Shoot My Challengers Game Design Document

Short Description

Shoot My Challengers (SMC) is 2D, top down, 3rd-person shooter. SMC is designed for development on the Godot 4 game engine.

Game Overview

Shoot My Challengers (SMC) is a demonstration of writing a simplistic 2D game using formal game development methods. This document is the first step in the formal methods. Others include Project Plan, Game Architecture Document, Game Implementation Document, System Test Plan, Alpha Test Plan, Beta Test Plan, Game Development Notes, Project Notes, Release Notes, Standards and Conventions, and the GitHub repository to which this GDD is attached.

We use Godot 4 for the game engine. Therefore, this document will use references to Godot 4 components.

The game is set in a medieval dungeon. The main player character (Hero) explores the dungeon, encounters challengers, defeats challengers, increases the score, collects items and power-ups. The whole goal is to kill enemies, collect items, and defeat all the level bosses.

The game has multiple levels (5 at this time). Each level has a 'boss'. Player must defeat the boss before moving to the next level. Player collects items and power-ups by moving to their location and colliding with them.

Winning the game is simply killing the boss on the last level. If the Hero dies, then the player loses.

The visual style is that of a retro 8-bit game. While the graphics are more refined than 8-bits, the overall feel of the game is retro.

Intended Audience

- Experienced Game Players
- Game Developers at any level
- Graphics Artists
- Story Writers

Game Play and Mechanics

Game Play

UI

Game Loading (Splash Screen)

The first image the player will see is the 'game loading' splash screen. This is a generic screen with game's name, game's logo, and 'Loading..." text. Usually, this will be just a flash until the game start screen displays.

Game Start

This screen is displayed when the game has been loaded/reloaded and is ready to play. It be a splash screen displaying 'Start Game', 'Exit Game', and 'Game Credits' buttons. When the player clicks the 'Start Game' button, then the game starts by loading and displaying the Level-1 Scene. When the player clicks the 'Exit Game' button, then the game immediately exits to the hardware's operation system.

Game End

The game ends whenever the hero defeats the boss on the final level, or the hero's health points fall to zero or less. When this happens the game will display the Game Over screen, then after a short time (seconds), the screen will fade to the Game Start screen. The game end screen will display whether the Hero was successful or died.

Credits Screen

The Game Credits screen will display all accreditation due either by good will or license requirement. If needed, the credits will scroll to accommodate their number.

Current credits can be found in [Game Credits](#)

Level Screens

During game play each level will display a UI containing critical stats. This are:

- Maximum health,
- Current health,
- Challengers Defeated,
- Coins collected,
- Gems collected,
- Shield counts,
- Primary weapon ammo count, and
- Secondary weapon ammo count.

Levels

The game play consists of 5 levels. When the player starts game play (Start Screen), SMC displays the first level (Level 1). Levels are larger than the game viewport. At the beginning of a level the viewport contains the portion of the level the Hero will start from. SMC blocks the player's input at this time.

The Hero character is not visible at this. At a preset time the game shows the Hero in the viewport using an effect akin to using a teleport. When the Hero character finishes with the teleport, then SMC enables the player's controls so the player can interact with the game.

The player controls the Hero to move around the level (exploring). While doing this the player encounters **Containers** (which contain items), **Power-ups**, and **Challengers**. The player can:

- Open containers,
- Collect the contents of open containers,
- Collect power-ups, and
- Fight challengers.

The final goal of each level is to defeat the *Boss* character (Skull of Death). The player cannot move to the next level until the Boss is defeated. When the player defeats the boss, then SMC will fade to the next level. On the last level, then SMC will display the Game End screen.

If at any time a Challenger defeats the Hero, then the player loses and the game is over and SMC will display the Game End screen.

Level Difficulty

This game is not meant to be difficult to play or win. It is a demonstration of what can be done. However, the last 3 levels will have more Challengers and harder bosses. Harder. Not ridiculous.

Options

This game has no options the player can select.

Characters

- The Hero (Protagonist)

    - Primary Weapon: Crossbow Bolt
    - Secondary Weapon: Bomb
    - Defense:

        - Short Shield
        - Long Shield

- Vampire (Challenger) : Easy

    - Primary Weapon: Bite
    - Secondary Weapon: Automatically draws Hero to the Vampire in a helpless state

- Skeleton Warrior (Challenger) : Moderately easy

    - Primary Weapon: Throwing Knife

- Skeleton Grim Reaper (Challenger) : Medium

    - Primary Weapon: Fireball
    - Secondary Weapon: Scythe

- Skull of Death (Challenger) : Hard (Level Boss)

- Primary Weapon: Laser
- Secondary Weapon: Leap and Fire blast

Containers

These objects contain items. The game developer/coder and the designer statically place these during level design and development. The contents of each container are handled the same They are closed when the player starts a new level.

The player opens a container by shooting it with the Hero's primary weapon. When the weapon hits the container, then the container opens by displaying an animation of it opening, and SMC shows the items on the screen. SMC displays the items such that the are a short distance from the container and the player can easily *pick them up* by moving the Hero graphic so that it collides with the items.

- Large Chest
- Medium Chest
- Small Chest

Items

Items only appear in containers. Gems and coins serve no purpose other than giving the player a sense of accomplishment by collecting them. Collecting gems and coins only increases their respective counters in the UI.

