GAME DESIGN DOCUMENT

Fenris Manor

SUB TITLE

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Game Analysis

Fenris Manor is a tribute to Castlevania on the NES with many of the problems of the original resolved. Castlevania on the NES is a classic and well-loved game, and this game will honor that, obviously the characters and setting will be different, more on that later. The primary problems that Castlevania suffered from are: lack of momentum shifting during a jump, you would always jump the same distance; up on the D-Pad had many uses, in combination with attack it would use special weapons but it would also make you climb stairs, making attacking on stairs awkward.

The game will play very similarly to the original Casltevania, it won't have anything new or revolutionary. May contain an optional 'hard mode' without the use of special weapons, but with the benefit of a one-use special weapon that only works on the final boss, this item would have as little information published about it as possible, to give it a bit of added mystery.

Mission Statement

Imagine everything you loved about Castlevania on the NES. Now, imagine it without all the things you hated about it. That's what Fenris Manor will bring.

Genre

Action-Adventure Gothic-Horror Platformer

Platforms

PC (Steam, Itch.io, and GOG)
Switch? (If I can fund a dev kit)

Target Audience

This game is aimed towards people who enjoy classic/retro-style video games such as Casltevania, Metroid, or any other action-adventure platform. It will have a niche audience of speed runners who I would like to help accommodate with special options/modes that skip cutscenes and/or intentional hidden exploits for players to find.

Storyline & Characters

Izabell begins the game outside the fortress of the notorious wolf-man, Fenrir. She's been sent to eradicate the evils of this fortress through any means necessary. The nearby village of has been plagued for centuries by the wolf-man and his cronies. The adventure starts outside of Fenris Manor, where the player will venture through a garden and across several walls and into the house, the entrance will be guarded by a large wolf named 'Big Doggo.' This dog will charge and pounce attempting to stop Izabell in her tracks.

Once she is inside, her perils aren't over, she must fight her way through many goons to reach the first of Fenrir's henchman guarding the entrance to the 'secret basement', one he created himself, a large robot named 'Rooboo.' This robot's body and head will separate, allowing it to attack from multiple angles.

After defeating 'Rooboo,' Izabell battles her way through the secret laboratory through the creations of Fenris Manor to reach the stitched abomination, 'Aboom' who will throw body parts at her to damage her. This fight will be either timed survival, waiting for the abomination to throw all of its limbs and head, or a damage race to kill the boss as quickly as possible. Limbs on the ground must be destroyed or the abomination can pick them up and reattach them.

The exit of the laboratory takes the Izabell back outside of the mansion, where she battles her way through hordes of undead minions to fight the undead 'Zombros' guarding an entrance to the upper floor of Fenris Manor. These two will move idly towards one another and the player, attacking by contact or by spitting at the player. Eventually Izabell will make her way to the penultimate stage, battling through the second floor to the third-floor staircase which is protected by Hel herself.

The final and most dangerous stage leads to player to their final confrontation with the wolf-man himself, Fenrir. This battle will be two phased, one against the man and another against the beast. There will be a series of platforming challenges for the player to overcome before reaching the final boss. Upon defeating you will get a cut scene of the Manor fading into the mist and the villagers rejoicing.

Character	Description
Izabell	The heroine of the story, dressed in a plain blue dress, knee-high boots and wielding a devastating whip.
Fenrir	
Hel	
Aboom	
Zombros	
Rooboo	
Big Doggo	A large angry guard dog, likely a wolf. Roughly the size of a small horse. Attempts to defend the entrance to the manor.

Gameplay

Overview of Gameplay

Fenris Manor will be a true tribute to the original Castlevania tribute with many of its quirks resolved. This will be an action-adventure platformer with 8-directional attack possibilities, controllable jumps, the ability to jump on stairs, and more intuitive controls. This game will initially be designed for steam to run at both 720p and 1080p resolutions, easily scaling up to higher resolutions and handling different aspect ratios with either horizontal or vertical black bars. Eventually, I would consider porting this game to the Nintendo Switch, this would require getting access to the Switch Developer Kit and modifying the control scheme to work with the Switch.

The initial game will only have one difficulty and game mode. In the future, there will be a hard difficulty where things do more damage and take less damage. Upon initial completion the player will unlock 'speedrun mode' which will have a loadless RTA timer for a complete run, as well as a level select for practice, with speedrun mode for IL timing. This may also include an online leaderboard, if there is demand for it. Finally, there will be a game mode with no spells, where the player starts with the 'silver bullet' subweapon which will do immense damage to Fenrir (possibly a 1 shot mechanic?) This mode will require players to complete all the other bosses with only the whip attacks.

Player Experience

The stages will progressively get more difficult in both enemy density and platformer difficulty as the game progress with the first stage having the fewest enemies and the simplest platforming and the final stage having the most enemies and most difficult platforming. Enemies typically will all have a set pattern that they move in and will only respawn if their spawn location levels the screen. Some will only move left, some will jump, some will move and attack, some will just attack in place. Enemy health will also scale as the game goes on, though boss health will be relatively the same throughout. There will be damage upgrades that will last until the player dies increasing damage by 20% and 50%. The player will have to avoid many pits and spikes throughout the stages.

