The Demons We Make

Version	Implemented By	Revision Date
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Project Description:

A 2d platformer game that follows in the steps of Castlevania inspired games. This game will have players go deeper into a dungeon, fighting monsters and the twisted nature of humanity in order to save the world. Players will have access to customizing their equipment and weapons as they go forth to fight the hordes of evil.

Table of Content:

1. Chacter:

Main Chacter: The Hero
- The Hero is a master of weapons and items. They are the player controlled character that players will use to get arround the environment.
- Players can pick between a female or male (looking at nonbinary option).
- The warrior uses weapons to fight against monsters as they go along, acquring new magics, weapons, and items to combat against the deadly forces.
- The Hero chacter is determined, you often see a flash of anger as they fight enemies.
- Example of charcter design for the male counterpart:

(Gathered from https://opengameart.org/content/gothicvania-patreons-collection, created by ansimuz)

2. Story:

The world is one of chaos. Far across the land and deep within the caves of mystery sits a powerful artifact, the Tomb of Twilight, that is able to vanguish the creatures that are rising from the dark depths. However, the Tomb of Twilight is located in one of the most dangerous and darkest regions of the world.
A champion has risen, the hero steps forth to go across the land and into the dungeon to get the artifact. With their trusty sword, they sets off to vanguish the monsters that get in their way and the search for the artifact.

2.1 Theme:

This game is suppose to show the grim and dark nature of the task that the chacter must complete. However, there is a form of dark beauty deep in the dungeons. In certain sections of exploration, sanctuaries will arise where the hero rests and unburdens the horrors that they have faced.

The main mood of the art should been grim, dark, and inspire horror. The few places of good should display a rather tranquil and peaceful environment, demonstrating a vast beauty.

Example of sanctuaries:

(Gathered from https://opengameart.org/content/sunset-temple-tiles, created by Pyromantic)

3. Story Progression:

The game begins by displaying the monsterous horrors that appear, attacking the local towns and people. It tells the importance of the artifact, which can be used to remove these creatures and send them back to their deep underworld homes.

The first chapter of the game will focus on the hero in a town, where players will go through a tutorial that will teach them the basics of the game.

The second chapter begins the hero's exploration in search of the treasure.

The final chapter will be when the hero reaches the Tomb of Twilight, in which a small scene will display the end of the suffering of the world.

4. Gameplay:
4.1 Goal:

Overall: The character must reach the artifact, which will be at the bottom of the dungeon (end of the game).

Short term: Defeating enemies to reach the next level. At the end of each level will be a "boss" enemy. Each "boss" enemy will be some figure who is a manifistation of a person's nightmares, representing specific desires and holding the traits of that "monster's" creator.

Alternative goals:
- collecting all the assets
- reaching "mini goals" in the terms of achievements

4.2 User Skills:

1. puzzle solving
2. mouse and keyboard
3. memory
4. managing resources
5. strategy

4.3 Game Mechanics:

Character Movement/Actions:
- Jumping:
  - results in animation and landing sound when hits the ground
- Moving left or right:
  - results in walking animation and foot steps sound
- Melee Attack:
  - used to hit monsters
  - direction depends on last direction you were facing when walking
  - can't walk when you make this attack
  - can attack only a set distance away
  - anything within that distance gets hit along the path
  - different weapons result in delay in attack, different paths, animations, and sounds
  - on hit, weapon sound is made (specific to the weapon)
- Ranged Attack:
  - used to hit monsters
  - direction depends on last direction you were facing whe walking
  - can't walk when you make this attack
  - range based on item you use, as well as path missile travels
  - different items result in different sounds when fired and animations
  - when weapon hits, different affects happening
- Pick up object:
  - can pick up something by walking over it
  - can pick up health potions or "currency"
- Damage:
  - when monster, sharp object, or projectile hits character, results in damage
  - damage amount determined by type of damage/monster
- Use item:
  - hit a button to use an item
  - each item results in a specific result to that item

