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.

**Mood**:

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**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.

**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.

# 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%.

**Player Actions**:

|  |  |  |
| --- | --- | --- |
| 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 | Right/Left |  |
| Select order | Up/down |  |
| Confirm order | Cross | Raises aggro points |
| Lock/Unlock camera | R3 | The horde will dispose around the last targeted enemy |

**Group Orders**:

|  |  |  |
| --- | --- | --- |
| Melee (attack) | Close to the target | High probability to take damage, high damage, aggro proportionate to damage dealt |
| Ranged (attack) | Far from the target | High probability to take damage, low damage, aggro proportionate to damage dealt |
| Tank | Close to the target | Low probability to take damage, no damage, high fixed aggro |
| Support | Far from the target | Medium probability to take damage, no damage, medium fixed aggro |

How the horde works more in detail: you can divide the horde into little groups and give to each of them more specific orders (attack, bait, support...) through shortcuts previously assigned in the menu, and build the horde as you prefer.

Player’s life is indicated by the remaining number of members in the horde (see the upper-left part of the concept “““art”””). Every member is very weak and dies quite easily if receives a direct hit. All the demons that you don’t directly control will have blocking and dodging capabilities depending on the orders given to them. An “attacking” group of demons for example will be vulnerable.

The horde continuously “regenerate” itself with a new unit after a given amount of time: the nearby demons that are watching the horde rebelling against their lord will eventually find the courage to join you (and become cannon fodder).

# Assets Needed

Those with the highest priority are underlined

## 3D Models (aggiungere dimensioni e confronti con cubi)

* little demon
* medium, stupid-looking demon
* demon boss
* environment

## Environment (blueprint mappa)

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## Animations

Little Demon:

* idle
* run (single speed)
* spear lunge from a standstill
* spear lunge while moving
* shield rise from a standstill
* shield rise while moving
* spear throw from a standstill
* spear throw while moving
* support dance
* audience cheering
* hit received
* hit received + falling backwards
* explosion in blood mush
* getting up

Medium and Boss Demons:

* idle
* walk
* attack 1
* attack 2
* attack 3...
* dizziness
* recovery from dizziness

## Music and Sound Effects

* spear lunge on nothing
* spear lunge on meat
* enemy attack 1 (clang?)
* enemy attack 2...
* explosion in blood mush small and big (splat, sblortch)
* little demon voices:
  + charge!
  + fire!
  + retreat!
  + dance!
  + general shouts and noises
  + cheers
  + boos
* menu theme
* out of combat theme
* combat theme
* boss theme

[Overview](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.yj5nhqp5cf0j)

[Theme / Setting / Genre](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.5s48wntac2es)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.421ijgnpyvmc)

[Project Scope](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.155cm8v36jpc)

[- <Influence #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.c6nxu1rzd2cc)

[- <Influence #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.ssiemceczw16)

[- <Influence #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.31bxzkfeuvl6)

[- <Influence #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.o4f1wa5aq6q3)

[The elevator Pitch](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.337xnergkz1b)

[Project Description (Brief):](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.z7oe7x50rpf3)

[Project Description (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.exbmsy55zuvb)

[What sets this project apart?](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.kct9c2l3dr9p)

[Story and Gameplay](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.ctv1wxi9dpll)

[Story (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.kqt2h5q76zyt)

[Gameplay (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.6m1256af7s3j)

[- 2D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.1wb69txjqarm)

[- 3D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.xdk2cy4n4ovn)

[- Sound](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.f8xx8iwg5gs9)

[- Code](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.ky1qxs88utre)

[- Animation](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.isk96p5euy3r)

Togliere libertà build e fare per forza 4 gruppi?

17 demoni = 1 da solo + 4 gruppi da 4?

Boss ci mettono molto a cambiare target.

Combattimenti partono in determinati punti script

I gruppi si piazzano in un punto casuale all’interno del primo anello intorno al boss se melee o tank, secondo anello se support o ranged.

Target del nemico chiaramente visibile tramite un indicatore tipo cerchietto rosso ai piedi.

Danni a schermo no, barra vita nemici grossi, barra “crisi”

crisi aumenta coi danni consecutivi, scende col tempo.

Buff sono cumulativi e danno il 40% in attacco, prob. Scudata.

Punteggi aggro non si vedono.

In basso a destra 4 icone che indicano cosa stanno facendo I 4 gruppi.

Forza, valore buff ecc. Di ogni gruppo dipende da quanti demoni ci sono dentro.

Indicatori vita sono faccia/icona del demone. Sono tanti quanti sono I demoni rimasti, alla zelda. I demoni muoiono in due colpi, dopo un colpo l’icona si dimezza tipo I cuoricini di zelda. La tua faccina è più grossa o evidenziata.

Cerchietto blu ai piedi di quello che controlli.

A fine combattimento, I demoni si riequilibrano I gruppi.

Fuori dal combattimento ti seguono come gruppetti.