HIM
Game Design Document

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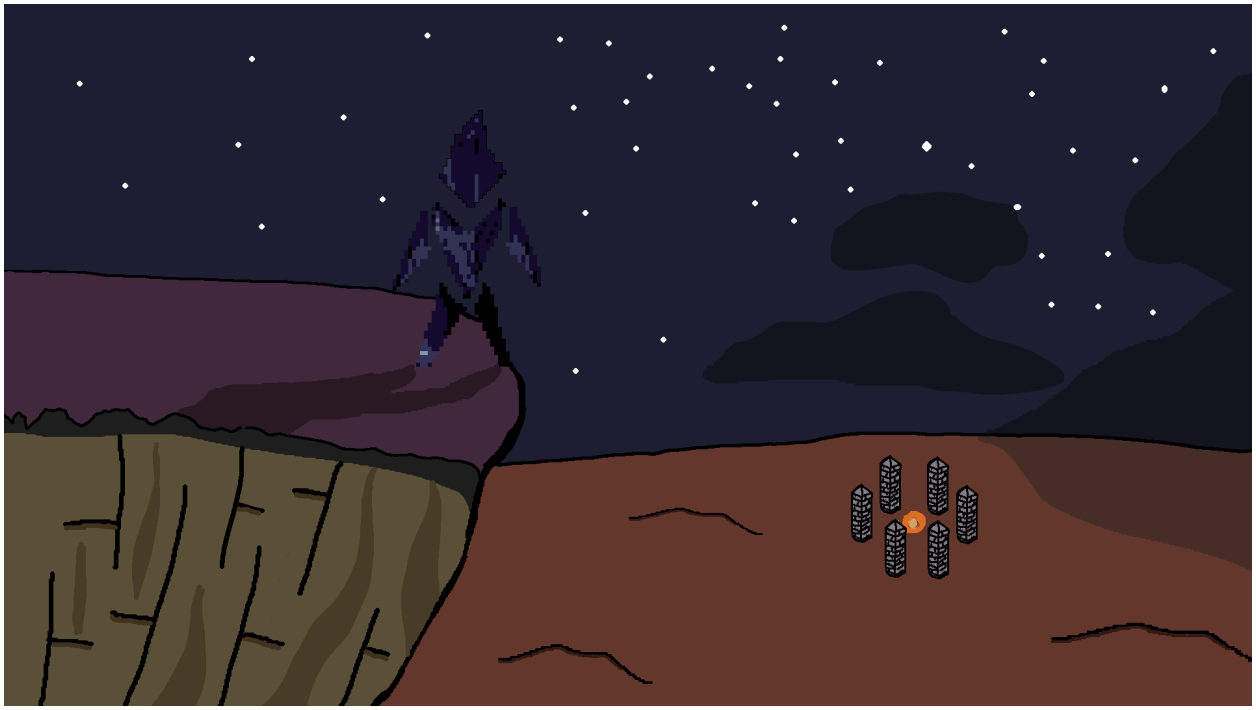


Introduction

Game Summary

HIM is a bullet hell survival game where the player must survive ever increasing waves of enemies and corrupted obstacles until the game timer reaches zero.

Inspiration

Vampire Survivors

The primary inspiration for the game is the bullet hell vampire survivors. The format of surviving waves of ever increasing enemies as the player gains levels to improve their weapons serves as the primary gameplay loop. This format gives the opportunity for a wide variety of enemy designs as well as a set of unique weapons that can encourage replayability.

Player Experience

The player's goal is to survive as the clock hits zero. Enemies of varying difficulty will spawn as the player attains upgrades for their weapons to help cut through the ramping

hordes. The player also has access to a “dark mode” where the player's weapons are significantly enhanced at the cost of spawning pools of corruption that limit the play space and can be further spread by enemies. The player must manage their use of the dark energies in order to not completely corrupt their play area before they are overwhelmed.

Platform

The game will be developed for Windows PC.

Development Software

- Aseprite for graphics and UI
- Godot 4.2.1 for programming and development
- Reaper Digital Audio Workstation for music

Genre

Singleplayer, BulletHell, Rougelike, Fantasy

Target Audience

The game is marketed towards competitive game players that are looking for challenges to be overcome through persistence and clever buildcraft.

Concept

Gameplay Overview

The player controls a single character as he must avoid touching enemies and clear through them as they gain xp to level up their weapons. The player can “embrace darkness” and significantly improve their weapon strength, at the cost of spreading corruption on the ground that permanently stains it and damages the player. Other enemies are capable of taking this corruption that the player has placed and then spreading it even further throughout the level. The more corruption there is in the level, the “corruption tier” will increase causing enemies to become stronger and other environmental effects to occur.

