**The Divine Adventure**

# Design Document

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# TABLE OF CONTENTS

# Game Pitch

*The Divine Adventure* is a shoot 'em up adventure through the underworld where the player selects one of four adventurers to fight demons. They are guided along this journey by a divine being who is enlisting their help to bring an end to the seven deadly sins.

# Game Description

The player takes the role of one of four adventurers brought to the underworld to fight against demons. They can select their role and fight their way through waves of demons and fight bosses to progress through the story. With 8 planned levels in total. The player will fight each of the seven deadly sins along with a secret final boss.

Gameplay will largely consist of your typical shoot 'em up style gameplay, with most of the unique appeal coming from the unique mechanics present within each boss.

# Game Mechanics/Features
*The following features are ordered from most to least important.*
*Not all features are expected to be implemented.*
*We will simply continue working until the due date and add whatever features we can.*

## Primary: Crucial to the game (Will certainly be in this build)

### Shoot 'em up style gameplay

#### Basic Player input and movement

The player can use the keyboard to move the character left and right as the character automatically moves forward. The player can also press space to make the character jump.

### Camera movement

The camera can be moved to show everything in front of the player.

### Player Shooting

Projectiles can be fired from the player's character in the direction that the player's camera is facing

### Enemy A.I.

Enemies spawn naturally in front of the player and attack them.

### Player/Enemy/Projectile Collision

The player can be hit by the enemy's projectiles, the enemy can be hit by the player's projectiles, the player can be hit by the enemy, and the enemy can be hit by the player.

### Player/Enemy/Projectile Collision

Upon activating the collision, the player and enemy should take damage until they die.

## Scoring System

This will keep track of the user's score as they play. A scoreboard of the top 10 scores is kept.

## Main Menu

### Start Game

A button that, upon being pressed, starts the game.

### Scoreboard

An option to access the scoreboard kept by the aforementioned Scoring System.

### Basic Game Settings

An option to access basic settings that include:

A simple visual tutorial on how to play the game (pretty much just a picture with instructions)

A setting to change the game from windowed, to borderless windowed, to fullscreen.

A setting to change the resolution of the game's window.

A setting to change the volume of the entire program.

A setting to change the volume of only the music.

A setting to change the volume of only the sound effects.

### Credits

An option to view the credits for the game

### Quit Game

An option to exit the game from the main menu

## Pause Menu

This will keep track of the user's score as they play. A scoreboard of the top 10 scores is kept.

## Player HUD

A HUD that gives the player the following information:

Their Health

Their Mana/Stamina

Their score

How close they are to the end of the level

## Secondary: Game will feel more complete (Will likely be in this build)

### Character Selection

The ability to switch between the four protagonists.

### Multiple Levels

Various levels as you progress through the story of the game.

### Abilities

Give each character unique abilities.

### Bosses and other unique enemies with custom mechanics

Inclusion of boss/special enemies. See the Obstacles > Enemies section for more details.

### Boss Cutscenes

Before fighting the boss they give taunting dialogue.

### Advanced Settings

This includes the ability to edit things like Antialiasing and V-sync.

#### Full Controller Support

Includes Fully mapped out controls along with an updated HUD/Menu that accommodates for controller use.

#### Re-mappable Controls

Allow the user to remap controls to their liking.

### Advanced Player Movement

Player movement will be refined and advanced to a point to where the player will have far more control over their character's forward's movement. This may include a sort of free-form boss fight.

## Tertiary: Bonus Features (Will likely not be in this build unless we finish everything else)

### Difficulty Settings

Three Difficulties: Easy, Medium, Hard.

The main thing altered is the amount and speed of enemy projectiles.

### Save Files

Provide the user with save file slots so they can save their scores and progress.

### Character Customization

Give customization options to let the player change the outfit/look of the four heroes.

### Model Viewer

A model viewer to get a better look at the 3D models created.

### Music Player

A music player to listen to the music without having to play through the game.

# Game Setting

The game takes place in a relatively generic underworld setting. The backgrounds are 2D as opposed to the game's general 3D assets. If time permits, each level will have its own unique background.