Easy mode will reward the player with a checkpoint on every screen. Normal mode will reward the player a checkpoint at the halfway point of the stage and at the final boss. Hard mode will only provide checkpoints at the start of each level. Silver Bullet will unlock after the completion of Hard mode without any continues.

Gameplay Guidelines

The difficulty curve for this game should be smooth, with the early levels being simple for a new player and the later stages being somewhat more complex. There isn't much that I want to exclude from this game as far as content goes. It should be a straight forward game to develop and play, there shouldn't be much along the way of blood, gore, or language. It'll be a standard action-adventure platformer with limited storytelling [if not none].

Game Objectives & Rewards

As previously stated, the games difficulty curve will progress smoothly throughout the game. When initially starting the game, the player will only have the options to play easy and normal difficulty. Once the game has been completed once on any difficulty the Hard difficulty will unlock. Also, after finishing each stage they will unlock that stage for practice mode on all difficulties [excluding 'silver bullet']. 'Silver Bullet' mode will be unlocked upon completion of the game on Hard Mode. There will be limited lives in Normal and Hard Mode with ways to gain additional lives, but easy mode will have unlimited lives. [May come up with better names for Easy, Normal, and Hard later]
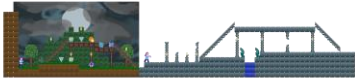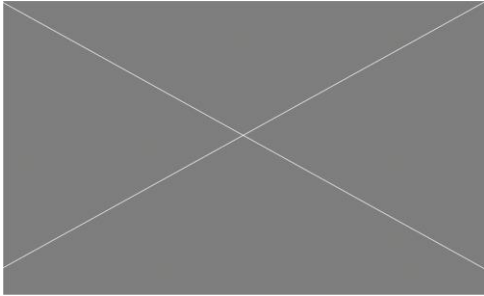
Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.
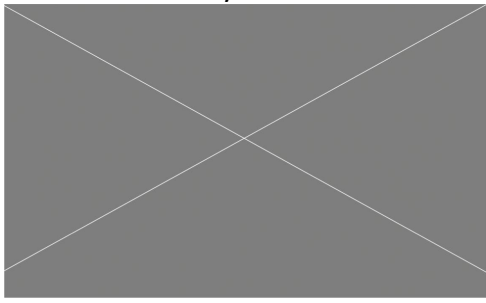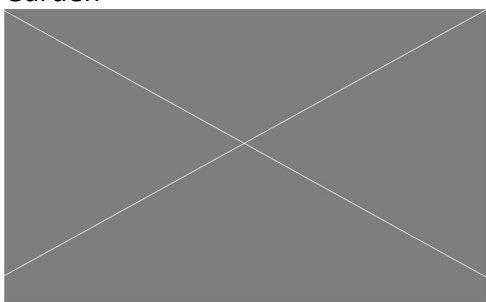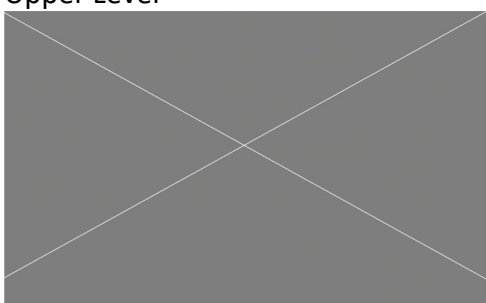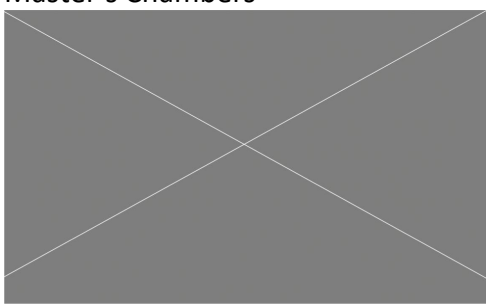
Character Attributes	
Character	**Movement Abilities / Actions Available**
Izabell	Standard Movement (left and right) Jump (with controllable in air momentum) Jump (while on stairs) Whip Use Spells Take Damage / Gain Health
Game Modes	
Easy Difficulty [might be too easy to be enjoyable? Will require testing]	Checkpoints every screen transition [scrolling rooms don't count] Infinite Lives Lower enemy health and damage than normal More Health and Mana Drops Standard Sub Weapon/Whip Drops Fewer Point Drops No Death Penalty

Normal Difficulty	Checkpoints at halfway and before boss Baseline for easy/hard mode changes Standard Lives Standard HP/Damage Values Standard Drop Table Lose power ups and spells on death
Hard Mode	Checkpoints every completed stage and just before the boss Fewer lives Increased enemy health and damage Fewer Health and Mana Drops Standard Spell/Whip Drops [consider increasing instead of points] More point drops
Silver Bullet	Checkpoints only at stage start Fewest Lives (consider 1 life challenge) Maximum enemy health and damage No Health/Mana Drops (still has wall meat) No Spell Drops Standard Whip Drops Many, many more point drops

Special Powers

Power	What it Does
Time Stop	This is a special bar that charges up as you kill enemies and caps at 3 charges, each charge can be used to stop time for a short period of time. Stopping time freezes enemies in place, prevents them from attacking, and freezes enemy projectiles in place.

