

Under the Old Tree

Created by David Wilkinson

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Special thanks to Alec Markarian
Otherwise this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

Overview

Theme / Setting / Genre

The theme and setting are dark fantasy and the genre is RPG

Core Gameplay Mechanics Brief

- This game is top down
- Item gathering
- Quests given by NPC
- Combat
- Gripping story with dynamic leveling

Targeted platforms

- PC

Monetization model (Brief/Document)

- Paid
- No monetization just purchase

Project Scope

- <Game Time Scale>
 - So far the only cost is time. It is possible I might need to buy assets in the future.
 - To the end of the year to create main mechanics for the game although much longer to complete desired story up to 2 years of steady work.
- <Team Size>
 - The only team here is me. Although with the guidance of Michael Cassens
- <Licenses / Hardware / Other Costs>
 - Unknown at this point
- <Total Costs with breakdown>
 - Unknown at this point

Influences (Brief)

- <Influence #1>

- Diablo 1 and 2 were heavy influences
- Playing Diablo 1 when I was younger nearly had me being afraid to play the game with how intense and terrifying it was, yet that also was its lure. So that always stuck with me, that a game could make me feel that type of emotion makes me want to do the same. The reason I also am including Diablo 2 is that they perfected that dark storytelling with amazing characters both NPC and playable.

- <Influence #2>

- The Zelda Ocarina of Time and Zelda Majora's Mask
- These two games were defining for me as video games. Ocarina was the game that if asked my favorite game, I tell them this is the one because of the incredible storytelling and all of the little characters hidden in different corners that you have to look for to find. Also, I included Majora's Mask as it continued in the same vein yet every character in the town and outside followed a strict three day cycle so when you needed to go back in time you could know where they would be and when. This is very deep storytelling implemented within the functions of a game.

- <Influence #3>

- Bram Stoker's Dracula 1992 film with director Francis Ford Coppola
- This might be one of my favorite movies. The villain is also an antihero, he is torn by the love of his reincarnated wife who is the reason for becoming the vampire. The battle between light and darkness has always seemed to be the ultimate struggle, yet it is not always clear who is serving which cause.

The elevator Pitch

A story of a dark knight brought back to life by a necromancer, he must regain his strength and learn to exist as a vampire. As he progresses, growing stronger, he encounters beings of whom he learns of who he was and who he will become.

Project Description (Brief):

So far the game is top down 2D with a large map. I have been using a tilemap to create the game map. There will be one large world map, and there will also be other dungeon maps where the player will use doors to enter and exit. There will also be combat within the game, fairly basic with attack and block. A health system also, with a way for the player to regain health. An item system as well. Leveling would be nice also. So a type of pause menu to check what items and leveling, as well as health number. Also, I would like to include a UI with a health bar.

Project Description (Detailed)

I will be building an open world which has access to smaller dungeons. One set of these dungeons are opened by NPC quest givers, in these dungeons there are items/abilities needed to progress, I would like this to be some passive ability. This ability gained from the quest dungeon, gains access to “boss dungeons”, where inside a greater enemy is encountered, after that victory the vampire knight drinks his enemy’s blood gaining a level, increasing health and damage. There will also be specific enemies that the player defeats and can drain their health to replenish the character’s health. This is the basic progression of the game.

Enemy levels will be set from the beginning and do not scale, so entering a higher level area will be possible at any player level, yet beware. There will be a health system also, which at player death will resurrect at a crypt. The crypts are the same as the first crypt the character begins in, these crypts contain an animated item so players interact with it, then a message will inform the player of the update in resurrection point.

As the player progresses, more of his old life is revealed to him and also who he will become, so the player experiences an unfolding narrative.

What sets this project apart?

- The dark story
- The main character
- The character progression

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Details>

Top down open world

- <How it works>

There is a tile map that creates boundaries and buildings as well as controls for the character using WASD, and NPC Enemies that patrol. There are level transitions using doors also.

- <Core Gameplay Mechanic #2>

- <Details>

Item collection

- <How it works>

There will be special items hidden throughout. I will use treasure chests for this. I can set up a collision with the correct tag and have the item show up in UI or an inventory screen. These items then can be used to enter another dungeon or area.

- <Core Gameplay Mechanic #3>

- <Details>

NPC Quests

- <How it works>

I would like for there to be NPCs that inhabit the open world who tell the main character things he needs to do in order to progress. They will also give him breadcrumbs as to his identity and future. I have a text box that opens when nearing a quest giver NPC. After completing a quest, which is recovering some artifact from a dungeon, he learns a new ability. I want this to be some passive power that will empower him to enter a specific dungeon to slay one of the greater enemies.

- <Core Gameplay Mechanic #4>

- <Details>

Combat

- <How it works>

This will work by having an attack button that activates in the direction that the character is facing when the button is pushed, also there will be an attack animation. Also, a block button with the same attributes only this will negate attacks. I will implement a health system. When it reaches zero the character wakes up in a crypt, which there will be throughout the world and he will resurrect at the most recently visited.

- <Core Gameplay Mechanic #5>

- <Details>

- Dynamic Leveling

- <How it works>

- This will be NPC and boss related. After the NPC quest is completed the character will gain a passive ability to unlock a boss dungeon. After a boss is defeated then the character gains a level by drinking the blood of the boss increasing health and attack damage.