# Game Story

A Divine Being orders the team of the four protagonists to tame the seven deadly sins of the underworld for unknown reasons. Looking for an adventure, the heroes set out with no questions asked and begin their trek through the underworld.

Upon the game's conclusion, it is revealed that the divine being manipulated the adventurers into supplying it with the power of the seven deadly sins and they must now stop their own leader.

# Game Framework

*The Divine Adventure* will be developed using the Monogame Framework

# Characters

## Playable Characters

| | | |
|---|---|---|
| Fighter | Slow Melee | Develop Third |
| Rogue | Fast Melee | Develop Fourth |
| Mage | Slow Ranged | Develop Second |
| Cleric/Holy Character | Fast Ranged | Develop First |

## Non-player Characters (NPCs)

| | |
|---|---|
| Leader | Divine Being / Angel |
| Shopkeep | Sells Cosmetics for points |

Only if Character Customization is implemented.

# Obstacles

## Enemies

## Regular

Demons

Hellhounds

Imps

Goblins

Skeleton Warriors

## Minibosses

Any and all minibosses will be derived from The Lesser Key of Solomon

## Bosses

The Seven Deadly Sins

Level 1: Pride                                    Lucifer

    Prideful of themselves, they think they are too good for any abilities.

Level 2: Envy                                     Leviathan

    Envious of the later bosses abilities, it begins to use them one by one.

Level 3: Wrath                                    Satan

    Spiteful attack and speed boost for the boss.

Level 4: Sloth                                    Belphegor

    Slows the player's movements.

    Since it's so slow. It gives cutscene dialogue through the entire fight.

Level 5: Greed                                    Mammon

    Steals the player's mana.

Level 6: Gluttony                                 Beelzebub

Slowly eats away at the player's health over time.

Level 7: Lust                                    Asmodeus

Summons a bunch of regular enemies devoted to fighting for it.

Level 8: Divine Betrayal/Amalgamation of all bosses thus far

Has all the effects the previous bosses have given.

# Game UI

## Start Menu

### Start Game

Level Select

Later levels are locked until the player progresses through the game.

### Scoreboard

List of top scores.

Each level has its own scoreboard for each difficulty.

### Settings/Help

How To Play

Display

Resolution

Fullscreen

Borderless Window

Window

Antialiasing

Off

2x Multi-sampling

4x Multi-sampling

8x Multi-sampling

Enable V-Sync

Off

On

Sound

Master Volume Slider

Music Volume Slider

Sound Effect Volume Slider

# Credits

Game Programmers

Christopher Adkins

Sean Blankenship

Hayden Michael

Lucas Reed

Game Artists

3D: Sean Blankenship

2D: Christopher Adkins

Sound Engineers

Lucas Reed

[Here is where we will include the credits for any royalty free sound / music assets that we use.]

Game Testers

    Christopher Adkins

    Sean Blankenship

    Hayden Michael

    Lucas Reed

    [NAMES OF ANY OTHERS WHO TESTED THE GAME]

## Quit Game

Are you sure you want to quit?

    Quit Game

    Go Back

# Pause Menu

## Resume Game

Resumes the game instantly

## Restart Level

Are you sure you wish to restart the level?

    Yes

    No

## Settings/Help

Same as start menu

### Quit to Title

Are you sure you want to quit? (progress will not be saved)

Quit to title

Go back

### Quit Game

Are you sure you want to quit? (progress will not be saved)

Quit game

Go back

## Player HUD

- Health Bar
- Mana/Stamina Bar
- Score
- Level Progress Bar
- Boss Health Bar (Replace Level Progress Bar)
- Current Power-up

# Game Art

## Art Style

Simple low-poly 3D models will be used throughout the game. However, if the models are finished early nicer looking models will be implemented.

## Menu Designs

Angelic gold and white colored menu for the main menu symbolic of the team descending on their mission from the divine being. A darker brimstone black and red colored menu for the level select symbolic of the team being deep within the bowels of the underworld.

# Sound Design

## Sound Effects

Sound effects present throughout both menus and gameplay.

## Music

Music is currently planned to be produced by Lucas Reed.

# Concept Art

Backdrop Design