

Design Document

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Game Pitch

The Divine Adventure is a shoot 'em up adventure through the underworld where the player selects one of four adventurers to fight demons. They are guided along this journey by a divine being who is enlisting their help to bring an end to the seven deadly sins.

Game Description

The player takes the role of one of four adventurers brought to the underworld to fight against demons. They can select their role and fight their way through waves of demons and fight bosses to progress through the story. With 8 planned levels in total. The player will fight each of the seven deadly sins along with a secret final boss.

Gameplay will largely consist of your typical shoot 'em up style gameplay, with most of the unique appeal coming from the unique mechanics present within each boss.

Game Mechanics/Features

The following features are ordered from most to least important.

Not all features are expected to be implemented.

We will simply continue working until the due date and add

whatever features we can.

Primary: Crucial to the game (Will certainly be in this build)

Shoot 'em up style gameplay

This includes basic player input, movement, and shooting.

This also includes basic enemy A.I. and collision.

Scoring System

This will keep track of the user's score as they play. This also includes a scoreboard.

Basic Settings

This includes display resolution settings

Secondary: Game will feel more complete (Will likely be in this build)

Character Selection

The ability to switch between the four protagonists.

Multiple Levels

Various levels as you progress through the story of the game.

Powerups

Throughout the game power ups are dropped for the player to pick up.

Bosses and other unique enemies with custom mechanics

Inclusion of boss/special enemies. See the Obstacles > Enemies section for more details.

Boss Cutscenes

Before fighting the boss they give taunting dialogue.

Full Controller Support

Includes Fully mapped out controls along with an updated HUD/Menu that accommodates for controller use.

Advanced Settings

This includes the ability to edit things like Antialiasing and V-sync.

Tertiary: Bonus Features (Will likely not be in this build unless we finish everything else)

Difficulty Settings

Three Difficulties: Easy, Medium, Hard.

The main thing altered is the amount and speed of enemy projectiles.

Re-mappable Controls

Allow the user to remap controls to their liking.

Save Files

Provide the user with save file slots so they can save their scores and progress.

Abilities

Replace the power ups with unique character abilities.

Character Customization

Give customization options to let the player change the outfit/look of the four heroes.

Model Viewer

A model viewer to get a better look at the 3D models created.

Music Player

A music player to listen to the music without having to play through the game.

Game Setting

The game takes place in a relatively generic underworld setting. The backgrounds are 2D as opposed to the game's general 3D assets. If time permits, each level will have its own unique background.

Game Story

A Divine Being orders the team of the four protagonists to tame the seven deadly sins of the underworld for unknown reasons. Looking for an adventure, the heroes set out with no questions asked and begin their trek through the underworld.

Upon the game's conclusion, it is revealed that the divine being manipulated the adventurers into supplying it with the power of the seven deadly sins and they must now stop their own leader.

Game Framework

The Divine Adventure will be developed using the Monogame Framework

Characters

Playable Characters

Fighter Slow Melee Develop Third

Rogue Fast Melee Develop Fourth

Mage Slow Ranged Develop Second

Cleric/Holy Character Fast Ranged Develop First

Non-player Characters (NPCs)

Leader Divine Being / Angel

Shopkeep Sells Cosmetics for points

Only if Character Customization is implemented.

Obstacles

Enemies

Regular		
Demons		
Hellhounds		
Imps		
Goblins		
Skeleton Warriors		
Minibosses		
Any and all minibosses will be derived fr	om The Lesser Key of Solomon	
Bosses		
The Seven Deadly Sins		
Level 1: Pride	Lucifer	
Prideful of themselves, they think	they are too good for any abilities.	
Level 2: Envy	Leviathan	
Envious of the later bosses abilities, it begins to use them one by one.		
Level 3: Wrath	Satan	
Spiteful attack and speed boost for the boss.		
Level 4: Sloth	Belphegor	
Slows the player's movements.		
Since it's so slow. It gives cutscen	ne dialogue through the entire fight.	
Level 5: Greed	Mammon	
Steals the player's mana.		
Level 6: Gluttony	Beelzebub	

Slowly eats away at the player's health over time.

Level 7: Lust Asmodeus

Summons a bunch of regular enemies devoted to fighting for it.

Level 8: Divine Betrayal/Amalgamation of all bosses thus far

Has all the effects the previous bosses have given.

Game UI

Start Menu

Start Game

Level Select

Later levels are locked until the player progresses through the game.

Scoreboard

List of top scores.

Each level has its own scoreboard for each difficulty.

Settings/Help

How To Play

Display

Resolution

Fullscreen

Borderless Window

Window

Antialiasing Off 2x Multi-sampling 4x Multi-sampling 8x Multi-sampling Enable V-Sync Off On Sound Credits Game Programmers **Christopher Adkins** Sean Blankenship Michael Hayden Lucas Reed Game Artists 3D: Sean Blankenship 2D: Christopher Adkins **Sound Engineers** Lucas Reed Here is where we will include the credits for any royalty free sound / music assets that we use.

Game Testers

Christopher Adkins
Sean Blankenship
Michael Hayden
Lucas Reed
[NAMES OF ANY OTHERS WHO TESTED THE GAME]

Quit Game

Are you sure you want to quit?

Quit Game

Go Back

Pause Menu

Resume Game

Resumes the game instantly

Restart Level

Are you sure you wish to restart the level?

Yes

No

Settings/Help

Same as start menu

Quit to Title

Are you sure you want to quit? (progress will not be saved)

Quit to title

Go back

Quit Game

Are you sure you want to quit? (progress will not be saved)

Quit game

Go back

Player HUD

- Health Bar
- Mana/Stamina Bar
- Score
- Level Progress Bar
- Boss Health Bar (Replace Level Progress Bar)

Game Art

Art Style

Simple low-poly 3D models will be used throughout the game. However, if the models are finished early nicer looking models will be implemented.

Menu Designs

Angelic gold and white colored menu for the main menu symbolic of the team descending on their mission from the divine being. A darker brimstone black and red colored menu for the level select symbolic of the team being deep within the bowels of the underworld.

Sound Design

Sound Effects

Sound effects present throughout both menus and gameplay.

Music

Music is currently planned to be produced by Lucas Reed.

Concept Art

Backdrop Design

