubs in the world.

To do so, it will have to make its way among the existing big clubs, attracting new talent and fending off attacks from other clubs that will be bidding for its promising young players.

### 4.3 Overview

“Guarradama del Sur” is a small town where soccer has never had a big impact. However, every weekend, the locals would gather at the village bar to watch the games, wishing that one day they could have a soccer field in their village that would allow them to experience the thrill of the sport more closely.

Recently, an important foreign company, "Lim Goes Home SL" took notice of the small village and, after an in-depth study of the geographical area and its surroundings, came to the conclusion that it could be a quite exploitable strategic point.

That is why they have decided to invest a large amount of money in expanding the village and make it revolve around a soccer team, which they plan to be competing with the biggest in the world in the near future from scratch, quite a feat.

The player will be in charge of managing this series of resources that have come from the foreign company to ensure that Guarradama F.C. manages to rise to the top of the world soccer scene.

## 5. GAMEPLAY ELEMENTS

### 5.1 Resources

- **Petrodollars.** This is the game currency and the basic resource for generating units and doing most actions. They can be obtained by collecting the resource or by injections of investors and other actions.

- **“Ganas de Trabajar”.** This is the basic resource collected by “Utileros” in order to generate other resources. They are obtained in leisure places where they have to go to collect them.

- **Bricks.** It is a primary resource needed to make constructions in the game. They are obtained from half-made constructions or suspicious demolitions. They are picked up by the “Utileros”.

- **“Mbappés”.** They are the young promises of the club. They can be obtained from outside and generated with certain facilities.

- **“El Bicho”.** This is the strongest resource in the game. They are created in certain facilities towards the end of the game. They can also be used to build certain facilities or improvements.

- **Faith.** It is a resource that favors the player's income. It is achieved by having stadiums. Depending on the amount of faith the player has, he will be more or less likely to receive external financial backing from investors that increase the player's revenues.

- **Notoriety.** It is the resource that allows the player to advance in the game and achieve victory. It is achieved by making achievements or with specific constructions such as statues.

### 5.2 Constructions

- **Petrol Platforms.** These are the areas where petrodollars are obtained. They generate them in small quantities. In a way they work like gold mines.

- **Cheap Team Shops.** They generate petrodollars in larger quantities, although they can be built by the player.

- **Cayman Islands accounts.** They are the collector buildings of Petrodollars.



- **Half-made constructions.** These are places where the bricks resources can be accessed. They are collected by the "Utileros". They are generated on the map during a certain period of time.
  
- **Suspicious demolitions.** These are places where you get a large amount of bricks, collected by "Utileros". They can be generated by the player.
  
- **20 m<sup>2</sup> floors.** They are the collector buildings of Bricks.
  
- **Jose's Pub.** It is the place where the builders go to collect the resource "ganas de trabajar", which they later use to build. There is one instantiated in the game by default, although more can be built.
  
- **Paddle court.** These are places where builders go to generate "ganas de trabajar". They can be built by the player.
  
- **Half-star motels.** These are the places where the "Utileros" reside. They need to be built to increase the number of players that the player can acquire.
  
- **"La Fabrica".** These are the facilities necessary for the player to obtain Mbappes in exchange for petrodollars.
  
- **Mansions with gym.** These are the facilities necessary to acquire "Los Bichos".
  
- **Ramón de Carranza Stadium.** It is the most basic stadium that can be built. It grants a small amount of notoriety and faith.
  
- **Benito Villamarín Stadium.** It is the second tier of stadium. It generates more notoriety and faith.
  
- **Santiago Bernabeu Stadium.** It is the third tier of stadiums. It generates a lot of notoriety and faith.
  
- **Mestalla.** It is the most important stadium in the game. It generates a lot of notoriety and faith.
  
- **Statue of the president.** Generates a large amount of notoriety. Only one can be built in the game and it's used to access game's victory.
  
- **Mendes' office.** It serves to establish a certain defense against external attacks from investors trying to steal "Mbappes" and "Bichos" from the player.
  
- **Floren's office.** It generates a lot of defense against attacks from external investors.

### 5.3 Villagers

- **Uitilleros.** They are the club's workers. It is the basic human resource to gain access to other resources, as well as to construct buildings.

