

Souls of the Damned: The Rise against the Undead

Game Design Concept

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GAME OVERVIEW

Game Title

*Souls of the Damned:
The Rise against the Undead*

- The name captures the dark and ominous tone of the game
- Theme: loss of souls of kingdom's citizens
- The addition of "The Rise against the Undead" emphasizes the player's role as Ethan
- The name immediately captures the attention of players
- Conveys epic and exciting adventures to players.

Background Story

Summary

- Boy and old lady shunned as witches
- Old lady takes ominous jobs for a living
- The boy tries to stop the army of dead led by demon wraith
- Boy uses psychic abilities and knowledge from the old lady
- The boy has an innate power to hear memories and see soul imprints
- Demon wraith created by old lady's negative feelings
- Old lady sacrifices herself to undo petrification curse
- Ethan chooses to help people like himself with powers
- Resolution to educate people on the responsibilities of their powers.

Core Philosophy

The deeper message in the story is about the importance of acknowledging and dealing with negative emotions and how they can manifest into something destructive, as well as the power of self-reflection and taking responsibility for one's actions.

Characters

Ethan (Main Character): Playable

General traits

- Brave
- Determined
- Compassionate
- Resourceful
- Curious
- Resilient
- Empathetic
- Intelligent
- Self-sufficient
- Independent



Primary Strengths:

- Determination
- Empathy
- Courage
- Adventurous spirit

Supporting Traits:

- Skilled
- Intelligence
- Strategic thinking
- Resourcefulness
- Humility

Ethan

Shadow Traits:

- Naivety
- Stubbornness
- Impatience
- A tendency to act impulsively
- A lack of trust in others

Fatal Flaws:

- Self-doubt
- Impulsiveness
- Arrogance
- Lack of trust

Agatha (Old Lady/ Grand Mother the main character): NPC

General traits

- Wise
- Strong-willed
- Protective
- Independent
- Psychic
- Mysterious
- Caring
- Resilient
- Creative
- Compassionate



Maelstrom (Demon wraith who became the Demon lord/ Main villain of the story): NPC

General traits

- Ruthless
- Manipulative
- Charismatic
- Powerful



Genre and Perspective

- Genre: Action-adventure with RPG progression
- Perspective: Third-person view
- Layout: Semi-open world platformer
- Advancements: Character levelling, power acquisition, weapon and equipment upgrades
- Puzzle-Solving: Platform-style components to advance the plot and uncover objects
- Graphics: Fantasy art style, not heavily focused on realism.

Target Audience

- Age: 16+
- Primary Audience: Gamers who prefer action-adventure games with RPG components
- Also interested in Semi-open world platformer gameplay, character and equipment advancement systems, and puzzle-solving elements
- Appreciates atmospheric, immersive games like “The Witcher”, “Dark Souls” and “Legend of Zelda”
- Third-person perspective lovers who enjoy admiring scenery will find the game's perspective intriguing.

Influences and Market Competition

- Game influenced by action-adventure games like "The Witcher" and "The Legend of Zelda"
- Semi-open world platformer gameplay similar to "God of War" and "Uncharted"
- Horror and thriller elements influenced by "Tomb Raider" and fantasy art style games like "Skyrim" and "Dark Souls"
- Competitors may include other action-adventure games with RPG elements like "Assassin's Creed" and "Horizon Zero Dawn" as well as horror and thriller games like "Resident Evil" and "The Medium."

Target Platforms and Constraints

- The game will be developed for Windows OS and OSX
- The target platforms are PlayStation, Xbox, and PC
- The game will support controller inputs as well as mouse and keyboard
- The game will need to be certified for the age category of 16+
- There may be prerequisite certifications for the releasing digital distribution platforms such as Steam, PlayStation Store, Microsoft Store, Epic or GOG

Game Engine/ Toolset

- Unity 3D will be used for game development.
- 2D sprites will be used for graphical interfaces.
- The player (main character), NPCs, and environmental elements will be made in 3D using blender or Maya.
- Third-party assets will be used, which match the environmental layouts and the game's tone and vibe.

GAMEPLAY & MECHANICS

Goals

Core Objective:

The main objective of the game is to defeat the demon wraith and his army with the help of NPCs, world exploration, and gaining experience

Optional Objectives:

- Defeat bosses and enemies to progress and unlock new areas
- Advance the main character's abilities, equipment and weapons through exploration and story progression
- Solve puzzles and overcome obstacles for hidden areas, items, and secrets
- Liberate overtaken castles
- Experience an immersive and atmospheric world

Subtasks:

- Collecting resources and materials to craft new weapons and equipment for combat.
- Discovering and exploring optional side-quests and missions.
- Experimenting with different character builds by choosing different skills and abilities.
- Interacting with NPCs to learn more about the game's world lore and history.