Enemy Movement/Actions:
- Movement:
  - Each enemy has specific path, follow path
  - stand still till character within certain distance
  - can jump, float, walk, etc.
- Attack:
  - enemies attack when within reach (for example a zombie would strike when it gets within 1 pixle and a bat would scream when it is 5 pixles away)
  - any attack that hits the character results in damage (based on enemy's damage output)
- Damage and Death:
  - dies when enough damage is dealt to it
  - dies if falls in pit
  - is damaged if character hits it or hits a sharp object (i.e. spikes)
- drop:
  - leaves behind a "currency" when dies, amount drop depends on type of monster

Item selection:
- This is where players can select items/weapons/armor/other to use
- selected by player controlled box
- control box moved by WASD keys, ENTER sets choice as active (everything else inactive)
- display each category in separate columns

Dying:
- dying results if you have no more hit points
- results in player getting responded to the beginning of the level and given an Item Select screen and a "Shop" screen.
- Is where player can pick weapons/armor/items and buy them as well.

Resources:
- Ammunition:
  - owned by character, is limited to each level, can't get new resources till end of each level, where you get it at the "shop"
  - limited amount depending on type of "backpack"
- Hearts:
  - Hit Points of character and enemies
  - is lost with damage
  - character can gain more hearts by using an item or picking up a healing potion
  - character can increase them by using different types of armors
- Lives:
  - character only has a set number of lives
  - if no more lives upon death, game over
  - lives replenish at beginning of each new level
- Items:
  - Any item that isn't a weapon/armor can be only used once then disappears
  - can only get more by buying at "shop"

Shop:
- Only available inbetween each levels at the "resting" place
- Allows player to buy items using "currency" obtained from monsters
- can buy weapons, armors, items, etc…...
- Everything is low cost, allows players to "stock up" before continuing.
- Light mood, good atmosphere
- Shop owner is a long dead spirit:

(Gathered from https://opengameart.org/content/gothicvania-cemetery-pack and created by Luis Zuno, distributed by ansimuz)

4.4 Items & powerups:

Weapons:
- Melee:
  - Can only hold one (maybe two), must select before each level, can't change unless die or move onto next level
  - Each does different damage, have different ranges (close), and time of execution
  - each result in a different animation, sound when activated, and sound when hitting an enemy
  - can be used to damage an enemy
  - Types:
    - sword
      - short
      - long
      - rapier
    - axe
      - battle
      - hand
      - hablerd
    - spear
      - trident
      - short
      - long
    - other
      - mace
      - club
      - war hammer
- Ranged:
  - releases a pojectile, can hit something farther away from player
  - have set number, in form of "ammo", max number based on type of weapon
  - can be used to damage an enemy
  - each result in a different animation, sound when activated, and sound when hitting and enemy
  - Melee types can be thrown once, but can be picked up again, "infinite ammo"
  - Types:
    - bow
      - short
      - long
      - composite
    - Javelin
    - melee
      - hand axe
      - triton
      - spear
      - throwing hammer

Armor:
- is used to gain more hearts

- different armors give different bonus hearts
- can't replenish armor hearts, can only be revived at start of new level or upon dying
- different armors result in slowing of character, become lighter as more damgage made to armor
- no change of sprite in terms of type of armor being worn
- Types:
  - clothe tunic
  - studded leather
  - chain mail
  - scale mail
  - plate mail
  - full plate

Other items:
- Can be used only once
- replenished by buying in shop again
- types:
  - "extra life"
  - ring of fire, give attacks fire property
  - healing potion, replenishes hearts
  - scrolls:
    - five uses per scroll
    - allows for special magical attack (fire, ice, holy)
    - each does a special damage type that effects the enemies in a specific way

4.5 Level Design/Player Experience:

Tutorial:
- Located in a town, should have a more gothic vibe, dark grews/blacks should appear around the screen
- town folks present, player can't interact with them, walk straight past them
- Ghost appears in front of main character, teaches them about basic controls in text bubbles
- Ghost disappears after 30 seconds, appears ahead of main character as if leading them
- should be area where player learns full controls, how item selection works, buying items, etc.

