Game Design Document

\*note all the things described in this document is only ideas. This document is subject to change during development and is by no means end all be all. It is supposed be just a guideline. Essential features and optional features of the games to be developed should be discussed personally.

# Story

There exists a certain mage in the world of MagiLand who has mastered all the elements and was bored to death as their was nothing new to learn. So they spent their day looking at the moon wondering maybe there is still something he hasn’t learned yet.

One fateful night a certain person clad in dark robes visited this mage and asked if they knew about the void element. The mage that claims that they are master of all four elements Water, Earth, Wind and Fire has never heard of that element.

After enquiring the strange dark man about this void element. They declared that if you want to know more I invite you to my castle. Only best of the bests are welcome there. If you can prove that you are just as much strong as you claim to be maybe you can gain the knowledge of the void element…

# Terrain Explanation:

The game will have only one level or terrain. The castle of the shrouded being. This castle could have multiple rooms or chambers with multiple traps and loot that the player could encounter on their journey.

# Main Goal:

The main goal of this game would appear to be to defeat the final boss (which is the shrouded being). This boss could be found in the castle throne room. But this room would be locked unless a key is found by the player. This key would be hidden inside a specific chest inside the castle.

Beating the shrouded being would prove without a doubt that the player is the strongest mage alive and would reach the false ending [The Champion].

This is false ending because the shrouded man being defeated would not give you access to the promised void element. So though the player is strongest mage alive they would soon go back to their previous life staring down the moon.

To unlock the True Ending the player would need to max all their elemental powers (explained later) and then after doing a ceratin thing (didn’t know what yet) The Shrouded Being would give access to Void Element. Upon which if the player beats the final boss would result in true ending [True Knowledge].

# Battle Mechanics

Player has four elements to play with. Each element gives player ability to cast a single magic. Fire element lets them cast a fireball, Water element lets them cast a Water Sword Slash, Wind element lets player push opponent, and Earth element lets player have a defensive shield/ward. Killing an enemy would have a certain chance of droping them a random elemental medal. These medals could be used to upgrade a certain element or certain status of player. Upgrading elements would eventually let players gain more varieties of attacks.

Enemies

There will be 7 types of mobs available throughout the castle. These are:

1. Slimes

These have insane defence from anything other than the specified type of element they are weak against.

There exist 4 types of slimes.

Water Slime (Blue Slime) Weak Against Wind elemental attack

Nature Slime (Green Slime) Weak against Fire elemental attack

Wind Slime (Sky coloured Slime) Weak against Earth elemental attack

Fire Slime (Red Slime) Weak Against Water elemental attack

… (in progress?)

Aside from that in certain rooms there could be a miniboss sort of opponent. They can be entirely optional. But defeating them would grant additional bonus and would let you have to deal with less HP of the final boss. There could be upto four of them.

And finally there exists the final boss. Defeating them would result in one of the two endings possible… depending on if the player has access to void element or not.