Story and Gameplay

Story (Brief)

Main character awakens in a crypt without any memory and a dark necromancer then sets him off on a quest. This begins a series of events that thrusts the vampire warrior into a conflict, and so he begins to learn who he was and who he will become.

Story (Detailed)

The main character is a vampire knight, risen from his death by a necromancer with no memory of who he was, yet Fate it seems has designs for this great warrior. He begins by heeding the advice of this mysterious character, and as he continues on his bloody crusade he begins to learn of who he was and who he will become. Each of the Great Ones will fall by his hand, unbinding his mind and strengthening his body as he drinks their blood in victory. As he grows in strength and becomes more aware, more powerful enemies begin to fear him, and so take up a hunt to kill this warrior of blood. As he toils in darkness powerful allies reveal themselves to him, sending him into dark places so he

may gather and learn new abilities to continue on his crusade. In those dark places he will face enemies who seek to end his solitary war, some of them are men and so our dark hero must drink from their life force in order to heal his spiritual form. Resting within the ancient crypts brings him solace binding his spirit to those places as he is bound to the eternal cycle of unlife. The vampire knight continues on his crusade, slaying beings who are nearly gods, allowing him to remember who he is and who he is fated to be, until he stands in victory at the end earning his promised gift.

Gameplay (Brief)

Open world, item collection for story progression. WASD movement. Directional combat. One open hub world, with dungeon doors to smaller environments. A health system, and leveling. Certain items for entrance to some dungeons. Crypts for resurrection after death, the last visited crypt is where resurrection occurs.

Gameplay (Detailed)

The open world with some boundaries, NPC given quests for progression into dungeons that are locked until the NPC quest is completed. These quests are completed by gathering an item from a chest that grants passive abilities. Also, after the said dungeon with chest is entered the NPC will vanish. Unlocked dungeons opened by completing the related NPC quest will turn into boss battles to progress the story. These boss battles end in the vampire knight drinking their blood and therefore gaining a level, which is an increase in health and attack. I will have enemies at set levels, so if the character goes to a higher level area, the player will be beaten easier. For now combat will be basic as I am unsure of the limitations or otherwise to this. Certain enemies contain “blood” or a way to regain health. There will also be an inventory screen that also has a journal to track progress. No map. If the player dies, they will resurrect at the last visited crypt, which are special buildings, the same design of the beginning one. I will have some animated item inside so the player will approach it and after a collision the player will be notified that they have found a crypt and progress will continue from there. I would like to implement a way to tell the story in more detail, I don’t know how this could be done, one idea is for text to pop up and scroll to reveal what the character has learned after the defeat of a boss.

Assets Needed

- 2D

- Textures
 - Using Pixel Art Top Down for tilemap.
 - I am creating my own sprites for the main character and NPC and would like to include enemies of my own also.
- Heightmap data (If applicable)
 - N/A at this point
- Etc.

- Sound

- Sound List (Ambient)
 - Outside
 - Dark medieval music
 - Wilderness sounds
 - Inside
 - Different dark medieval music
 - Boss encounters epic Heilung song
- Sound List (Player)
 - Character Movement Sound List
 - Footstep
 - Character Hit / Collision Sound list
 - Sword clank on hit
 - Sword clank on block
 - Shout on beginning encounter (nice to have)
 - Character on Injured / Death sound list
 - Flesh sound on enemy wound
 - Death vocalization depending on enemy type
 - Character death sound is crumpling armor
- Code
 - Character Scripts (Player Pawn/Player Controller)
 - Movement Script taken from Playground Asset

- Camera follow
- Health system
- Inventory system
- Attack
- Block
- Ambient Scripts (Runs in the background)
 - Level change
 - Crypt Update/Respawn
- NPC Scripts
 - Patrol
 - Attack
 - Movement
 - Health System
- **Animation**
 - Environment Animations
 - Unsure at this time
 - Character Animations
 - Player
 - Idle
 - Four direction walk animation
 - Four direction attack animation
 - Four direction shield block animation
 - Death animation
 - Resurrection animation
 - Health regain animation
 - Boss defeat animation
 - NPC quest completion animation
 - NPC
 - (As a note: Not all NPCs need all of these)
 - Idle
 - Four direction walk animation
 - Four direction attack animation
 - Four direction block animation
 - Death animation
 - Boss

- Initial animation
- Movement
- Attack
- Special Attack
- Death

Schedule

- <World Building and Scope Determination>

- 1 to 2 months
 - Basic World Design
 - Determination of Assets
 - Storyboard
 - Design Document

- <Completion of All Basic Functions>

- 2 to 4 months
 - Scripts for Items
 - Door and Level Transition Scripts
 - Other Scripts Needed For Functionality
 - All Main Character Animations Implemented
 - Basic Enemy Design
 - UI Creation

- <Open World and Dungeon Creation>

- 3 to 5 months
 - All Basic Functionality Completed
 - Building a Compelling World
 - Adding Quest NPCs
 - Ironing Out Story
 - Finished Enemy Script and Animations

- <Boss Creation and Polish>

- 2 to 4 months
 - Build Compelling Bosses
 - Implement the Boss Leveling System
 - Implement the NPC Quest Item System
 - Polish Game