- Increase maximum health by 10,
- Gems, and
- Coins.

Power-ups

SMC generates power-ups randomly. SMC randomly generates a power-up between 1 and 10 seconds.

The following list shows each power-up, the probability of SMC generating it, and its value.

- Extra life points

  - 25%
  - 5 to 10 life points

- Primary weapon refill of 5 units

  - 30%
  - 5 units

- Secondary weapon refill of 1 unit

  - 15%

◦ 1 unit

　• Short Shield

　　　　◦ 20%
　　　　◦ 1 unit

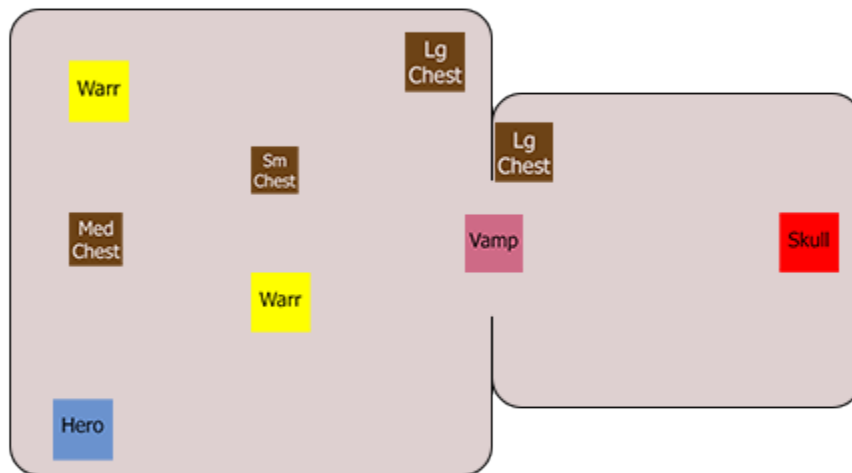　• Long Shield refill

　　　　◦ 10%
　　　　◦ 1 unit

Level Layout and Decorations

Level 1

Content

　• Challengers

　　　　◦ 2 Skeleton Warriors
　　　　◦ 0 Skeleton Grim Reapers
　　　　◦ 1 Vampire
　　　　◦ 1 Skull of Death

　• Containers

　　　　◦ 1 Small Chest

　　　　　　▪ 1 Short Shield
　　　　　　▪ 1 Coin
　　　　　　▪ 1 Primary Weapon

　　　　◦ 1 Medium Chest

　　　　　　▪ 2 Primary Weapons
　　　　　　▪ 1 Life Potion

　　　　◦ 2 Large Chests

　　　　　　▪ 5 Primary Weapons
　　　　　　▪ 3 Secondary Weapons
　　　　　　▪ 2 Life Potions
　　　　　　▪ 1 Long Shield

Layout

The Front Room has 2 Skeleton Warriors, 1 Vampire, 1 Small Chest, 1 Medium Chest, and 1 Large Chest. The Vampire blocks the doorway between both rooms so that the player must defeat the Vampire to get to the boss.

The Back room has the Skull of Death and 1 Large Chest. The Skull of Death is at the back of the room and Large Chest is near the front of the room so that the player can retreat and open the Large Chest if needed.

Levels 2 & 3

Content

Same as Level 1.

Layout

Same as Level 1 with different positions for the containers, items and Skeleton Warriors.

Level 4

Content

- Challengers

  ◦ 6 Skeleton Warriors
  ◦ 1 Skeleton Grim Reapers
  ◦ 2 Vampires
  ◦ 1 Skull of Death

- Containers

  - 3 Small Chests

    - 2 Short Shield
    - 2 Small Coin
    - 2 Primary Weapon
    - 1 Gem

  - 3 Medium Chests

    - 2 Primary Weapons
    - 1 Small Life Potion
    - 1 Large Coin
    - 2 Gems

  - 2 Large Chests

    - 1 Increase Maximum Life
    - 5 Primary Weapons
    - 3 Secondary Weapons
   - 2 Large Life Potions
    - 2 Long Shield

