GAME CONCEPT

Contents

Game overview

Return of the kingdom is a single player game where the player must defeat different types of enemies. Each enemy will have different effects and the player will have to overcome them. Throughout the game the player will pick up variety of items which he is able to use to get an advantage. The game contains many levels which the player must complete in order to finish the game. The game contains many sound and visual effects such as when the bullet is shot. The main objective is to gather powerful weapons in order to defeat the demon lord.

Gameplay and Mechanics

Gameplay

When playing the game, the player will have to collect coins and items which will give him powerups. Some powerups can only be used limited number of times. Whereas others can be used unlimited times.

Mechanics

the game will offer variety of mechanics for instance, the player will be able to walk and sprint depending on keyboard controls. for better accuracy the player can shoot in the direction the mouse is pointed at, the enemy should be able to track and shoot the player. The player should be able to double jump to climb higher platforms as well as the player having the ability to switch out weapons. As you progress through the game the enemies will get stronger and harder to defeat as you closer to your objective which is defeating the demon lord.

Characters

Story

The king has been defeated by the demon lord, the king has sent his greatest and mightiest knight of all to save the kingdom. As of now the kingdom is being ruled by the puppets of the demon lord also known as minions. The knight shall carry out his duty and defeat the demon lord and his minions. The knight must obtain numerous types of weapons and perks in order to help him thrive and survive the chaotic adventure that awaits him.

Characters

The game will feature the knight as the protagonist and the demon lord as the antagonist. Throughout the journey the enemies will evolve which will provide them with greater health and attack damage.

Throughout the game the character model will also evolve and get stronger by collecting points/xp which can be used to level up, each level will provide extra health and damage.

Levels

The game contains levels – each level will have its own difficulty. At level one the player can defeat and overcome the challenges without a struggle. As you progress through the game the number of enemies will increase and eventually, they will evolve into stronger enemies. Furthermore, the player will also receive items and perks which will be located on certain levels. At the start the player will spawn with a single gun which is able to shoot at c2wonsecutive intervals.

Each stage or level will be split into sub levels – each level will contain 3 sublevels, by completing the sublevels the player will gain a perk which he will keep for the rest of the game. each stage will have its own unique theme.

Each level of the game will provide the player with an item, this could be either a gun or a potion which helps the player. At the end of the stages there will be a boss fight.

You will have to defeat the boss in order to finish the game.

The theme of the of stage is listed below where I've drawn the stages.

Interface

The game will provide the user will a menu, the user is able to save their game and continue where they left off, a pause and resume menu will be toggled when a key is pressed.

Controls

The player should be able to move around the platforms, the player should be able to move left and right using A and D keys on the keyboard. the mouse should be used to aim the bullets.

Movement = A, D

Jump = W

Space = normal shoot

Change weapon = Q

Use weapon = R

Powerup = 1

These should valid key binds as they do not overlap, and functionality depends on different variables should as current perk/weapon

Extra utility controls will be programmed as I progress through my project such as perks and special weapons.

Visual System

The player and enemies will have animations for each state for example if they are walking or running – the animation would alter from state to state this will be developed later in the project.

Music, Effects

Music

Each stage and substage will have its own audio/background theme this will be used to resemble the stage/substage

Effects

Effects will be added both to the player and enemy – for instance when the player takes damage a sound effect will be played and vice versa for enemy and level completion.
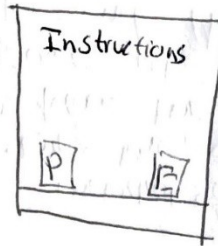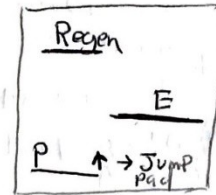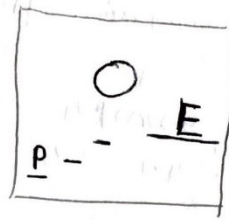
Drawing Illustrations:

Stage 1
⤷ substage

| 1, 2, 3 |

Beach
Biome

E = enemy
P = player
O = perk or pickup

O   E →

P - - ___

Regen

___ E

P ↑ → Jump
         pac

Instructions

Tutorial

P   E

Stage 2
⤷ substages

1, 23

→ Jungle biome → same as
   stage 1 but with different
   enemies and perks

Stage 3
Boss fight

only   one   substage.
     Bombs can be picked up.
                 and thrown.

Enemy
in the
background

player has
to attack
and dodge

E

P