Game Design Document Lv99 Game Jam

Project Description

This document specifies as a design gameplay of a Lv99 Game Jam which took place from 14/4/2023 to 23/4/2023.

Theme: Take a deep breath
Game title: Demon Slayer
Game genre: Action RPG
Game perspective: 2D top-down
Platform: PC(Win, Mac)

1. Game Mechanics

- Move (WASD keys)
- Normal attack (J key)
    + The swing will be in front of the player
    + The damage will be dealt in front of player
- Luna Mist skill (L key)
    + The character backflip and create a moon shape area of mist
    + The damaged will be dealt below the player when player backflip
- Breath mana (K key):
    + For each breath consumed, the player will be able to to use the skill or more powerful attack
    + Restore time: unknown
- OPTIONAL: Mist gliding slice skill (L key)
    + The character slides down to cut the leg of the enemy, also move forward
    + The damaged will be dealt during the player move from one point to another

Mechanics	Damage	Power up damage	Powerup mana cost	Use time
Normal attack	5	7	1	2s
Luna Mist	20		3	3s

Mechanic	Max mana	Mana cost	Regenerate
Breathe	100	40/s	4/s

2. Map

- The perspective will be 2D topdown game
- There will be ground, and walls (to block the player from going outside the map)
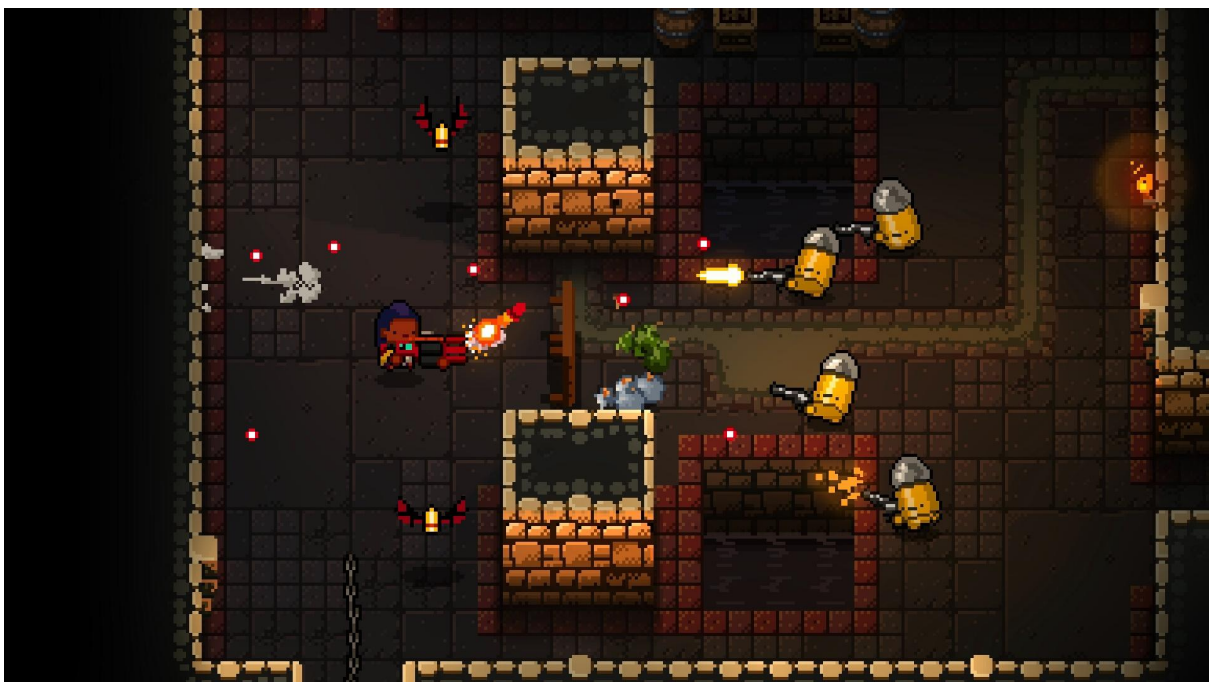
3. Enemy

- Blitz:
  - + Health: 14, Speed: 0.5
  - + Slow approach the player

+ Deal damage by collide with the player
+ Animation: attack, die
- Iwa:
  + Health: 7, Speed: 2
  + Approach the player with an attack
  + Deal damage by attacking the player
  + Animation: attack, die

4. Bosses

- Boss 1:
  + Health: 200, Speed: 1
  + Approach the player with an attack
  + Animation: attack, die

5. Progression

- Tutorial (Level 0), is implemented in the gameplay:
  + Show how player to move and conduct normal attack
  + Talk to Monk NPC to understand the mechanic
- Level 1:
  + 1 Blitz
- Level 2:
  + 2 Blitz
  + 1 Iwa
- Level 3:
  + 3 Blitz
  + 2 Iwa
- Level 4:
  + 2 Blitz
  + 1 Iwa
  + 1 Boss

6. Optional

6.1 Character name

Symon (Main Character)

6.2 Story

Symon must ascend through the tiers of a spirit world to save his sister from dying to her malignant spirit host. Through the course of his journey, he will meet both friendly and malignant monsters and defeat the evil ones with breath techniques. He eventually learns that the leader of the evil monsters/spirits is trying to use his sister as a gateway to the human world, and must defeat him/her.

6.3 Story progression

Each tier in the spirit world corresponds to a particular element. Within each tier is a an elementally aligned monk that teaches additional moves and/or augments to abilities

Tier 1 - Meet a monk who teaches initial breathing moves (Mist) - Gam Jam tier
Tier 2 - Meet a monk that teaches water techniques.
Tier 3 - Meet a monk that teaches lightning techniques.
Tier 4 - etc. etc.

6.4 User skills suggestion
6.4.1 Water

skill 1: water slice (水斬り mizu giri)

skill 2: the dance of water (水の舞 mizu no mai)
skill 3: water dragon (蛟 mizu chi)

6.4.2 Thunder

skill 1: thunder burst (雷の爆発する kaminari no bakuhatsusuru)

skill 2: thunder rain (雷の雨 kaminari no ame)
skill 3: distance thunder (遠雷 enrai)

6.4.3 Mist

skill 1: mist gliding slice(霞辷る斬り kasumi suberu giri)

skill 2: sea of haze (霞の海 kasumi no umi)
skill 3: Lunar mist (月の霞 tsuki no kasumi)

6.5 NPC
- A monk
  + Teach initial breath move

7. FAQ
Why don't we make all the optional suggestions?
  + Because 90% of game jams are either unfinished or not polished, which makes the gameplay really bad. In order to motivate everyone, we should lower the expectation down and focus on small scope games.
Is the map open world or linear game?
  + It will be linear because we couldn't cover all the art, music, and story in each places in the open world map in a short period of time
Why does the game RPG but the world is linear?
  + The RPG elements can also be applied to linear worlds but it will be less effective. Mostly, the game will be action
  + In addition, it's uncommon to make RPG in game jam

Do the main character have items such as potion?
  + No