Layout
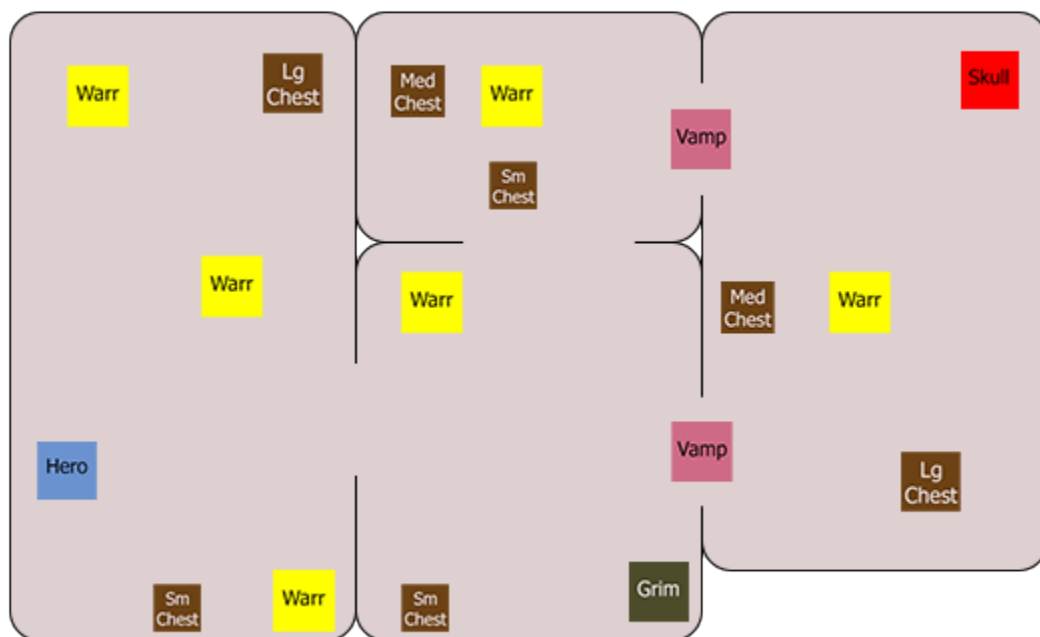
Level 5

Content

- Challengers

  - 12 Skeleton Warriors
  - 2 Skeleton Grim Reapers
  - 4 Vampires
  - 1 Skull of Death

- Containers

  - 8 Small Chests

    - 1 Life Potion
    - 2 Short Shield
    - 2 Small Coin
    - 2 Primary Weapon
    - 1 Gem

  - 4 Medium Chests

    - 2 Primary Weapons
    - 2 Secondary Weapons
    - 1 Small Life Potion
    - 1 Increase Maximum Life
    - 1 Large Coin
    - 2 Gems

  - 4 large Chests

    - 1 Increase Maximum Life
    - 2 Life Potions
    - 10 Primary Weapons
    - 5 Secondary Weapons
    - 3 Large Life Potions
    - 2 Long Shield

Layout
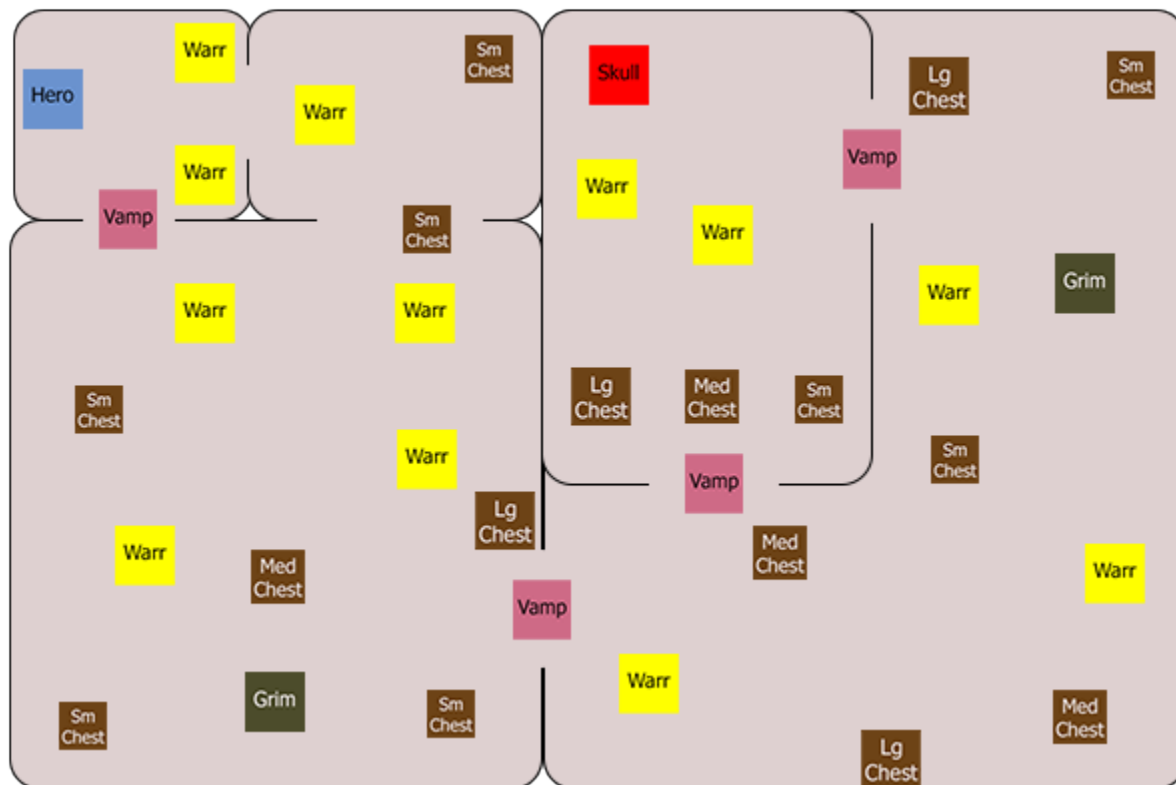
Mechanics

Physics

Levels differ in size and area. Each level will have a boundary wall to prevent the player from moving the Hero out of the level's area, and to prevent game controlled characters and objects from leaving the level's area.

Since this is a top down game, gravity is not used, nor can the Hero or any computer controlled character jump. Nor do projectiles fall to the floor.