Rules

- Combat: Learn moves, combos, and abilities; understand enemy weaknesses and AI.
- Exploration: Find hidden areas, secrets, and items; solve puzzles and complete challenges.
- Character Progression: Upgrade abilities, equipment, and stats by levelling up and making strategic decisions.
- Resource Management: Manage resources to survive by scavenging and making decisions on when to use them.
- Story: Complete side quests to unlock abilities and equipment; follow a linear main story.
- Intellectual Management: Follow the old lady's instructions and journal for additional information.

Boundaries

- Limited resources for health, ammunition, equipment, and supplies.
- Restricted access to certain areas until certain conditions are met.
- Environmental hazards and weather/time of day mechanics affect visibility and enemy behaviour.
- Different types of terrain impact movement speed and manoeuvrability.
- Character mana affects combat effectiveness and special skill castings.
- Hidden paths or secret areas require careful exploration with the help of the player's special skills and lock-picking abilities.
- Enemy behaviour patterns change depending on the player's actions.
- Limited ability to carry equipment, requiring strategic decisions.
- NPCs offer quests and information on the game world.

Challenges

- Puzzle-solving challenges
- Boss battles
- Crafting and inventory management challenges
- Stealth challenges
- Combat challenges
- Survival challenges
- Exploration challenges
- Dialogue and decision-making challenges
- Time-based challenges and obstacle courses
- Climbing and platforming challenges
- Lock picking challenge
- Challenges that require the player to use their special abilities in creative ways

Feedback

Visual Feedback:

- Visual feedback indicators for player's health and mana gauge
- Enemy health bars and numerical values to indicate their health status
- Environmental changes indicating weather patterns and day/night cycles
- Visual effects indicating successful attack or defence
- Visual feedback for special abilities or skills like "Soul Vision" or "Soul Bound"
- Visual cues indicating interactable objects or hidden paths
- No mini-map, but a whole big map and compass for navigation
- Animations and effects indicating character progressions
- Icons or text appearing on the screen indicating inventory or crafting updates.

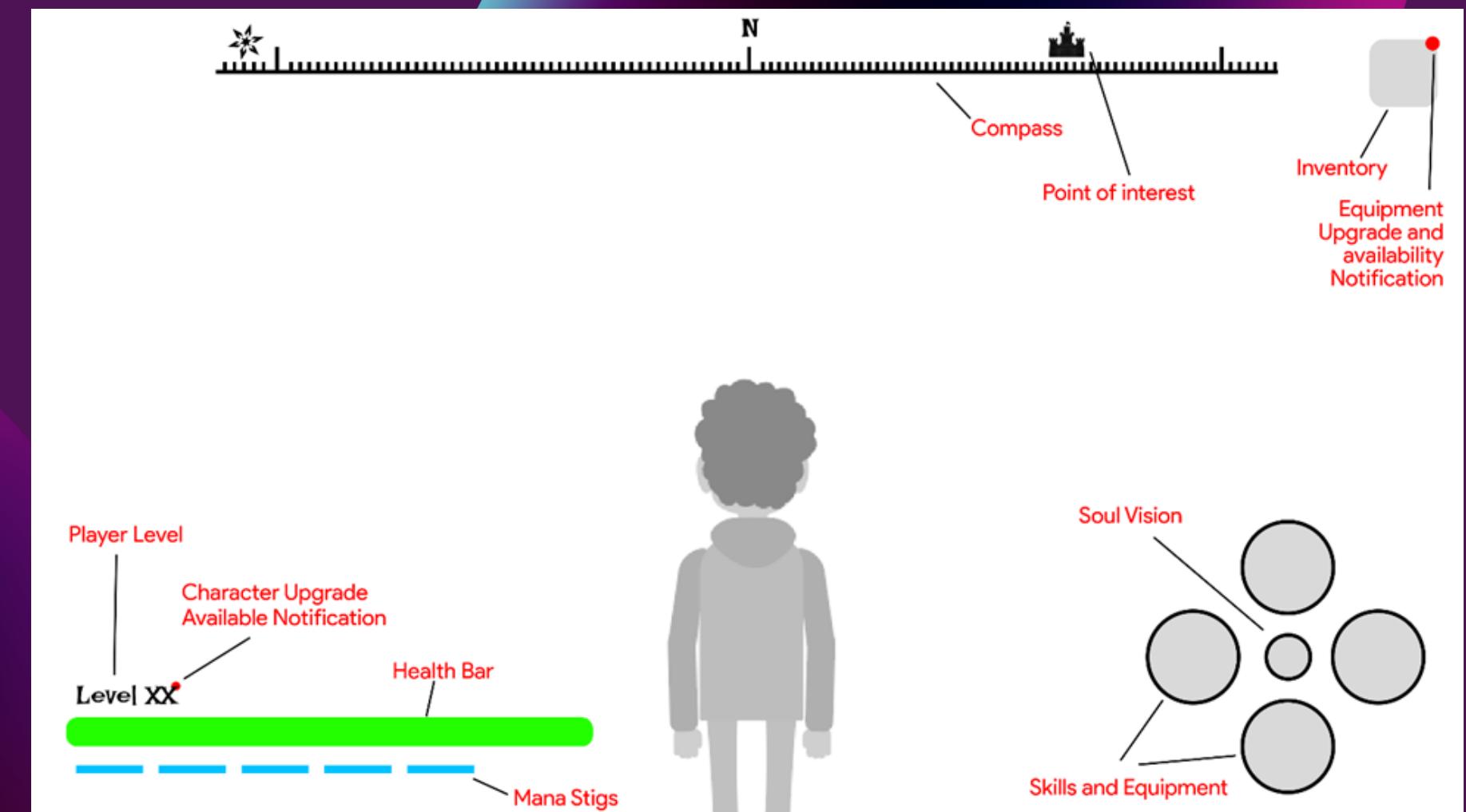
Audio Feedback:

- Unique sound effects for attacks, skills, and abilities
- Sound effects for enemy attacks and movements
- Environmental sounds indicate weather changes
- Audio cues indicate the player and enemy's health status
- Dialogue with NPCs for storyline and side quests
- Background music changes based on the situation
- Sound effects for inventory management and crafting
- Audio feedback for character progression

Accessibility

- Subtitles: Adding subtitles to dialogue
- Text scaling: Allowing players to adjust text size
- Colourblind mode: Incorporating a mode for colourblind players
- Remappable controls: Allowing customizable controls
- Assistive technologies: Adding support for screen readers, eye tracking software, or voice recognition software
- Adjustable difficulty settings: Offering adjustable difficulty settings
- Tutorials and hints: Providing tutorials and hints throughout the game

UI Elements



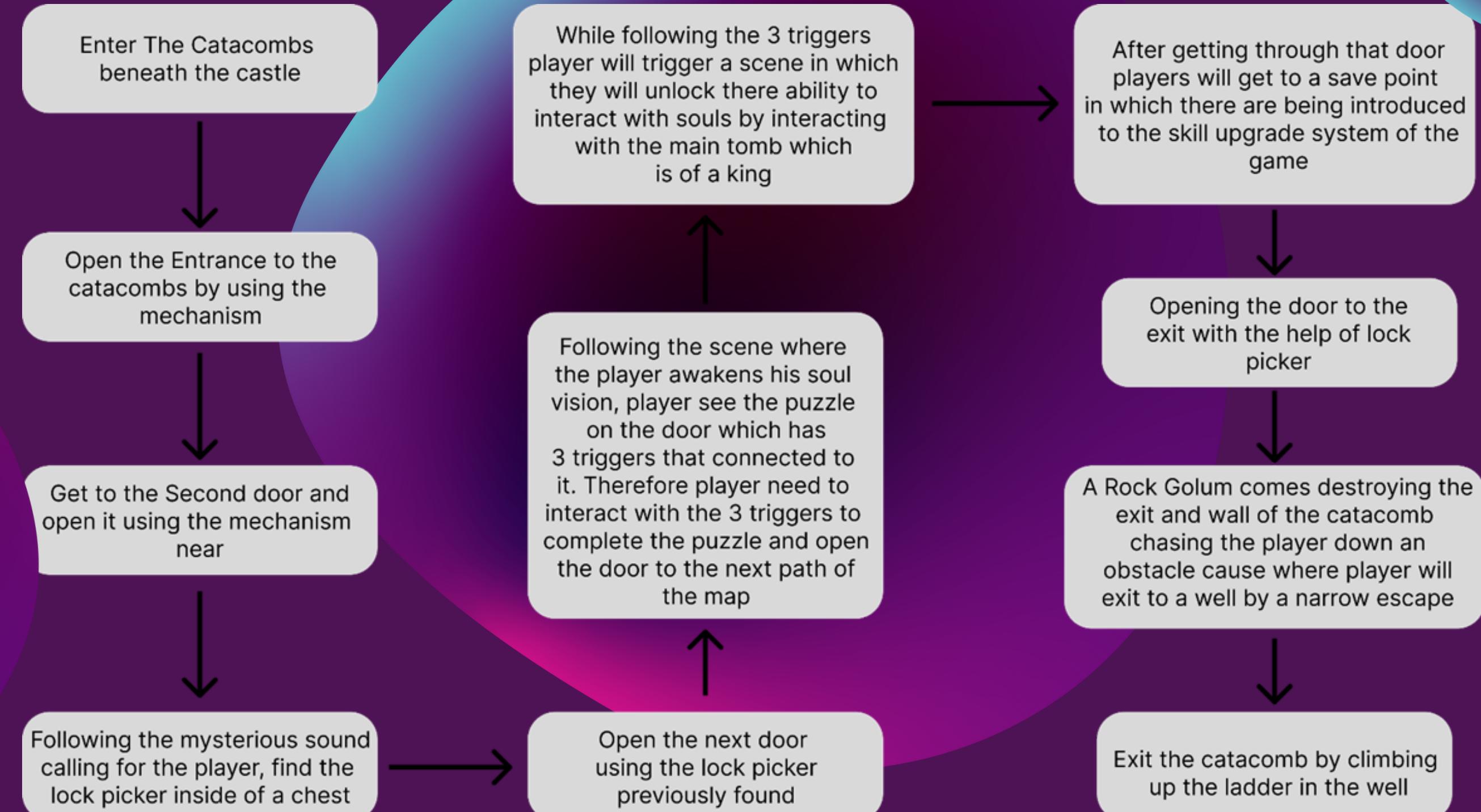
GAME
LORE

Game World History and Politics

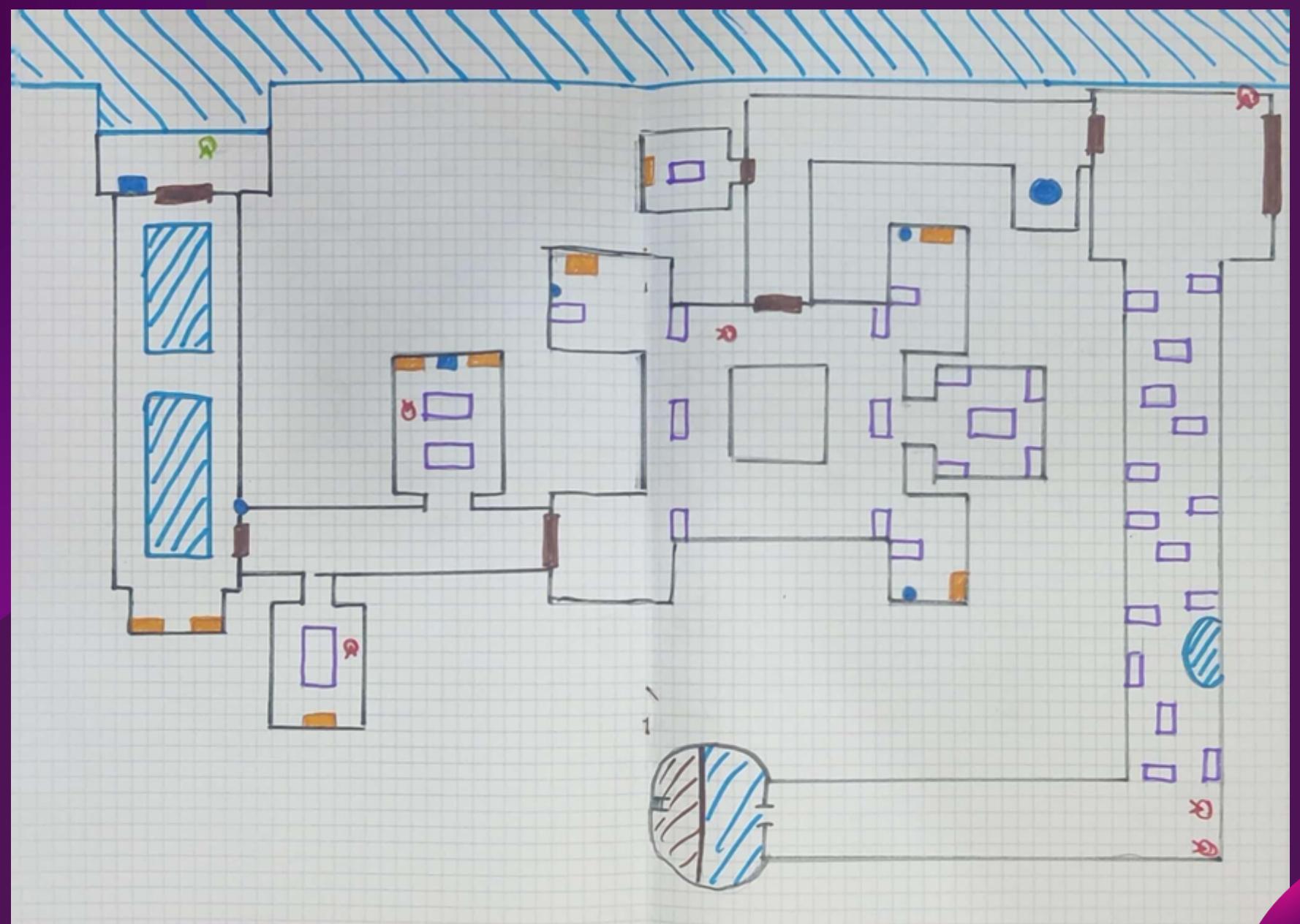
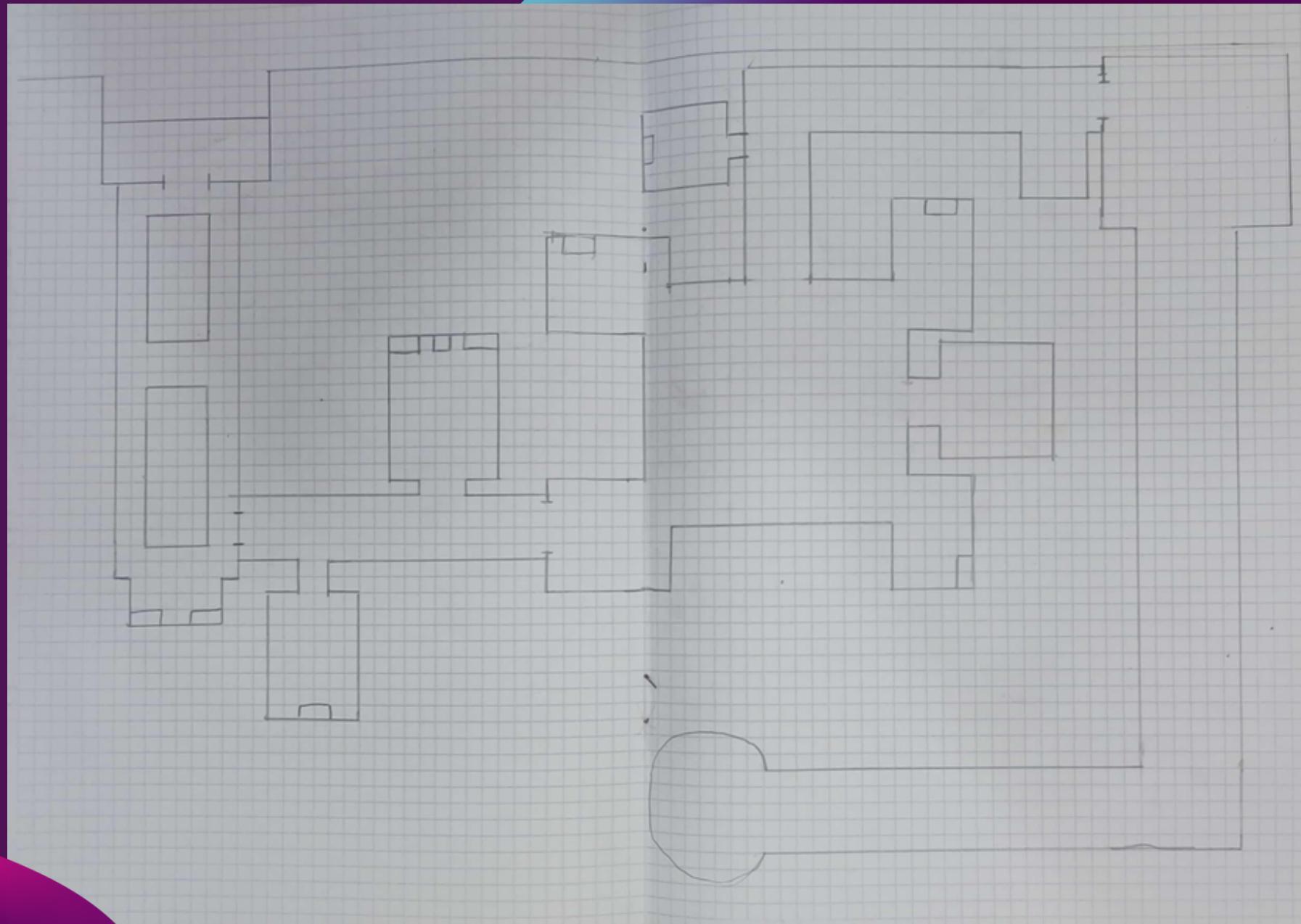
- The game world is a place of contrasts and contradictions where the line between life and death, and good and evil is blurred.
- The world is steeped in history, with tales of ancient empires, long-forgotten ruins, and legendary heroes passed down through the ages.
- The main storyline of the game progresses through the mid 1600AD era, which is of the European era.
- The politics of the world are complex and multifaceted, with different factions vying for power and influence.
- Some factions seek to use the powers of darkness for their gain, while others fight to protect the world from the dangers that lurk in the shadows.
- The world contains empires with vast armies and powerful magic at their command, as well as smaller kingdoms that struggle to survive.
- The races of the world are diverse and varied, each bringing its unique strengths and weaknesses to the table.
- Humans are the most numerous race, while elves, dwarves, orcs, and many others also call this world home.
- Some races are friendly and welcoming to outsiders, while others are fiercely territorial and suspicious of strangers.
- Races with negative stigma in their souls are afraid of pure things such as salt and ancient elf artifacts.
- Supernatural beings have weaknesses, such as silver or iron, based on their type.
- Despite challenges, the world has a sense of hope and optimism, with people willing to stand up against the forces of darkness and fight for what is right.

