Hell For One

game design document

# Overview

**Genre**:

Single player 3D hack and slash / real time strategy

**Setting**:

The game takes place in hell. In this demo, a minimal environment is enough. Also the level design will be almost none, with simple corridors uniting the arenas where the few battles of the demo will take place.

**Story**:

Long ago, the demons invaded the world of the mortals. But their divinities protected them, sealing the invaders’ lord into the depths of hell, forcing the whole army to retire. The seal on the demon lord would have lasted 10.000 years, so he started to patiently wait. Nowadays a small group of the lowest-class demons, sick of a life without mortals to slaughter, have decided to rebel, kill their lord and finally guide a new invasion with all the demons under their command.

**Mood**:

The little demons, who are the protagonists of the game, are very combative but also a little bit funny, like goblins in most of the narrative universes. When they die (and they’ll die a lot) the explode into blood meshes, but this mustn’t look gory but a little bit funny / “toon”. Enemies will look serious but nothing that can actually scare children.

**Core mechanics**:

In “Hell for One” the player is an entire horde of little demons. He directly controls only one of them, while the others, divided in 4 small groups, follow the orders given by the player. When the demon under player’s direct control dies, the player will immediately control another member of the horde, until the horde is completely extinguished.

The demon under player’s direct control can freely move, attack, block and dodge. The game is constantly real time and in the pause there isn’t any menu, so the player can’t do anything apart from resume the game.

# Level Script

The demo consists in a single level composed by a total of 3 fights in 3 different arenas connected by simple corridors without any sort of puzzles nor interactions with the environment:

1. Empty path, the player starts with its demon followed by a horde of 12 demons equally divided in 4 groups of 3 demons. So the player starts with 1+12 = 13 demons in total.
2. Arena with a small group of demons that will shout something like “Damn traitors! We will kill you for our lord” to the horde. Fight against this small group of demons. After the fight, 3 impressed demons will join the horde (maximum is still 13 demons)
3. Another empty path.
4. Arena with a demon that looks stupid. This demon attacks always the same group of the horde and will change target when its life drops under a given percentage. It can also perform a special attack that hits everyone. Fight against the stupid demon to teach player the importance to change the groups strategies. After the fight, 7 impressed demons will join the horde (maximum is now 17 demons)
5. Another empty path.
6. Final boss.

Every fight starts when the player steps on a determined zone of the map.

# Detailed Gameplay Mechanics

**Aggro:**

Each group of the horde and the demon directly controlled by the player have a hidden parameter called “aggro”. Enemies will hit with higher probability the group (or the player) with the higher aggro value. For example, in a situation where the player has 1 aggro points (AP), group A has 1 AP, group B has 2 AP, group C has 1 AP and group D has 5 AP, the enemy will target them for a given amount of time with a probability respectively of 10%, 10%, 20%, 10% and 50%.

Aggro points are constantly hidden to the player, there is nothing in the HUD that shows how many aggro points each group / the player has.

**Crisis**:

Crisis is a parameter of the bosses. It raises with each point of damage taken and decreases over time. It is indicated in the HUD by a bar, under the health bar. When the bar is completely filled, the boss will be stunned for a given amount of time, in which the player can attack him without worrying to be attacked back.

**Player Controls**:

|  |  |  |
| --- | --- | --- |
| Melee attack | Square | High damage, raises aggro points a lot |
| Ranged attack | Triangle | Low damage, raises aggro points a bit |
| Dodge / Dash | Circle | If performed at the right time, avoid all the damage |
| Block | L1 | Decreases the probability to take damage |
| Move character | L |  |
| Move camera | R |  |
| Select group | R2 | Rotates groups to the right |
| Select order | L2 | Rotates orders to the top |
| Confirm order | Cross | Raises aggro points |
| Lock/Unlock camera | R3 | The horde will dispose around the last targeted enemy |

**Group Orders**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *Order* | *Distance to target* | *Probability to take damage for each targeted demon* | *Effect per demon* | *Aggro* |
| Melee (attack) | 1 meter | 40% | 2 damage/sec. | 2 per attack |
| Ranged (attack) | 5 meters | 40% | 1 damage/sec. | 1 per attack |
| Tank | 1 meter | 10% | 0 | 30 |
| Support | 5 meters | 25% | +2,5/(attacking demons) damage, x0,9 prob. Damage taken | 20 |

[damage examples]

4 groups attack: 34/s

no one buffs: +0 in total

3: 26

1 group buffs: +10 in total

2: 18

2: +20

1: 10

3: +30

0: 2

4: +40

# Characters Stats and Behaviors

# Player Avatar

The player has a kinematic movement.

Player hits 100% of the time if the enemy hasn’t the shield raised and hits 0% of the time if the enemy has the shield raised.

Player is hit 100% of the time if he hasn’t raised the shield and is hit 0% of the time if he has raised the shield.

## Single Demon

At the end of combat, demons balance the groups by themselves.

They die with 2 successful hits (also the player).

A new demon joins the less numerous group (if they’re not full) every 30 seconds.

A demon is hit 25% of the time if he hasn’t raised the shield and is hit 10% of the time if he has raised the shield.

Repulsion behavior from bigger demons.

## Group of Demons

Normally they follow the demon controlled by the player.

During combat, they position themselves in a random point at a given distance from the nearest or the targeted enemy. This distance is 1 meter if the current order is melee attack or tank, 5 meters if the current order is ranged attack or support.

## Boss

He choose a target between groups and the player with a probability proportionate to their aggro points. After 4-6 seconds he performs a random attack between these with a given probability:

* light attack, a melee attack with single target, 60%
* heavy attack, a melee attack with a whole group as target, 30%
* special attack, an attack that targets everyone, 10%

Then he rolls again for a new target with a probability of 50%

# Software

## Organization

Trello (<https://trello.com/b/i9OwcaBo/developers>)

Telegram

## Development

Unity 2018.4.10f1