The Hero moves about the area in response to the player's inputs on the controls. Hero's speed is constant. No power-ups exist to boost or retard speed.

Any object that would be solid in-real-life is also solid in SMC. Hero, NPCs, projectiles and weapons cannot 'pass through' solid objects.

Weapons and projectiles travel in straight lines from point of release.

Bombs remain where they are placed.

Notice Range - Some Challengers do not engage with the Hero until the Hero enters their notice range. This is an area (usually circular) around the challenger that causes the Challenger engage with Hero for combat. The Challenger moves towards the Hero until the Hero is in range of the Challenger's weapon(s). The notice range is greater than the crossbow's projectile range. The player can choose to fight the Challenger or try to run away from it. Or try to put an object between the Hero and Challenger.

Movement

The player controls the Hero's movements. NPCs movements are controlled by the game logic.

The AI controls movement for the Challengers.

Objects

These include:

- Containers,
- Items, and
- Power-ups.

Only the Hero can collect items and power-ups. The player collects items by firing the primary weapon at a container. The container 'opens' and displays the items it contained. The player then collects the items by colliding with them.

The player collects power-ups by colliding the Hero into them. Items (Containers) that contain other items such as prizes and power-ups cannot be opened my Challenger weapons.

Actions

SMC will support keyboard/mouse and a game controller. The player can interacts with the UI and controls the Hero with these input devices.

UI Interaction

The sole interaction with the UI is clicking buttons on the Start, End, and Credits screens. When using the keyboard/mouse the player uses the left mouse button to click on buttons. When the player is using a game controller then the following buttons select buttons:

- Game Start

  - Start Game - A button
  - Exit Game - X Button
  - Credits - B Button

- Game Exit

  - Return to Start - A button

- Credits

  - Return to Start - A button

Hero Control

Keyboard/Mouse

- Move Left - A or Left-arrow
- Move Right - D or Right-Arrow
- Move Up - W or Up-Arrow
- Move Down - S or Down-Arrow
- Primary Weapon - Left Mouse Button
- Secondary Weapon - Right Mouse Button
- Shields - Q

Game Controller

- Movement - Left Joystick
- Primary Weapon - Right Trigger
- Secondary Weapon - Left Trigger
- Shields - Left Button or Right Button

Viewport

The levels are larger than the viewport for the game. The Hero is always at the center of the viewport. As the player moves the Hero the level scrolls to keep the Hero in the center of viewport. (I. E. The camera is always above the Hero.)

Combat

Cool Down Period - The game limits combatants to how often they can fire their weapons. This is referred to as the cool down period. When a combatant fires a weapon, then it cannot fire that weapon again until the cool down period has expired.

Damage Immunity Period - The game limits how often a combatant can be hit by an opponent's weapon. When a weapon inflicts damage on a combatant, then that combatant cannot be damaged again until the damage immunity period has expired.

Hero

Movement - Controlled by player. SMC has four (4) sprite images for the Hero; North, East, South and West. SMC determines the general direction of the Hero's movement and displays the appropriate image.

Damage Immunity Period - The Hero has a preset damage immunity period.

Primary Weapon - Crossbow. This is a traditional distance, projectile weapon. When fired at an Challenger it inflicts a preset amount of damage. When a crossbow projectile hits a container, then the container opens to reveal its contents. This weapon is subject to a preset cool down period.

Secondary Weapon - Bomb. This is a stationary weapon placed by the Hero. It detonates 2 seconds after being placed. The detonation inflicts a preset amount of damage. The projectile has a preset range after which it is removed from the scene. This weapon is subject to a preset cool down period.

Short Shield - This makes the Hero immune from damage for a preset amount of time. This shield cancels any damage immunity period that may be active. No other shields can be used while this one is active.

Long Shield - This makes the Hero immune from damage for a preset amount of time which is longer than the short shield. This shield cancels any damage immunity period that may be active. No other shields can be used while this one is active.

Vampire

Movement - None.

Damage Immunity Period - None.

Primary Weapon - The stare and bite. When the Hero comes within a preset range (notice range) of the vampire, then the Hero comes under the vampire's control (the stare). This causes the Hero to move to the vampire's position. When they collide, the vampire bites the Hero inflicting a preset amount of damage. At this point the vampire's control over the Hero ends and the vampire cannot control the Hero until the cool down period expires. This allows the Hero to plant a bomb and back out of range. NOTE: The preset range of the stare is greater than the range of the crossbow projectile. This forces the Hero to have to place a bomb to destroy the vampire.

Skeleton Warrior

Movement - When the Hero enters it's notice range, then the Skeleton Warrior moves towards the Hero in order to use its primary weapon. If the Hero leaves the notice range, then the challenger stops moving and remains where it is. The Skeleton Warrior is pretty brain-dead. It it encounters an obstacle (solid object) directly in the path to the Hero, then the object stops the Skeleton Warrior and it cannot proceed along that path. It can only move if the Hero moves so that no objects are between the Hero and the Skeleton Warrior, and the Hero is still in the Skeleton Warrior's notice range.

Damage Immunity Period - A preset amount of time, but is relatively short.

Primary Weapon - Throwing Knife. The Skeleton Warrior throws a knife at the Hero when it is within a preset distance from the Hero (throwing range). The knife has a cool down period of one (1) second. This weapon is subject to a preset cool down period. If the knife hits the Hero, then it inflicts a preset amount of damage. The knife has a preset range. If it does not hit the Hero, then it is removed from the scene if it

exceeds this range.