Item Drops

Item	What it Does
Double Shot and Triple Shot (Damage buffs)	The Double Shot will make the player do 20% more damage and the Triple Shot will make the player do 50% more damage.
Range increase (Whip Upgrade)	The player may gain up to 2 whip extensions, causing their whip sword to have increased range.
Point Drops (500, 1000, 2500, 5000)	Every 25000 (consider changing depending on scores) grants an extra life (normal/hard) or more spell mana(easy).
Invulnerability	Like a Mario Star, temporary invincibility, but it doesn't kill enemies.
Screen Wipe	Kills all enemies on screen and grants a small number of points
Sub Weapons	Provides the player the ability to spend mana to use the appropriate spell. (See next table)
Health Items	Restores health to the player.

Spell	What it Does
Icicle Double Shot Triple Shot	Throws a dagger of ice in a straight line (1 mana) Dagger pierces Dagger forward and back both pierce
Lightning Double Shot Triple Shot	Lightning Strikes, and arcs towards the player (1 mana) Lightning arcs towards and away Lightning chains
Tornado Double Shot Triple Shot	Throws in straight line and returns damages both ways (2 mana) Bigger Tornado Tornado Forward and Back
Fireball Double Shot Triple Shot	Drops a fire on the ground to do damage over time (1 mana) Shoots a fireball that leaves fire when it collides with an enemy leaves a trail of fire while it flies
Magic Missile Double Shot Triple Shot	Homing Attack (1 mana) Two Projectiles, 1 or 2 targets Increased damage of each projectile

Level Design

Levels	
Manor Wall 	This will be the first level of the game, this will be the outdoor are leading up to the manor from it's gate to the front door. There will be flying and ground-based enemies, with many objects breakable to find spells and whip upgrades. The door will be guarded by a large wolf, 'Big Doggo'. There will be minimal hazards as this level is meant to give the player a chance to get familiar with the controls.
Foyer 	This will be the first look inside the mansion and will give a player a feel of what to expect for further interior levels. A higher population of enemies will be present, and a few deadly hazards will make traveling a bit more treacherous. The entrance to the underground laboratory will be protected by the robotic guard, 'Rooboo.'

Secret Laboratory 	Lots of undead enemies, similar stage design to the foyer, but moderately darker. This area will be much more treacherous with a few poison pools and pits for the player to fall into. The poison will be a damage over time effect and the pits will be instant death. The other exit of the laboratory will be protected by Fenrir's fearsome abomination, 'Aboom.'
Garden 	Another outdoor stage filled with many undead enemies and a graveyard. This will be one of the most difficult stages to traverse as you'll be climbing many vertical screens to reach the entrance to the top floor of the manor. Before entering the top flor of the manor you'll be confronted by a pair of zombies known as the 'Zombros.'
Upper Level 	Similar in appearance to the foyer, much more dangerous. Fewer pits but many crushers and spike traps. Most of the hazards in this stage will be instant death. There will be much more deadly enemies here which will be both faster and more tanky than previous ones. As this is the penultimate level it'll be much longer than the previous stages, potentially climbing several floors, going both left and right through the manor to reach the master's chambers. Before entering the master's chambers you will have to defeat the ruler of the underworld 'Hel.'
Master's Chambers 	Heavily laden with traps but few enemies, mostly a survival platforming stage. This stage will be short as most of the time spent on this stage should be in the final boss fight with Fenrir. The player will meet Fenrir, still in his human form in his study and this is where the final fight will take place [perhaps after some sort of cutscene]. After 'defeating' his human form, he will transform into a wolf and be even more deadly than before. Once Fenrir is defeated, the game will end, and the player will see the credits. This fight should be well scripted and give a high level of satisfaction for winning.

Control Scheme

Fenrir Manor will be primarily targeted towards a standard gamepad player, though there will be options for a player with keyboard and mouse [primarily keyboard]. All controls will be able to be remapped by the player for their comfort.

Button/ Touch Input	Action it Performs
D-Pad/Joystick/WASD/Arrow Keys	Move the player left or right Crouch Move up/down stairs Navigate menus
Spacebar / A button (xbox layout)	Jump Accept(menus) / LMB
Ctrl / B button	Attack Cancel(menus) / LMB
Shift / X button	Spell
Start / Escape	Pause Menu

Game Aesthetics & User Interface

This game will have a SNES 16-bit video game theme. It will be heavily influenced by the original Castlevania games, Metroid games, and many other pixel games. It will have a gothic-horror feel to it, with a dark manor that the player must journey into and through to defeat the horrors within it and rescue the villagers. The player and standard sized enemies will be 1 block wide and 2 blocks tall [where each block is the standard tile size] some enemies will be long [2x1] other will be small [1x1] and large [2x2].

There will be relatively little on the UI, an mana count, a health bar, a point total, and the number of lives. These will also be inspired by classic game UIs.