### 5.4 Events

- **Financial backing.** It occurs when a foreign investor adds petrodollars to the player due to having a certain amount of the faith resource.

- **Attacks of foreign investors.** These are events that are generated from a certain moment in the game that subtract mbappes and bugs from the player. There are tools to defend the player, such as Floren's office.

- **Victory.** Achieved when the player reaches 100 in the notoriety resource and has built the Mestalla.

### 5.5 Technologies Tree and game ages

The game will consist of three ages, which will be accessed as the player progresses through the game and missions. Each of them will present a tree of technologies that will guide the player in following the progression of the game.

To advance between ages, it is necessary to acquire the last upgrade of each branch of the previous age of the game. In addition, to get to the final branch of each age you must unlock the previous skills, except for the optional ones that are in parallel above and below, that with getting one is enough, although you can get both.

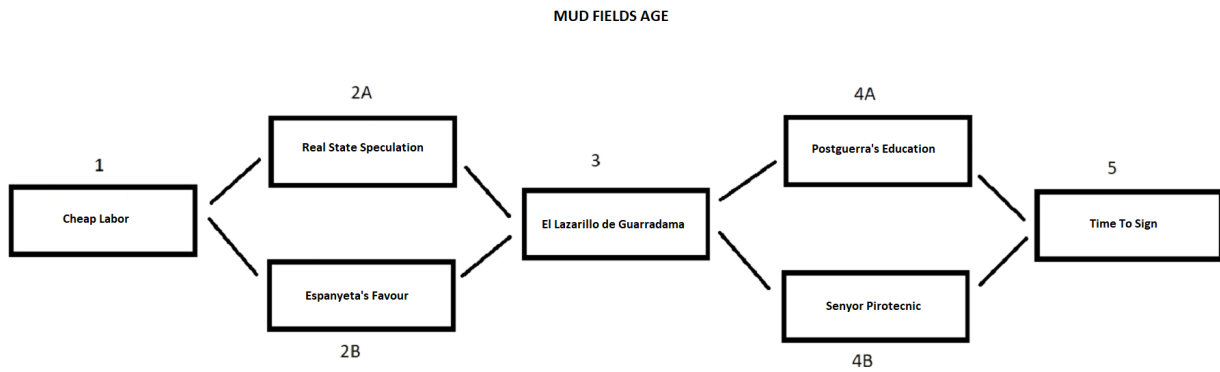


Fig. 4 Technologies Tree of the mud fields age.

## Age of the mud fields

This is the first age of the game.

1. Cheap labor. Unlocks the ability to hire builders.
- 2A. Real estate speculation. Makes Cayman Islands Accounts cheaper to make.
- 2B. Espanyeta's blessing. Make half-star motels for Ufilleros much cheaper to build.
3. "El Lazarillo de Guarradama". Unlocks the ability to build Cheap Team Shops.
- 4A. "Postguerra's" Education. Get more bricks from half-made constructions.
- 4B. "Senyor Pirotecnic". Unlocks the ability to perform suspicious demolitions to ensure a supply of bricks.
5. Time to sign. Unlock the ability to create "La Fabrica" to sign Mbappes.

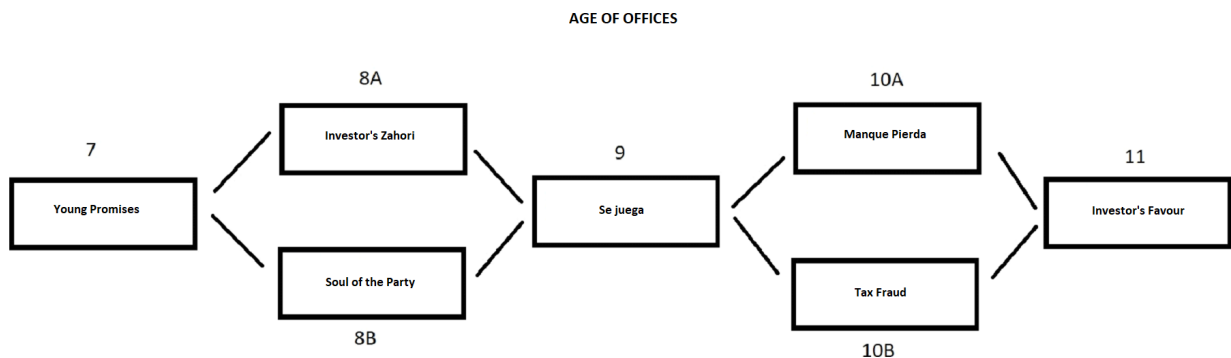


Fig. 5 Technologies Tree of the Age of Offices

## Age of Offices

This is the second age of the game.