LEVEL DESIGN

Flow Chart

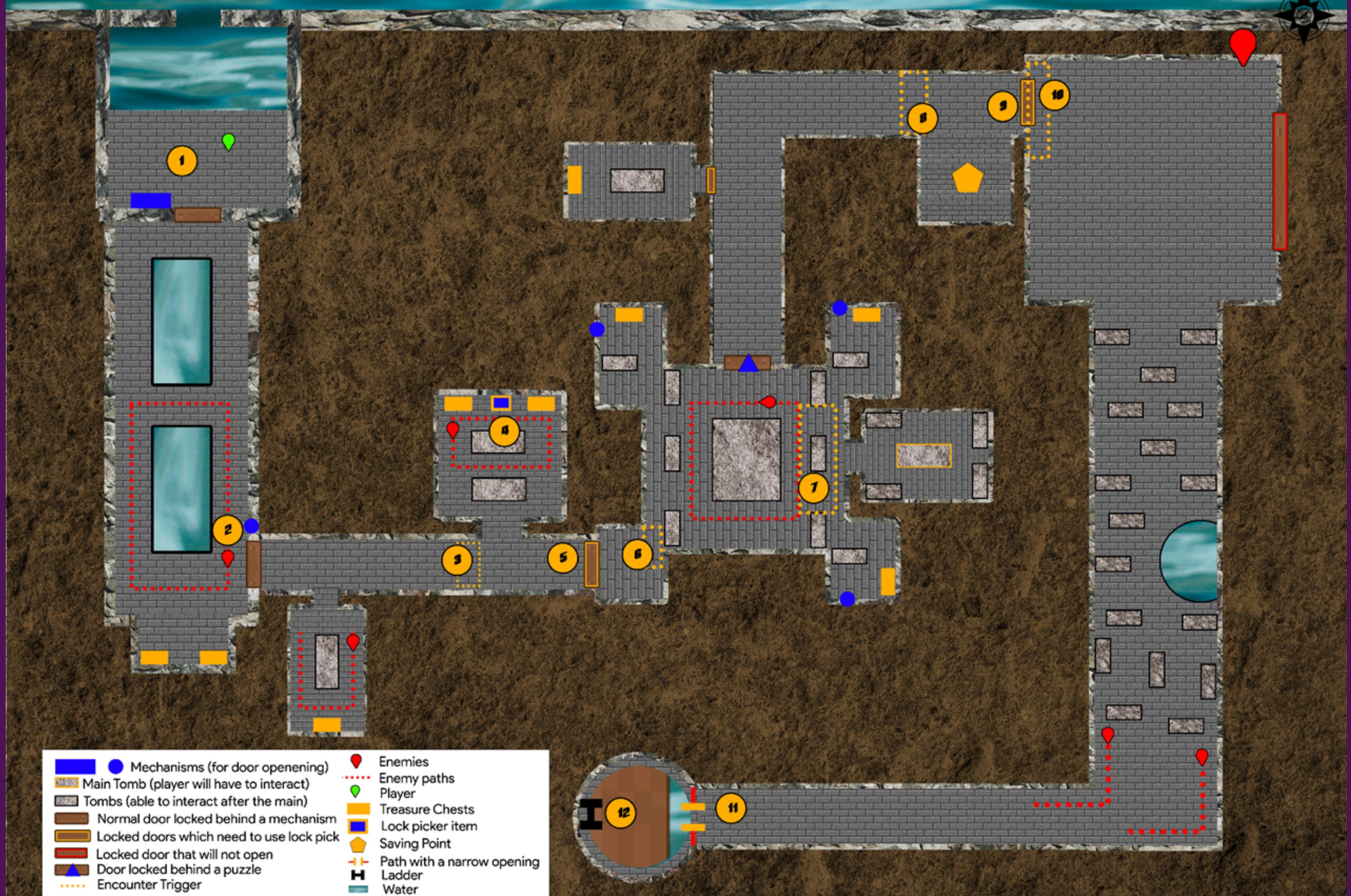


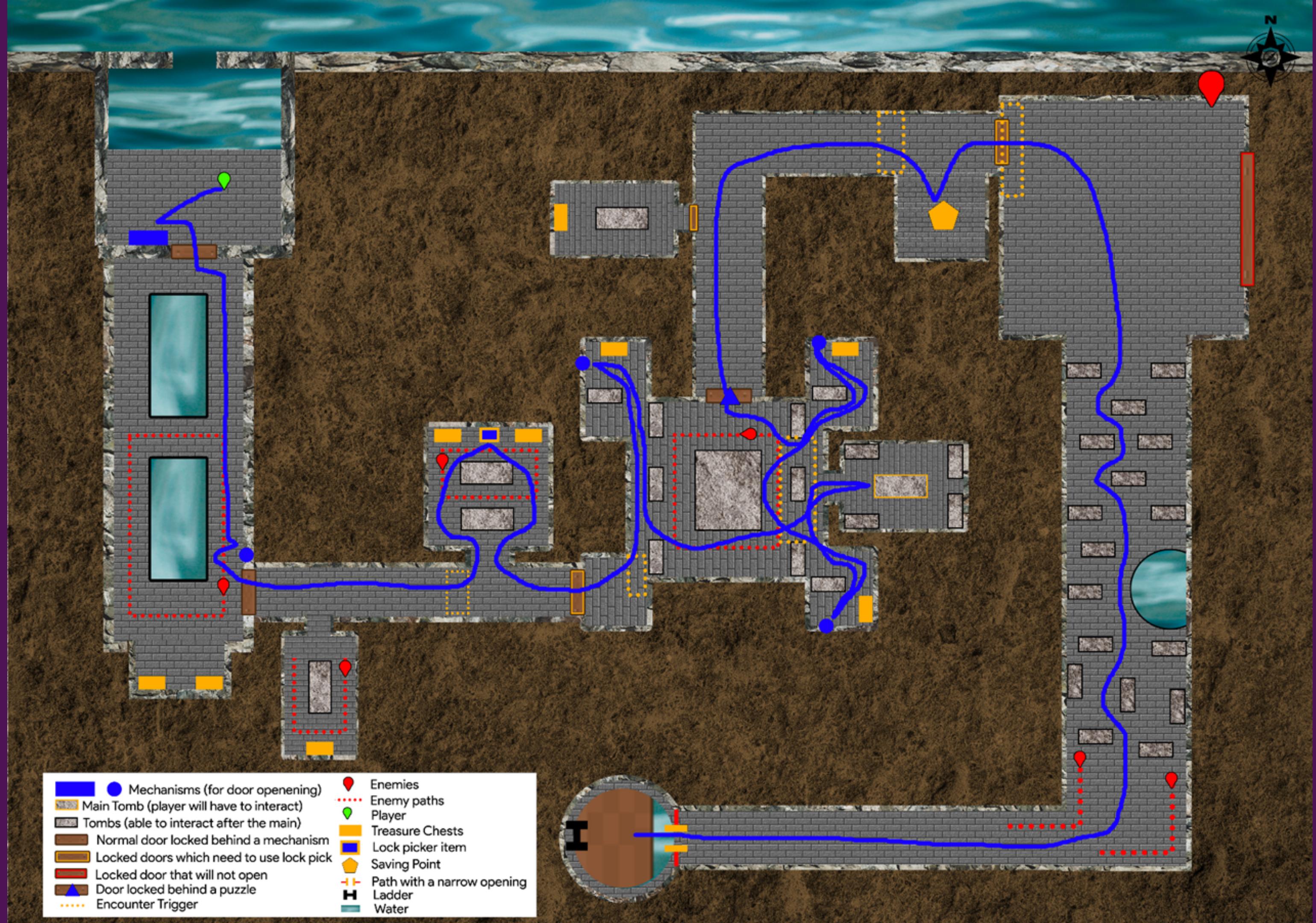
Map Sketches

