

PROJECT "DRAGON"

1.5 - Page GDD

Brief Summary: Diablo Meets Monty Python

Concept Art Reference





Genre

- 3rd Person Action RPG.
- Single Player.
- Fixed-Camera.

Target Audience

- 13+ (T for Teen)
- Fans of OG RPGs.

Controls

- Mouse & Keyboard.

Thematic Setting

- Medieval Europe.
- Knights.
- Swords.
- Dragons.
- Mythology.

Tech Stack

- Unity 2022.1.19f1
- Audacity.
- Unity Asset Store for 3D & UI.

Platform(s)

- Steam.

MVP Game Moment

- 2 minutes of simple linear level flow with basic combat against 3 or 4 enemy types.

Game Summary

- Project “Dragon” is an Action Adventure / Point & Click / RPG inspired by Diablo. The game is set during the European medieval era. As our brave and powerful hero, you must battle the King’s soldiers and mythic monsters by finding ancient weapons, leveling up your hero, venturing too far off lands (using special wizard magic known as “meta-map fast-travel”).

Core Player Experience

- Powerful.
- Joy.
- Adventure.
- Magic / Mythic.

Central Story Theme

- Powerful Hero.

Design Pillar

- Putting the Player in tough and mysterious situations.

Remarkability

- Magic Combat System.

Anticipated Steam Early Access Launch Date

- Beginning of 2023.

Feature Development Priorities

- Real-time combat with tons of different enemies to smash.
- All the required RPG abilities and stats (upgradeable).
- Level building and game progression.
- Branching dialogue system.
- Inventory, loot, usable items.

Reference Games

- Ember.
- Battle Heart Legacy.
- Diablo.
- Torchlight 2.
- League of Legends.