Skeleton Grim Reaper

Movement - This Challenger is a hunter. By this we mean that it seeks out the Hero whenever the Hero enters its domain (as defined by a navigation region). When the Hero moves into this region, then the Skeleton Grim Reaper moves towards the Hero. However, unlike the Skeleton Warrior, objects (solid objects) do not deter it. The Skeleton Grim Reaper will move around obstacles to reach the Hero. If the Hero leaves the Skeleton Grim Reaper's domain, then it will stop moving.

Damage Immunity Period - A preset amount of time, but longer than the Skeleton Warrior.

Primary Weapon - Fireball. When the Hero is in range of this weapon, then the Skeleton Grim Reaper will throw a fireball at the Hero. The range is such that the Hero will be hit at least once by the fireball. When the fireball leaves its range, then it is removed from the scene. The fireball is subject to a preset cool down period. The fireball inflicts a preset amount of damage. The speed of the fireball is such that the Player will have difficulty dodging it.

Secondary Weapon - Scythe. When the Hero becomes closer to the Challenger, then the challenger switches to its secondary weapon. This weapon has a higher damage value than the primary weapon, and it is subject to a preset cool down period.

Skull of Death

Movement - This Challenger does not move more than a preset distance from where it starts in the scene. No obstacles are in this diameter of movement, so that the Challenger always has a clear path towards the Hero. When the Hero enters this area, then the Challenger attacks the Hero immediately.

Weapon Selection - The game logic randomly determines which weapon will be used. A preset value determines the probability of which weapon is used. The primary weapon has a higher probability of being used than the secondary weapon. Because of this the secondary weapon inflicts a higher amount of damage.

Damage Immunity Period - A preset amount of time to make it challenging for the player. The last few levels have a longer preset time.

Primary Weapon - Laser. When the Hero is in range of the Challenger, then the Challenger fires this weapon. It is fast. So the Hero cannot dodge it. The laser has a preset amount of damage. The laser is subject to a longish preset cool down period.

Secondary Weapon - Fire blast. When the secondary weapon is selected, then the Challenger lunges (moves quickly, very quickly) towards the Hero. It then sends a fire blast at the Hero. The fire blast has a higher preset amount of damage than the laser. This weapon is subject to the same cool down period as the laser.

Economy

No real economy exists in SMC. Although the player can collect gems and coins, they have no value in the game other than bragging rights.

The only reason we included them is in case we develop this game further and include a real economy.

Screen Flow
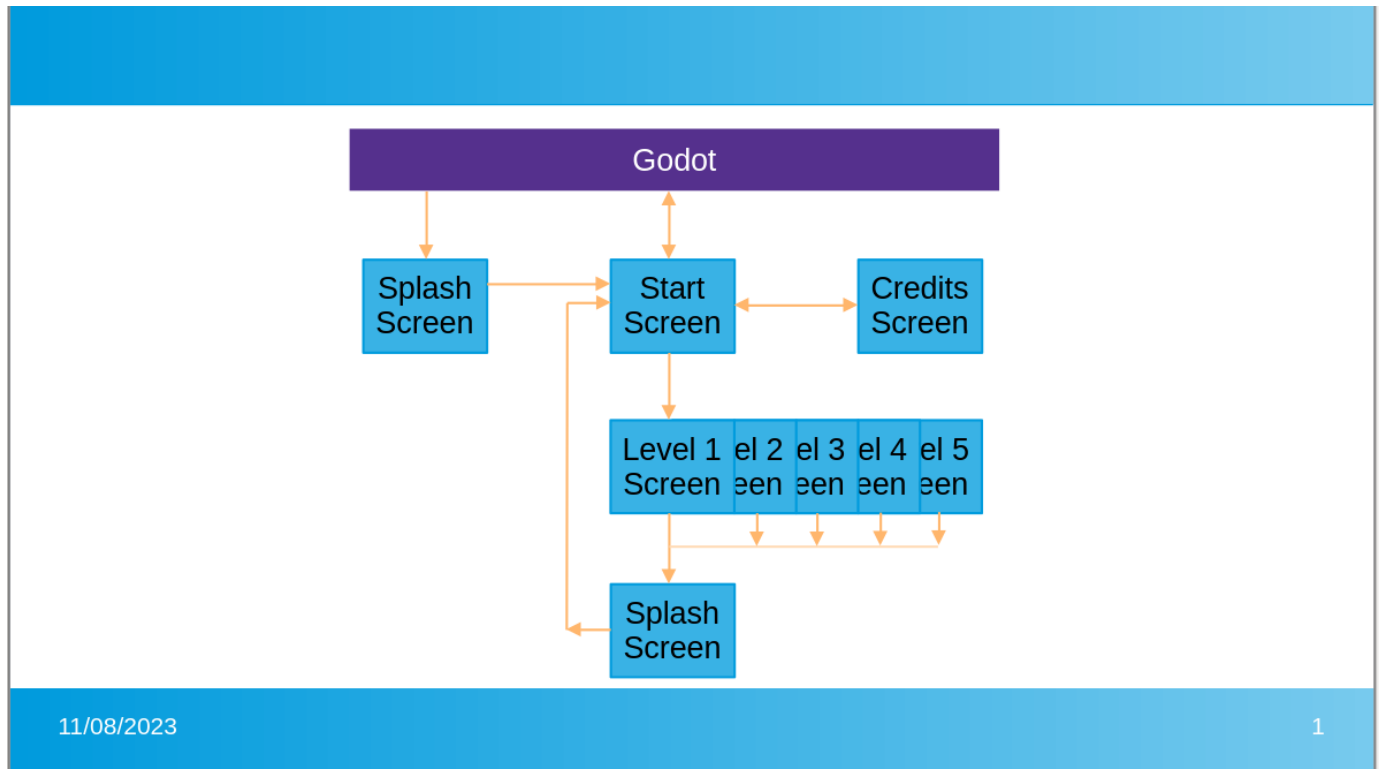
When the player activates the game, then SMC displays the splash screen. Once the game is loaded, SMC displays the Game Start screen.