7. Young promises. It grants a small amount of Mbappés. This allows to start producing other resources more easily to generate a progression in the game.

8A. Investor's Zahori. The Cheap Team Shops generate more PetroDollars.

8B. Soul of the party. The builders come back from the Paddle Courts with more "Ganas de Trabajar".

9. "Se Juega". Allows to build the first tier of stadiums.

10A. "Manque pierda". It generates more faith from soccer stadiums.

10B. Tax fraud. Many Stadiums require fewer resources to be built.

11. Investor's favor. Receives an injection of petrodollars and allows access to the following tier of stadiums.

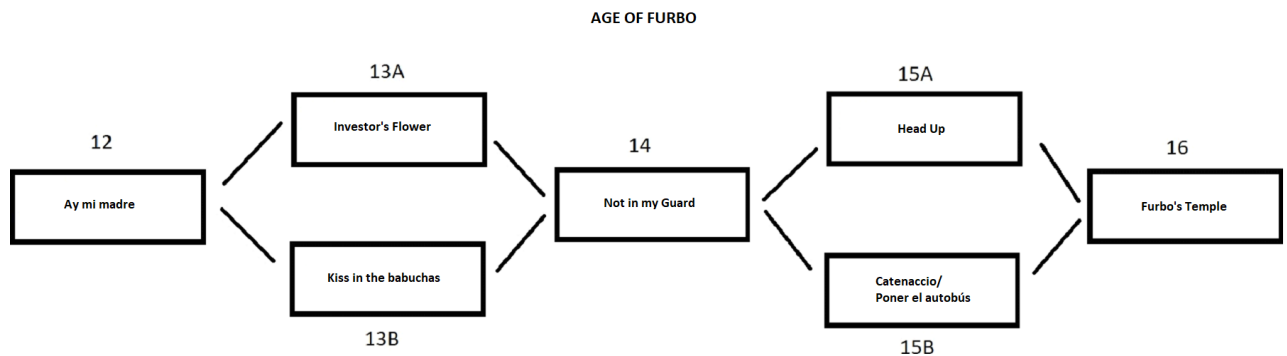


Fig. 6 Technologies Tree of the Age of Furbo

## Age of furbo

It is the third age of the game.

12 “Ay mi madre”. It allows to build the mansions with gym to generate “Los Bichos”.

13A Investor’s flower. It is easier for investors to inject you petrodollars because of faith.

13B Not in my guard. Allows you to build the offices that defend you from investors attacks pretending to steal “Bichos” and “mbappes”.

14 Kiss on the “babuchas”. Allows to build the statue of the president, which generates notoriety.

15A Head high. You get a little more notoriety from the stadiums.

15B Catenaccio / “Poner el autobús”. Offices defense is more effective.

16. Furbo’s Temple. Allows you to build the Mestalla and access the game victory.

## 6. LEVEL DESIGN AND HUD

The layout design of the game world is quite simple at first, since there will not be too many base constructions, but the player is given a large map to build little by little as the story progresses.

The entire layout is constructible, without reserving certain areas for geographic features or other components that limit the construction of buildings.

As can be seen in the image below, the initial village has been set up in the lower left corner, leaving the most basic buildings and resource areas set up close to the initial area, to later make the rest of the layout available to the player as he likes.