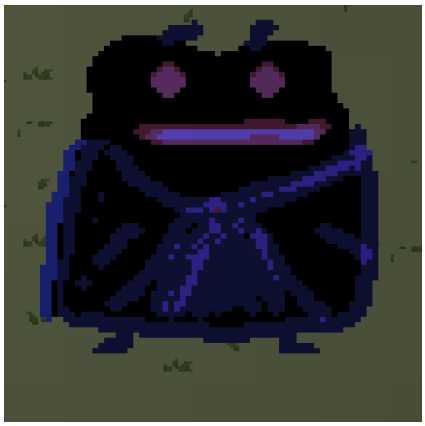
Theme Interpretation (It's Spreading…)

This game takes the theme of "It's spreading…" in a very literal sense. The player is capable of making permanent corruption tiles that will damage them and make it harder to maneuver in the game space. Enemies can spread this corruption as well, leading to cascading effects where nearly the entire game area is unplayable. The player must judiciously use the darkness mechanic to prevent becoming overwhelmed by enemies without letting the corruption fully take hold.

Primary Mechanics

- Weapon leveling
  The player has an array of weapons that each can be leveled up in unique ways to help combat the encroaching enemies. Each weapon will have unique upgrades as well as a unique and powerful alternate fire that exists only in the dark mode. This will give each a special utility, either for killing enemies or clearing up corruption.
  Current Weapons:
  1. Magic Wand
     - **Alt Fire:** A stream of normal blasts that fires much more rapidly than the normal version.
  2. ShotGun
     - **Alt Fire:** A special bolt that will explode into numerous shotgun blasts when colliding with an enemy.
- Level Corruption
  The level corruption is created by the player and functions as permanent damage zones that the player must avoid for the rest of the game. Corruption should be difficult (or impossible) to remove and functions as an interesting challenge for the player to navigate and limit as the game progresses. Enemies will have unique ways of interacting with the level's corruption; such as spreading the corruption or becoming stronger when inside it. The level also has a total corruption tier that will affect the player in unique ways. For instance, making the screen darker and limiting player vision the higher the corruption tier, further making it difficult to navigate an already corrupted level.
- Unique enemy mechanics
  Each enemy should have unique mechanics that make them a special threat when introduced to the level.
  Current Enemies:
  1. White/Red Skeleton
     This enemy is capable of spreading corruption when walking over it for a limited time.

2. Black Wizard
   This enemy is capable of shooting projectiles at the player that must be dodged or attacked to avoid damage.
3. Brute
   This enemy is a large tank that can soak damage and create corruption on its own without interacting with player corruption.
4. The Witness
   This enemy has a laser beam that it can shoot from its eye that can damage the player from long range and track them across the level.



- Unique Bosses
  Each boss will have its own mechanics that will be the culmination of the level. The boss is the final challenge that will put a player's build to the test and serve as the ultimate test of player skill of balancing the darkness mechanic.
  Current Boss:
  1. Spider Boss:
     This boss can shoot lasers from its eyes like the Witness enemy, as well as spawn smaller versions of itself by launching egg sacs at the player.

Art

Theme

The game's theme is heavily centered on fantasy inspired creatures with a dark and lovecraftian aesthetic. The color palette would focus on darker purples and blacks as the primary component for the enemies, as the lighting and color gets enveloped as darkness and corruption grows.

Design

The character and monsters emulate a low fidelity pixel art style that captures the feeling of an older style arcade game. Enemies and the character have very simple animations and aesthetics to help improve visual clarity when many creatures are on screen.

Audio

Music

The music in this title was written to be fast paced and energetic to parallel and enhance the feel of the gameplay. It was decided that an up-tempo, driving, metal song would be the best fit for the main game soundtrack. In contrast, the main theme is slow and melancholy while still maintaining a sense of acceptance of what lies ahead for the character. All music was recorded and mixed in Reaper and exported as .ogg files.

Sound Effects

The sound effects will be limited to focusing on player actions. Since many enemies will be on screen at once only certain actions should have unique sound effects, such as an enemy activating a special ability or the player taking damage. This will prevent the player from being distracted by too many sounds that may clutter the sound scape and distract from the awesome music.

Game Experience

UI

The User Interface will be very limited, only showing the bare essentials to the player. This is to prevent a cluttered UI that distracts the player, but stats and other relevant data should be shown when pausing the game or making decisions to level up.

Controls

<u>Keyboard:</u>
Movement - WASD
Embrace Darkness - SpaceBar
Pause - Esc