From the Game Start screen the user can choose start a game, exit the application to the O/S, or display the game credits.

Game Credits displays all the credits for the games. If all credits do not fit on the screen, then the screen will scroll. The screen has a "Return" button to go back to the Game Start screen.

SMC displays the Game End screen when the player either wins or dies. It has a "Continue" button to go back to "Game Start".

Other Gameplay Aspects

- SMC has no pause capability

Gameplay Options

SMC has no options for the player to choose from.

Saving and Replaying

SMC does not include saving games. Reply consists of starting the game over.

Easter Eggs and Cheats

N/A at this time.

Setting, Story, and Characters

Setting

The game is set in a medieval castle's dungeon. The each level of the dungeon can contain the following items, power-up, and Challengers:

- The Hero,
- Challengers,

  - Vampire,
  - Skeleton Warrior,
  - Skeleton Grim Reaper,
  - Skull of Death (Boss),

- Containers (chests of various sizes; larger chests may hold multiple items),

  - Gems,
  - Coins,
  - Power-ups,

    - Healing potions,
    - Primary weapon ammo refill,
    - Secondary weapon ammo refill, and
    - 5 second Short Shield,
    - 10 second Long Shield,

- Decorations,
- Power-ups will also be spawned randomly on each level.

Story

This game has no story. It simply has a Hero who explores the dungeon, collects items, and fights the Challengers. Defeating the Boss allows the Hero to 'teleport' to the next level, or end the game on the final level, or die (thus ending the game).

Characters

The Hero

This is the player's character. The Hero is the protagonist. The player controls the Hero's movement, collection of items and power-ups, and combat.

Properties

- *Primary Weapon* - Crossbow that shoots projectiles.
- *Secondary Weapon* - Bombs.
- *Shields* - Give the Hero immunity from damage
- *Health* - The hero starts out at maximum health. Maximum health can be increase by picking up items from containers.

Note on shields: SMC has two types of shields; A short shield and a long shield. The game keeps separate inventory counters for each. When the player presses a shield button, then SMC uses a long shield. When they are depleted, then SMC uses the short shield. When both are depleted, then no shields are deployed.

Vampire

The Vampire is a stationary Challenger. It's primary purpose is to block the passage of the Hero. Being a solid object, it will also block other Challengers.

Properties

- *Primary Weapon* - Stare and bite.
- *Health* - The vampire's starting health should be less than that of a bomb's damage.

Skeleton Warrior

The Skeleton Warrior is a simple Challenger. When it notices the Hero it moves towards the Hero to attack him.

- *Primary Weapon* - Throwing Knife.
- *Health* - The starting health of the Skeleton Warrior is such that it can withstand being shot by several crossbow projectiles. However, a single bomb kills the Skeleton Warrior.

Skeleton Grim Reaper

The Skeleton Grim Reaper is a medium challenger.

- *Primary Weapon* - Fire ball.
- *Secondary Weapon* - Scythe.
- *Health* - The staring health of the Skeleton Warrior is such that it can withstand being shot by many crossbow projectiles, and it can only be kill at full health by two (2) bombs.

Skull of Death

The Skull of Death is a hard challenger.

- *Primary Weapon* - Laser.
- *Secondary Weapon* - Fire blast.
- *Health* - The starting of this Challenger is fairly high. It should withstand many, many projectile hits, and many bombs. The last few levels should have a higher starting health value.

Game Interface

Game Control UI

Fonts - The only font used on these screens is Tahoma or equivalent.

Music - Background music: This will play whenever a Game Control UI screen is displayed. No disruption of the music's continuity will occur as the player navigates between these screens.

