

Grimblade



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Game Analysis

“Game Name” is a project of a few friends that had an idea. They wanted to create a dark gritty adventure game where you can have multiple choices of killing your enemies, traversing levels that are filled with traps and other hazards. The game is planned for PC release only for this time being. You can choose to be a tactical master of killing or a rage induced maniac that doesn’t care for his well being.

Mission Statement

Explore the world of “World name”, complete basic puzzles, make your character stronger, buy gear for you character, learn magic and most importantly hack and slash until you are done.

Genres of the game

Hack and slash: Inspired by the games of the same genre like: God of War, Doom, the unreleased game that was in development by Techland “Hellraid”.

Puzzle: basic puzzles that any player will be able to overcome with a little bit of thinking. There will be some puzzelike moments where the player will be able to use their strategy skills to help themselves in combat.

Adventure: For now you will be able to explore three different levels of the game. The starting island where you will learn most mechanics of the game, the “Dungeon name” where you will encounter different types of enemies and other environmental hazards for you to overcome.

Fantasy: The world of “Game name” is filled with creatures and beasts from world mythos, places that you don’t see in the real world.

Platforms

The game is set to release on PC. For now there are no plans on game releasing for consoles.

Target audience

The game is not for those under eighteen. It is intended for those who are fans of the hack and slash genre. The type of people that like reading dark fantasy novels, comic books, etc..

Fans of stories like warhammer 40k, Lord of the Rings, Hp Lovecraft will each find something that is to like in this game. People who just wish to take their mind off work and relax by slashing their problems away will be able to do that in this game, well to some degree at least.

Storyline

Intro

You play as a headhunter that was captured for his past crimes and sentenced to death as a part of a religious sacrifice to the Gods. One day you find yourself locked in a cage that is on a moving floor and you realize the floor is that of a ship of your captors that are transporting you and some other unlucky passengers to your gloomy destiny. With no possibilities to escape your capture, you make peace with your destiny. Ironically a storm of nature and magic consumes the ship you are on and in the midst of chaos slams your cage against the wall and you fall unconscious. You dream of what might have been if your choices were different, what other profession in life could you have been. If the events that lead you to this path didn't happen... would you still choose to be a headhunter? As you wake up, you find the floor is no longer moving and you are on stable ground. The lock on the cage has been destroyed by a giant wooden beam that nearly missed your head. You reluctantly open the cage doors and start to explore the situation. As you walk the inner deck of the ship you notice some of the cages empty while some with people in it. Most of the full cages have no signs of life. Upon closer inspection, you find an iron sword and take it. Now armed with a sword you turn towards the broken stairs and make your way up the surface of the ship. As you look around you see sandy beaches and palm trees, in the distance a small town appears that is under the protection by a big mountain covering it. Before you step on solid ground, you decide to search the ship for survivors. While searching for survivors you realize that the only survivor is you. After taking one more look around you notice strange burn marks on the wooden floor. Trying to imagine what could have left that mark makes you interested in its origin.

Island

As you land on solid ground you decide to walk in the direction of the town. On your way you find bodies resembling that of your captors. You decide to search them and find some documents that tell you what was going to happen if everything went according to plan and some golden coins. As you make your way to the town you see a notice board saying there is work for those in need of money. You decide to take the note and notice the writer of this post lives in the town ahead. While walking towards your destination you come across interesting landmarks that you can explore. For now you decide to continue your journey the right way, that is going to the town and finding information on what and where this island is.

Town

On the entrance you notice this place is unguarded and you decide to tread carefully. You continue to pass the gates but can't shake the feeling of someone constantly watching you. For now you suppress this sensation and explore the town. Even though no one guards the place you see people roaming the streets carefree with their daily lives. As you approach the first market you see a crossed shield and weapon sign, here you can buy weapons for your adventures. Continuing down the circle square of town you come across a shop with an empty vial as its sign, deducing this is the place you can buy alchemical stuff (for example: health potions, stamina potions, etc.). Third and last building you come across a library. In the library you find the writer of that note you took earlier. You learn from him that there is a closed excavation mine not far from the village and if you accept to help him retrieve what was lost to him, you shall be rewarded dearly.

