Greg, Son of Greg: Design Document

"Group" Name: I'll think about it

- Overview

  o Elevator Pitch:

    ▪ The seed is strong in the House of Gregory. We are but witnesses to the grandiose escapades of Greg. A mighty warrior of the great axe and heir to House Gregory. A rogue-like-*like* adventure, through turn-based gameplay and procedurally generated encounters, we follow his quest to bring his house glory.

  o Executive Summary:

    ▪ **High Concept:** Engage enemies, conversation, and puzzles in a family where death is just another path, and sometimes, a means to victory.

    ▪ **Game Genre:** Roguelike, roleplaying, 2D

    ▪ **Setting:** D&D-inspired fantasy world

    ▪ **Target Player:** Players who enjoy a mix of hardcore difficulty with casual consequences. A game without punishing replayability yet has a high ceiling of skill.

    ▪ **Play Value:** The potential frequency of the gameplay loop along with high variability in play style will allow for a flexibility in experience. This along with procedural levels will expand both the target audience as well as the replayability.

- **Competition:** The death mechanic is heavily inspired by Rogue Legacy. Aside from that, the setting is fairly flexible.

- **What's Unique:** The combination of commonly used mechanics with the procedural, and passive difficulty scaling makes for an experience of extended interest than would normally be found in similar games.

- **Game Engine:** Unity

- ## Procedures

  o Goals:

  - The player must complete as many encounters as possible while progressing the level, be that clearing enemies, negotiating dialogue, or navigating puzzles. Survive as long as possible and amass victory points.

  o Set-Up:

  - There will be groups of enemies, puzzles, and other encounters randomly distributed throughout the level, as well as areas where you might be able to buy equipment.

  o Progression:

  - Complete encounters through each procedural level until you die. When you do, you will be effectively reincarnated as the next son in your lineage. With your character automatically changed based on your last session, rinse, and repeat.

  o Special Situations:

- None prepared at the moment.

  ○ Resolution:

    - The plan may be, after the player completes a set number of procedural levels, they face a boss and must defeat it to ultimately win the session. Otherwise, they are reborn until the boss is defeated, losing victory points each time.

- Mechanics

  ○ Character Traits:

    - *These traits are built up the more you use them. Favored traits will carry over and be enhanced in your next character to help the player complete encounters. These traits affect all aspects of gameplay, even including some visual elements.*

    - Might – This is simply how physically capable the character is. It may affect damage output, maneuverability, or even body size. This is for killing enemies.

    - Charm – This is how diplomatic the character is. It may affect dialogue effectivity, stun effects, or how much gold you can accrue. This is for finding other means of completing encounters and finding resources.

    - Wits – This is how clever the character is. It may affect chances of finding other ways to complete puzzles, hidden caches of resources, or even your appearance.

○ Procedural Generation:

■ Levels – The plan is for levels to be different each time, with puzzles, enemies, and resources distributed semi-randomly throughout. Some enemy encounters may offer the chance to engage in dialogue or persuasion, or even ways to incapacitate them. Some puzzles may offer

additional resources or means of avoiding conflict. A market within each

level may offer opportunities for new equipment or other means of

completing encounters. If done well, this will extend variability in

gameplay.

- Character – With each iteration of the character, they will have a different

  appearance which is affected by your favored traits. Some elements, like

  color will be randomized, whereas others will be modified by your

  previous choices in the game. As seen above, the art has been designed in

  such a way as to allow for modular colors and other aesthetic features.

○ Lineage Mechanic

Press (X) to move

Sir Culp III has been slain by Halphas

Retribution runes can damage invulnerable objects.

-Sir Culp III's Parting Words

- Levels will be designed to be harder than is possible to complete in one attempt. When the player dies, it is an integral mechanic that they will start the level again as the next son in the lineage of the previous character.

- This new character will have a slightly different appearance, some random, and some directly affected by the favored traits they used in the previous iteration of their character.

- Each iteration comes with new and enhanced gameplay opportunities in the same vein as before. The player can use these abilities to complete previously improbable or inaccessible encounters.