Sound Effects - Button Clicks:

Start Screen

The player can select whether to play the game, exit the game or view the game credits.
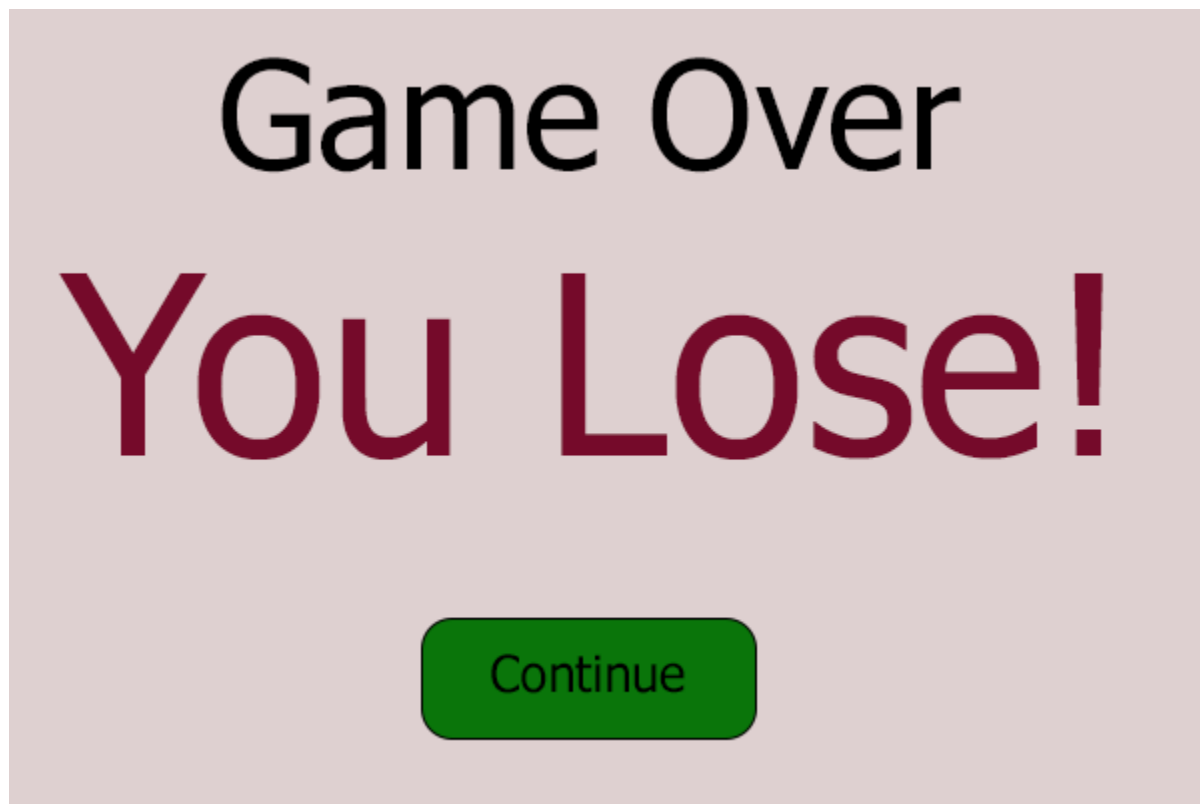

Game Over

Sound Effect - Played only once. No looping.

- Win
- Lose

SMC will display one of two screens depending on whether the player won or lost the game. The only option on either of these screens is to continue (display the Start Screen).

Game Credits

When the player clicks on Game Credits from the Start Screen SMC will display this screen. The only option on either of these screens is to continue (display the Start Screen).

Game Credits

Lorem Ipsum
Lorem Ipsum
Lorem Ipsum
Lorem Ipsum

Continue

Levels

Music - Each level will play this music, on loop, from tree insertion to tree removal. It may be paused or volume adjusted by objects in the scenes. The background music is replaced when the player engages the boss in combat.

Sound Effects - SMC will play this effect when the Hero does a teleport to enter and exit each level.

Hero

Music - No music for this character.

Sound Effects

- Crossbow (Primary Weapon) - Plays when the player triggers the input for this weapon.
- Bomb (Secondary Weapon) -

    ○ Impact sound: Plays when the player triggers the input for this weapon.
    ○ Explosion sound: Plays when the bomb explodes.

- Death - Plays when Hero dies.

Vampire

Music - Plays when the Hero enters the vampire's notice range. SMC lowers the volume of the Level background music while this is playing.

Sound Effects

- Vampire bites the Hero.
- Vampire dies.

Skeleton Warrior

Music - No music for this character.

Sound Effects

- Character is walking.
- Character dies.
- Character throws primary weapon.

Skeleton Grim Reaper###

Music - Played when the Hero enters characters navigation region. It must tell the background music to lower its volume so that this music is more dominant. When this character dies, or the Hero leaves the navigation region, then this music stops and we must tell the background music to resume normal volume.

Sound Effects

- Character uses primary weapon.
- Character uses secondary weapon.
- Character dies.

Skull of Death

Music

When the Hero first engages (enters the boss' notice area) the boss, then we tell the background music to pause and start playing the boss battle music. Even if the Hero leaves the notice area, then the music continues playing. It stops only when either the boss dies or the hero dies. Each level has its own boss music.

Sound Effects

- Character uses primary weapon.
- Character uses secondary weapon.
- Skull of Death dies. Each level has its own sound effect for this.

Chests

Sound Effects - Plays when a chest opens.

Animation - A animation of the chest opening. Once opened it stays static on the last image of the animation.

Items

Sound Effects

- Hero picks up a coin.
- Hero picks up a gem.
- Hero picks up a Life Potion.
- Hero picks up a Maximum Life Potion.

Power-ups

Sound Effects

- Primary Weapon reload.
- Secondary Weapon reload.
- Short Shield.
- Long Shield.

AI

There isn't much in the way of AI for this game.