With no money in your pockets you accept without hesitation. For your troubles on the way, you get some warnings from your contractor about sightings of some shady individuals guarding the mine. With caution in your mind you begin your adventure.

At this point in the game, the player will be able to choose to play the combat tutorial or to skip it and learn it on the way. If chosen to learn combat mechanics, an area in this town will have training dummies where you can attack them without any penalties and objects to test the planned feature "Grappling hook".

Characters

Character	Description	Characteristics	Misc. Info
<p>“Player Character”</p> 	<p>Players character that you control. He is the main character in the story of the game. With him you will explore the world, learn the reasons why he decided to become a headhunter.</p>	<p>Your character has five different abilities you can choose from. The first ability is:</p> <p>Bloodlust: Enter a stage of mind where you only see that must die in front of you. Gain increased damage for a short interval of time and take 70% reduced damage. All of your other abilities become empowered for the duration of “Bloodlust”</p> <p>Leapslam: IF not empowered by “Bloodlust” leap forward 5 “unitymeters” and deal AoE damage on the point of impact and stun every enemy hit by it for 3 seconds. This ability has a rare chance to make the enemies affected by it to become executable.</p> <p>IF empowered by “Bloodlust” Each enemy hit by “Leapslam” will get instant killed except for the elite type of enemies(they will just get damaged and get stunned). In addition to this, each enemy you kill with empowered Leapslam will heal you</p>	<p>The main character wears a set of medium/leather armor. Does not prefer to wear cloaks because of their hindrance in combat. Has a greatsword as his main weapon, a pistol to help him in critical situations and the ability to learn magic if the player wills it to do so.</p>

for a small percentage of health.

Charge: IF not empowered by “Bloodlust”, charge across the terrain for 10 “unitymeters” or until you hit your first enemy/object/wall. Upon collision with an enemy deal small weapon damage and stun the closest enemy hit. **IF** empowered by “Bloodlust” each enemy hit (excluding the elite types of enemies) get knocked back and stunned for 5 seconds. Bloodlusted charge can break certain walls/objects in the game that could contribute to your progress.

Cleave: IF not empowered by “Bloodlust” swing your melee weapon in a 270° cone in front of you and deal damage to each enemy hit. **IF** empowered, your cleave also applies bleeding.

Boomstick attack: IF not empowered by “Bloodlust” deal damage to first enemy hit. If the bullet hits anything besides head deal damage equal to your pistol damage * 2. If you headshot an enemy, deal damage equal to pistol

		<p>damage * 6. IF empowered, on bullet hit instant kill the enemy and deal AoE damage in a radius of 10 “unitymeters”. Enemies hit by the AoE are stunned/interrupted for 1 second.</p>	
Archer		<p>A low level enemy type that has a bow as its weapon. The archer does low damage and is easily dealt with. It becomes problematic when there are a group of archers. On higher levels archers will be able to fire burning arrows that do both physical and fire damage.</p>	<p>Shoot: Fire an arrow at the player location. Deals small damage to the player. Fire Arrow: Shoots an arrow that is lit by fire.</p> <p>Archers are a skittish type of enemies. They will start running if you get too close to them. Will start shooting you when you get in their line of sight and range.</p>

Mage



Long ranged enemy type that casts magic projectiles. It has 3 possible spells to cast depending on the level of the game you are at.

Fireball: Cast a fireball that deals fire damage to the target. It has a small chance to leave a burn debuff that causes moderate damage over time.

Frostbolt: Using frost magic, fires a frost bolt that slows the target down and deals small amounts of damage on impact.

Empower: Empowers the target to deal higher damage for a short duration. It can only be cast on

Mages as archers will turn away if you close the distance between you and them. Will cast frostbolt while backpedaling from you to slow you down.

Mages are dressed in black long robes, carry a staff that is used to cast spells.