- As the player may continue to die, to maintain an ultimate goal of becoming better at the game, players may accrue victory points through succeeding at different encounters in the game. The fewer reincarnations it takes the player to complete them based on difficulty, the more points they may receive.

- Resources

- **Main Resources:** (Might, Charm, Wits) favorability, gold, health

- **Secondary/Potential Resources:** Stamina, items, victory points

- Elements

- Enemies, difficulty scaling, puzzles (riddles, platforms, etc.), boss, axe (main weapon)

- Systems

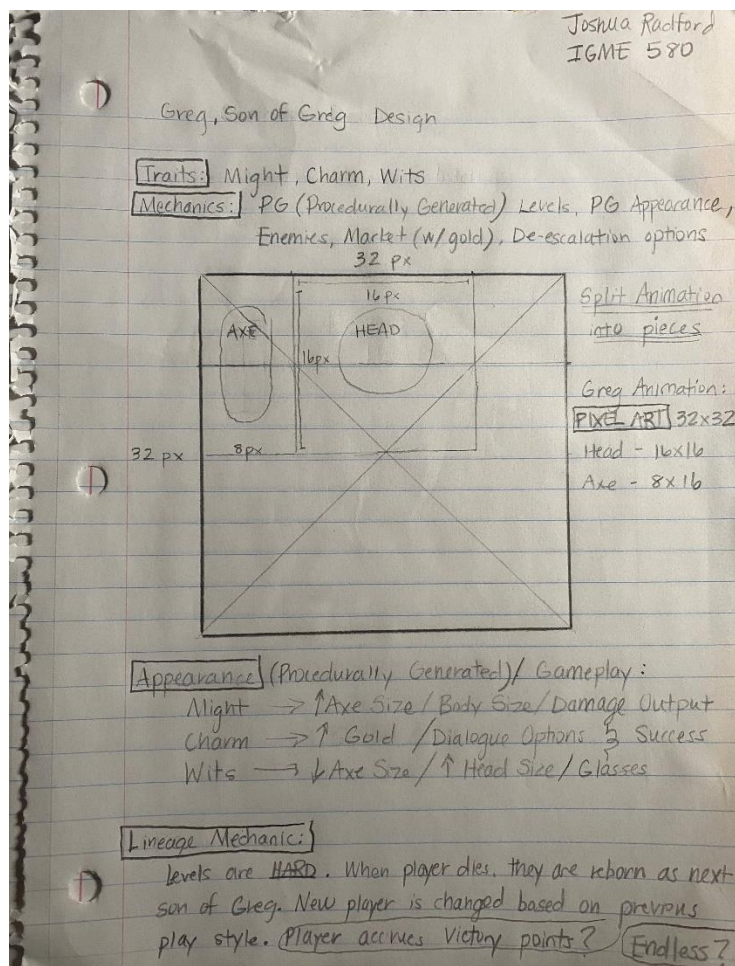 ○ Combat, dialogue, economy, difficulty scaling

- User Interface

  ○ Main Menu, Help, Inventory, Pause, Market, Death Transition, Level Transition

- Narrative and World

  ○ Greg, Son of Greg is a valiant adventurer whose line you must bring glory by any
    means necessary. When, where, and how is all up to you

- Written Design Page & Pixel Art Layout

- ## Resources Needed

  - **Software:** Pixel Art Editor

  - **Time Per Task:** Art Assets – 20 hrs., Animation - 20 hrs., UI – 10 hrs., Combat – 20 hrs., Procedural Mechanics – 30 hrs., Level Design – 5 hrs., Encounters/AI – 20 hrs.

- ## Timeline

  - **Weeks**

    - 3. Basic functionality of procedural mechanics

    - 4. Basic functionality of encounters/AI

    - 5. Combat basics, prototype combat animations

    - 6. Refine procedural mechanics

    - 7. Refine encounters/AI

    - 8. Refine combat

    - 9. Design more animations/assets, Basic UI

    - 10. Integrate level design into procedural mechanics

    - 11. Refine UI, Polish

    - 12. Polish

  - **Flexibility**: In free time, assets, procedurals, encounters, etc. may be refined.

    Only rough estimates of goals