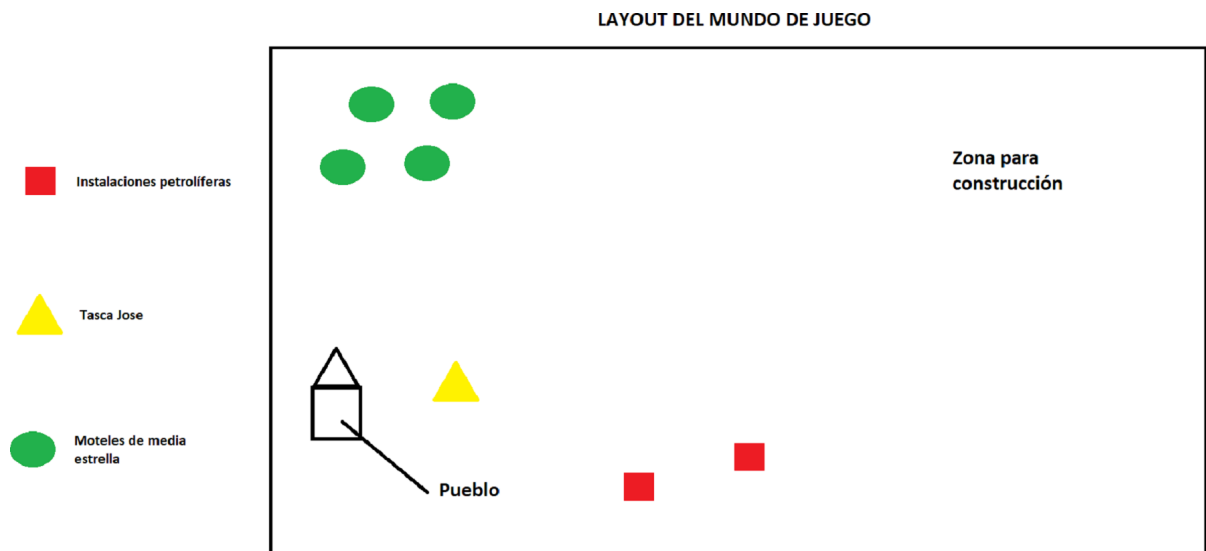


Fig. 7 Layout of the game world of Age of Furbo

As for the HUD, I decided to place in the upper right part the list of available resources of the player, as well as their quantity.

At the bottom right, the construction menu widget and other relevant information will be possible to watch, while at the bottom left you can find the specific and detailed information of an actor that has been clicked.

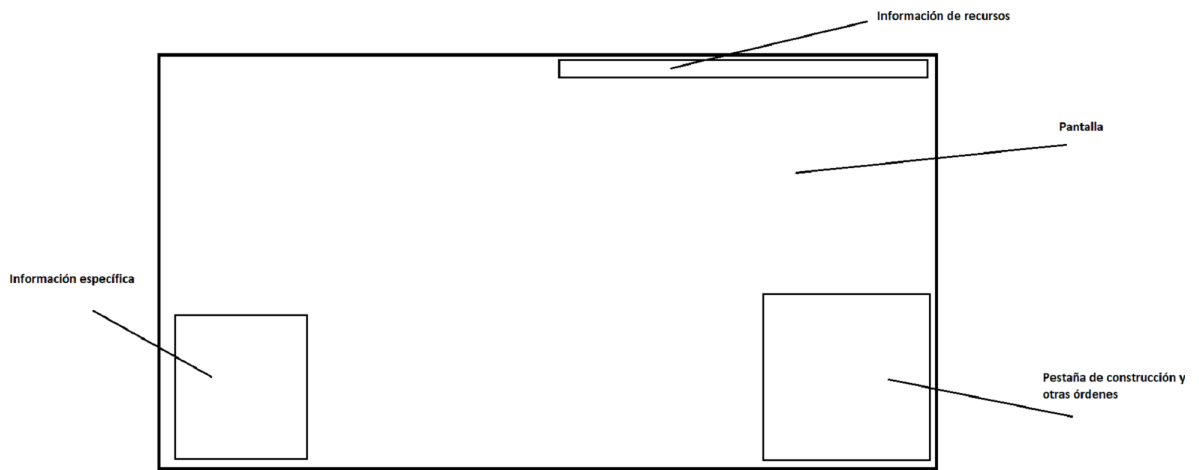


Fig. 8 HUD representation of Age of Furbo