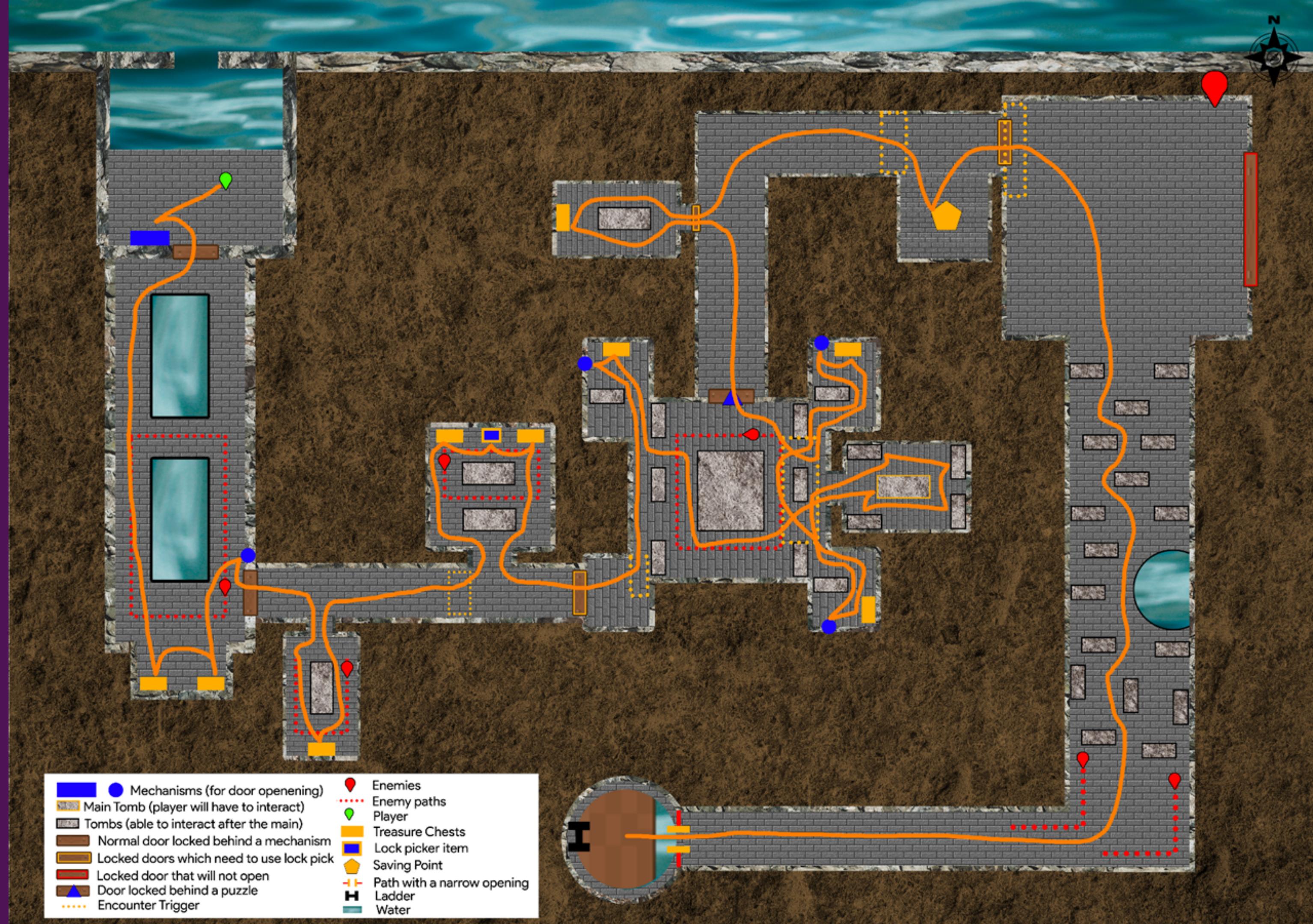


Map Design









Level Design Reference Images



Level Design Reference Images



Level Design Reference Images



Level Design Reference Images



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