**DRAFT Design Document**

**“Once Upon A Time In Misthaven”**

**Pixel Brothers**

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**What is it?**

“Once upon a time in Misthaven” is a top down, hack and slash adventure game where the player needs to fight through various levels and arenas in order to progress.

What we want this game to do is make the player have an emotional attachment towards the characters and really understand the emotions they are going through. Since our game is very story heavy, we think that this can be done well. We also want players to have fun with our game. Since our game is a hack and slash with some unique levels, we think that players will find our game fun to play.

The look and feel of the game is inspired by old Nintendo games like Pokémon and The Legend of Zelda, where they have an 8-bit stylistic feel. Our game will be represented with 8-bit maps and characters that are very minimalistic in design, but still give the impression that they are characters with depth. Our game is unique as the levels in the game are designed as explorable arenas that the hero has to search, each one having a different theme than the previous one. For example, one of our arenas will have a ghostly spirit chasing down the player and spawning monsters. The ghost cannot be hit normally, so the player needs to find its weak point. In order to progress, the hero will have to defeat the monster. We also have a unique currency system that acts as a time saver. If your hero faints in the level, he will be revived back in the village, but he can also give a certain amount of “plasma” to a wandering spirit in order to revive him at the start of the level. This is why currency is much rarer in our game so that we can give players a challenge.

**Storytelling**

Synopsis:

In “Misthaven”, our hero needs to rescue his kidnapped wife from the elders of their island before she is sacrificed to the Dragon of Serapion. Along the way, he needs to save the other 4 sacrifices and he learns that he must destroy this Dragon once and for all.

Backstory:

The planet of Misthaven, a peaceful planet where everyone got along and there were no problems. There were no wars, crimes, or corrupt leaders. The planet of Serapion, a planet whose inhabitants wanted nothing else but power, had noticed Misthaven and how vulnerable the planet was. Thus, they sent a dragon to the planet and ordered it to assume control over the inhabitants by any means necessary. This dragon began smashing the planet and breaking up the land. Eventually, Misthaven became a planet of five floating islands. The people of Misthaven were so terrified of the dragon that they decided in order to keep it happy, they had to sacrifice themselves as food. Every month, one person was chosen from each island as a sacrifice.

Our hero, was very young when the dragon of Serapion attacked. He grew up in a world that was ruled by this dragon. He lost both his mother and father to the dragon as they were chosen by the island elders as sacrifices. He vowed that someday he would put a stop to the dragon and become a hero, but he was never a fighter. He eventually gave up the dream when he married his wife. Months went by as they saw their fellow villagers leave and never come back. The following month however…

Story:

Both our hero and his wife had been placed on the sacrifice list by the elders for some time now. Our hero was sure that he was next, since he was on the list before his wife was. The night before the sacrifice was announced while the hero was sleeping, he heard the sound of struggling and shuffling. He woke up to see his wife getting dragged out of the house by two thieves. The hero dashed after them and tried to save his wife, but he was too slow, he couldn’t catch up. He had to save her, she was his everything. He grabbed a weapon and vowed that he will save his wife and village. The hero then went into the island transport portal and went to rescue his wife.

**Goals**

The overall goal of our game is to try and give the player an emotional as well as fun experience. We intend to do this by creating an engaging storyline and using many mechanics like hack and slash to our advantage.

Some goals that we have set for ourselves and completed are:

* Designed arena levels
* Created all arena levels
* Designed NPC’s
* Designed Mini-Bosses
* Designed the Dragon of Serapion
* Designed weapons/items/spells
* Added music/sound effects
* Designed U.I.

The main goal of our game (gameplay wise) is for the player to rescue each of the five sacrifices and eventually destroy the dragon. Each level contains many different monsters that the player needs to kill in order to progress. If a player fails to kill every monster, the portal that leads to the next level will not open.