Technical Aspects

Target Hardware

SMC is played on Windows 10/11 PCs only.
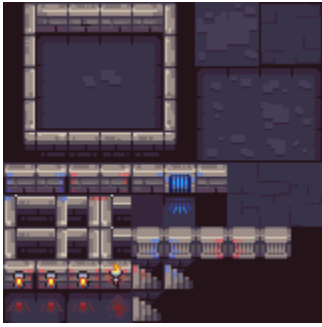
Game Engine

Godot 4.

Network Requirements

None.

Game Art

Graphics

Tileset

This is the tileset we are using to build our levels.

Hero

Idle No animation.

Walking

South

West

North

East

Combat Primary Weapon

Secondary Weapon

Animation - SMC will animate a lit fuse on the bomb.

Vampire

Idle Vampire's idle animation is controlled by a AnimationPlayer attached to the Sprite2D.

Walking None.

Combat None.

Skeleton Warrior

Idle

Walking

Combat

Primary Weapon

Secondary Weapon

None.

Skeleton Grim Reaper

Idle

Walking

Combat

Primary

Secondary

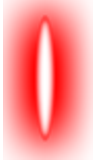SMC will animate this weapon's actions

Skull of Death

Idle*

Walking

Combat

Laser

Fire Blast

Large Chest/Medium Chest

Idle

Animation

Small Chest

Idle

Animation

Increase Maximum Health

Gem

SMC sets the gem image randomly when it is instantiated.

Coin

Extra life Points

Primary Weapon Refill

Animation - SMC will cause the gem in the image to rotate.

Secondary Weapons Refill

Animation - SMC will use an AnimationPlayer to make this graphic bob up and down

Short Shield Refill

#*Animation* - SMC will use an AnimationPlayer to make this graphic bob up and down

Long Shield Refill

Animation - SMC will use an AnimationPlayer to make this graphic bob up and down

Music

- UI

  - Background Music: *Eyes of Glory.mp3*.
  - Sound Effects:

    - Button Click: *Retro Explosion UI 01.mp3*

- Levels

  - *Heads Up - The 126ers.mp3*
  - Bosses

    - Level 1: *507307__matrixxx__the-battle-between-scorpio-and-orion.mp3*
    - Level 2: *510953__theojt_cinematic-battle-song.mp3*
    - Level 3: *676998__snowfightsstudios__fight-music-synth-tense-loop.mp3*
    - Level 4: *352171__sirkoto51__boss-battle-loop-1.mp3*
    - Level 5: *591500__klavo1985__saying-good-bye-before-battle-music-for-war-game-in-vr.mp3*

- Challengers

  - Vampire: *Retro Instrument - choir bass - C11.mp3*
  - Skeleton Grim Reaper: *516439__wolfdoctor__ominous-whistling.mp3

Sound Effects

- Game Over

  - Player Wins: *1940_s_Slow_Dance_Sting.mp3*
  - Player Loses: *Retro Explosion Long 02.mp3*

- Level

  - Teleport: *Retro Jump StereoUP Simple 01.mp3*

- Hero

  - Primary weapon: *Retro Weapon Arrow 02.mp3*
  - Secondary weapon:

    - Impact: *REtro Impact Metal 05.mp3*
    - Explosion: *Retro Weapon Bomb 06.mp3*

- Death: *572335_jarl_fenrir_dies-irae.mp3*

- Vampire

  - Primary weapon: *268501_bernuy_vampire-bites.mp3*
  - Death: *703317_beetlemuse_zamn-scream.mp3*

- Skeleton Warrior

  - Walking: *188034_antumdeluge__bones-2.mp3*
  - Primary weapon: *703708__strangehorizon_thowing_arm_3.mp3*
  - Death: *704635__zulfish_monster-dying.mp3*

- Skeleton Grim Reaper

  - Primary weapon: *539927__za-games__fire-burst-slash.mp3*
  - Secondary weapon: *706678__sadiquecat__whoosh-bamboo-3.mp3*
  - Death: *660111__matrixxx__purge-remastered.mp3*

- Skull of Death

  - Primary weapon: *523205__matrixxx__retro-laser-gun-shot.mp3*
  - Secondary weapon: *5555519__eminyildirim__mage-fireball-skill.mp3*
  - Death

    - Level 1: *522572__matrixxx__retro-bomb-explosion.mp3*
    - Level 2: *414209__jacksonacademyashmore__death.mp3*
    - Level 3: *483693__camauflaged_noob__weird_death.mp3*
    - Level 4: *415079__hariietniamh__video-game-death-sound-effect.mp3*
    - Level 5: *257796__xtrgamr__flatline.mp3*

- Containers: *270316__littlerobotsoundfactory__open_00.mp3*
- Items

  - Coin: *444918__matrixxx__ping.mp3*
  - Gem: *481151__matrixxx__cow-bells-01.mp3*
  - Life Potion: *523651__matrixxx__powerup-05.mp3*
  - Maximum Life Potion: *523649__matrixxx_powerup-07.mp3*

- Power-ups

  - Primary weapon refill: *396331__nioczkus__1911-reload.mp3*
  - Secondary weapon refill: *500294__bratish__shotgun-reload.mp3*
  - Short shield: *523753__matrixxx__new-skill-01.mp3*
  - Long shield: *523745__matrixxx__armor-02.mp3*