

Firelight Game Design Document

Game Overview

Title: Firelight

Platform: PC

Genre: 2D Roguelike, Dungeon-Crawler

Rating: E(10+) ESRB

Target: Casual gamer (aging from 12 - 30)

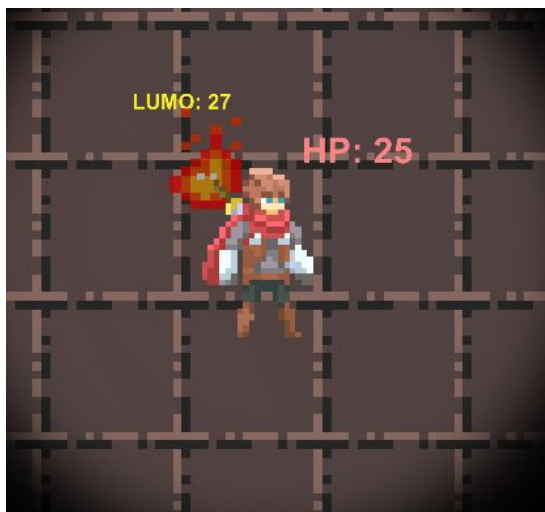
Release date: November 26, 2018

Publisher: Armando Perez

This game is a 2D roguelike dungeon-crawler. You control an unnamed adventurer who, guided by the fire sprite Lumo, must get to the end of a dark dungeon and open the chest that will illuminate the whole level. At the same time, the player must survive various monsters along the way, but must not let the light of Lumo completely go out.

Characters

Player (unnamed): The player character can walk, run, sword slash, and dash his way through the level to get to the end and open the final chest. The player starts with 400 HP and enemies deal anywhere from 50 - 75 damage per hit.



Lumo: Lumo is the fire sprite, he lights the way for our protagonist and allows the player to see his immediate surroundings in the dungeon floor. He starts with 75 HP and will continually drop, so the player must be sure to pick up light potions.

Red Monster: This enemy will start chasing the player once he is within range. He covers a larger area of the screen than the green zombie, so his hitbox is larger. This makes him easier to hit, but it also means the player must extra careulf around this enemy. Deals 75 Damage per hit.



Green Zombie: This enemy begins to chase the player once he is within range and will stop chasing if the player goes too far. He covers a very small area of the screen, but this enemy moves very fast, considerably faster than the Red Monster. The player will need to be careful around this enemy as he can catch up to the player. Deals 50 Damage per hit



Gameplay

The gameplay of Firelight consists mostly of running and sliding across the dungeon floor. The player can move using WASD and run by holding left shift at the same time. By pressing space, the player can slide along the floor, this is very useful when the player accidentally comes across an enemy in the darkness and needs to escape quickly.

The player must try to make it to the end of the level without Lumo's light running out or having player HP reach 0. To achieve this, the player is forced to defeat some of the enemies so that they may drop a potion, either light potion or Health potion, which each have a 20% chance of dropping after killing an enemy. The player may also come across chests along the way which each will guarantee a drop of either a light or health potion. The enemies will chase the player for a short time until the player leaves range.

Level Design

The design of the level is intended to push the player towards the bottom right of the map, because the player starts in the top right corner of the dungeon floor at the beginning of the level. The shape of the dungeon level is rectangular and simple, which makes it very easy to head towards the final chest. Purposely placed along the path to the final chest are various enemies so the player may either get hit and take damage or be able to quickly dispatch them and maybe collect some potions.

Wishlist

Some of the items I wanted to add include a more elaborate combat system, one in which the player can string together various types of attacks, such as a dash attack or sliding attack, and abilities, such as using Lumo to burn enemies or throwing the sword and having it return to the player. Another very important feature that I would have added given a bit more time is definitely a minimap, to see where in the dungeon layout the player currently is. Although the dungeon layout is simple, it is still somewhat easy to get lost in it and a minimap will help alleviate this.