Level 1:
- Player arrives to first curropted area, a swamp
- Enemies:
  - Swamp monsters
    - Attacks player by hitting/walking into them
    - follows player till killed, auto locks when within a certain distance
  - Spider
    - Walks a set path, can go upside down
    - walking into player/getting jumped on injures player

- ○ Swamp Bat
  - ▪ Flies above the character, lets loose screems down upon character
  - ▪ stops following after a set distance away
- ○ ETC

- • Boss:
  - ○ Medusa like figure appears, attacks main character
  - ○ attack 1 is their tail, lashes it across the screen, player has to run up while dodging obsticules to strike medusa
  - ○ attack 2 eye beam, instant kill but easy to dodge, shoots in straight horizontal lines, visible path shown for 5 seconds before going off

Level 2:
- • Player arrives at a cemetary
- • Enemies:
  - ○ skeleton
    - ▪ charges player by rising out of screen and running towards main player
    - ▪ once offscreen, despawns
  - ○ Hell cat
    - ▪ runs towards player, auto locks
    - ▪ jumps at player to initiate an attack
  - ○ Floating skulls
    - ▪ fly around in air
    - ▪ after certain times, lights aflame and charges player
  - ○ ghost
    - ▪ blasts screams at hero, has to be hit to be destoryed
  - ○ etc
- • Boss:
  - ○ Demon surrounded by a hellish glow
  - ○ unleashes multiple fireballs that fly randomly across the screen
  - ○ fireballs bounce across arena, only have 5 bounces before being destroyed
  - ○ unleashes beam of fire around itself, "teleports" to different areas of the arena

Level 3:
- • Located in church, evil and is curropted/taken over by evils within
- • Enemies:
  - ○ hell hound
    - ▪ similar actions to that of the hell cat
  - ○ ghoul
    - ▪ rushes player when within certain area, on contact burst into explosion that damages player
    - ▪ a wait time of 5 seconds before blowing up, gives player oppurtunity to kill ghoul first
  - ○ Evil wizards
    - ▪ fling fireballs across map, player must dodge them in order to kill casters
    - ▪ casters blow up upon death
  - ○ etc
- • Boss:
  - ○ Angel, has wings that are become black

- flings enegry balls at player, which follow the player after 15 seconds
- also errupts area in flames, make it difficult to player to get around, recognizable pattern that shifts every 5 seconds (3 seconds between each shift)

Level 4:
- Haunted castle, should appear dreary inside
- Enemies:
  - Evil wizard (same as in church)
  - Flying skull (same as in graveyard)
  - Spider (same as swamp)
  - etc
- Boss:
  - refight all bosses, but with lower hit points
  - Player only faces one boss at a time, but make each boss appear a little bit more curropted by a hellish pressence
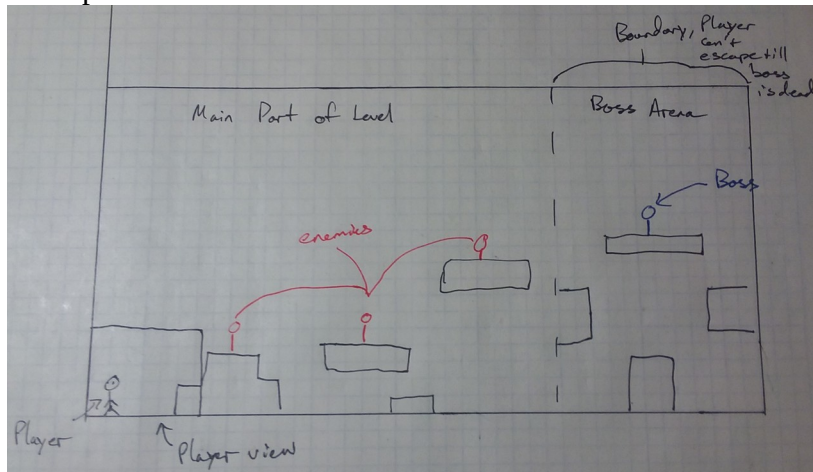
Level 5:
- Enter the caves of mystery, no enemies appear for the majority of the level, simply a jumping/obsticle course for the player to get through (should be easy)
- Boss:
  - Demon Lord
  - attack 1, flies down to player, lets loose fire breath weapon
  - attack 2, goes to center of the screen, flames shoot out across arena, player has to dodge them
  - attack 3, lets loose energy orbs, follow player for 15 seconds, boss stays idle in one spot
  - attack 4, lets out fire balls, bounce off surfaces 5 times before disappearing

Sanctuaries:
- Safe church locations, can walk up to ghost, press I to interact, open ups shop
- select items, press button, gain time
- gold should be in a bottom corner of screen, players should be able to keep track of the money they have
- item selection occurs, click on target items, become highlighted, then press button, starts the next level
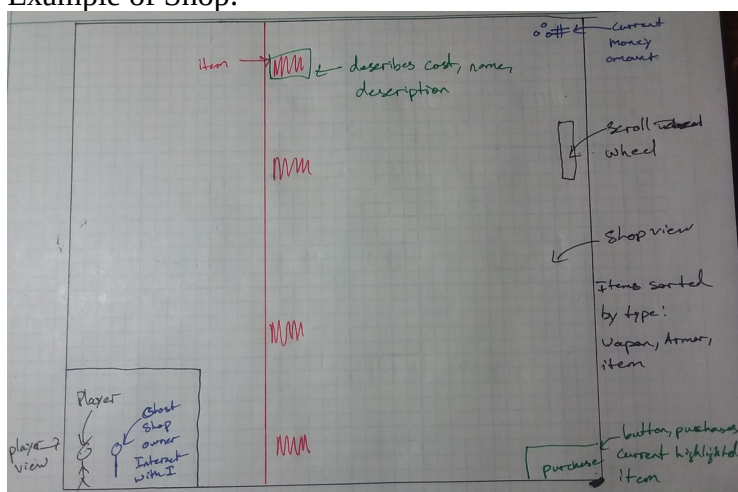
Example of Level:

Example of Item Selection:

Example of Shop:

4.6 Progression & Challenge:

As character goes to deeper levels, the enemies will get harder. Some basic enemies found in earlier levels will become "mutated", making them harder versions of their predecessors. New enemies will also pop up, making their paths different and harder to deal with. To concecate, these enemies will drop more "currency" to be used later.

Progress will be determined the more levels you get through.

4.7 Losing:

The player losses if they run out of lives. This occurs if they die when they have zero lives left.

5. Art Style:

The art should be overall gloomly and dark. All art is going gto be presented in a pixelated fromate to pay homange to retro games like the original Castlevanias, super metroids, and super marios. Of course, the graphics should be a little bit higher in quality, giving characters more defining features than the graphics found in those games.

Each level of the game will pay particular attention to a specific environment. The first level should be a swamp, the second a graveyard, etc. Between each level is a sanctuary, should appear almost church like, and the levels it is inbetween should naturaly transform into the next environments.

The final level (where the relic is) should contain a more futuristic, clean, old look that symbolizes a place of "goodly power". Make the walls brown with glowing blue runes across them. Make the runes seem alive, and make the focus on the brightest object, the "artifact" seem apparent. Make it seem that all of the power in the room is from this object.

Sprite design should also appear like this. Monster designs should be similar to their counterparts in other game medias and such. The main character should appear as a warrior sprite like the belmonts in Castlevania. Each "boss" should apear monsterous and fits into the current environment, and represent some of the more classic monsters depicted in gothic fanatasy.

ex:

(Gathered from https://opengameart.org/content/chaos-berserker-48x48, created by onemanarmy)

6. Music & Sounds:

Music should sound haughty and pays homage to the original 8-bit music in the early nintendo games.

Player sounds:
- Swinging a weapon
- shooting a ranged weapon
- jumping sound
- activating an item
  - drinking for a potion
  - mumbling for reading a scroll
- cry when hit
- death music when killed

Enemy sounds:
- each should have their own unique sound
- make special sound when making an attack
- when jumping, should make some sound

Background sound:
- should be unique to the level the character is currently in
- while in sanctuary, should have peaceful music
- example: https://opengameart.org/content/into-the-ruins

7.1 Demographics:

This game should be for ages 16 to 25. The grindiness of the game and and the dark mood should be built for a more mature audience. We also want to incorparate elements that make the players have to be creative in getting pass levels, figuring out what items should be used per level and what build a better chance of success. The game in this case will probably be presented to male sex and for more intense gamers.

7.2 Platforms and Monetization:

The game should orignially be built for computers, but can eventually be built to use controllers. In terms of monetization, the game should originally be free for users during the play testing processes to get feedback and possible bought via donations, the mininum being free.

7.3 Localization:

The main language should be English, but as the game expands, allowing for multiple languages would be needed to allow for more access across the world.