<p>Warrior</p> 	<p>Warriors prefer to fight in close combat. They will try to get as close as possible to the player and hit him with a melee weapon they currently have. One is easily dealt with but if there is a group of them surrounding the player it might get troublesome.</p>	<p>Basic swing: Strikes the target for moderate amounts of damage. It has a very small range of attack and can be dodged easily.</p> <p>Charged attack: An attack with a long wind up that deals big damage to the target. It is easily noticeable and you can easily dodge it.</p>	<p>Warriors are barbarian like in the sense they don't like wearing armor. Have a big sword or other lump of metal they use to attack others.</p>
<p>Shield Carriers</p> 	<p>These are tanky, slow mobs that require a little bit more than usual hits to be taken down. They use a sword and shield in combat. Their stamina levels decide if they can block attacks from others. Best way to kill them is to use an ability that can stun and circle them to deal a finishing blow where they are most exposed.</p>	<p>Shield bash: Bash the target with a shield causing it to get interrupted/dazed.</p> <p>Light swing: Because of their small size of main weapon they do small amounts of damage to the target.</p>	<p>Type of enemy that stands in front row on the battlefield. Using a stance that is only possible with a shield, always advances forward.</p>

<p>Dark Mage</p> 	<p>Users of death magic can summon fallen allies to fight for them one last time. Are able to cast bolts of death at the target to steal their health.</p>	<p>Raise corpse: Using black magic casts a spell that raises a corpse to support them in battle. Bolt of death: Casts bolt of death at the target that deals damage and heals them for .3f of the damage dealt.</p>	<p>Barely living but still living enemy type that uses dark charms and runes to control the forces of death to do its bidding. As the mages before they wear long black robes and the only difference is that they carry a "Necronomicon" wherever they go.</p>
<p>Blademaster</p> 	<p>As the name says, they are proficient in the use of swords. The biggest difference from the rest of the enemy types is they use 2 weapons that are dual wielded instead of one. They are fast, strong and don't care if they get hurt.</p>	<p>Basic attack: Swings with one weapon in a diagonal line. Does massive damage and can cause bleeding to the target. Double strike: Using both of his weapons swings from one side to the other. Two hits from this type of attack can kill the player on early levels.</p>	<p>Most blademaster don't wear anything except for loincloths. You will always see them carrying 2 weapons.</p>

Hellhound	 <p>Not your typical house hound. As the name suggests it comes from hell and is bent on serving the will of the person who summoned it. Its gaze is enough to send shivers down your spine, its claws enough to shred through armor. In contrast to all of this it can be killed in a few normal hits or one calculated hit.</p>	<p>Swipe: Using its claws, strikes the target dealing moderate damage and applying a bleed for short duration</p>	<p>Most of their skin is ripped away. Their eyes glow with a sinister look. Their howls send shivers down the spines of its prey.</p>
Mini boss	<p>There are mini bosses in the game that can consist of one enemy type that is empowered or a group of enemies that banded together and are empowered. Mini bosses are mostly located on key checkpoints in a level. They can take more damage than other types of enemies and if they are a single entity on the combat field may have multiple abilities to use from. Some of them are harder to</p>	<p>The abilities range from all other enemy types, depending on which mini boss is at the checkpoint.</p>	

	<p>stun than others. Their health pool is bigger from the rest and can deliver much powerful blows.</p>		
Skeleton 	<p>Without emotions and skin, these creatures are your typical walking corpses that were brought back into the living world by black magic. You will find them in graveyards and abandoned houses. They carry a single weapon, mostly covered in rust and disease. Will attack on sight and will not stop until they either kill you or you kill them.</p>	<p>Sword attack: As basic as it gets. The skeleton swings at you and deals small amounts of damage but applies a disease debuff that slows your recharge rate of abilities.</p>	<p>Skeletons are seen wearing nothing. No clothes, no armors, not even skin. Have a ghastly gaze.</p>
Final boss (Belial) 	<p>Final boss of the level, risen from hell by the sacrifices made into its name. Here you will be tasked to use everything you have learned on the journey to his lair. He has multiple abilities that are dangerous if you get hit with them, two phases of the fight</p>	<p>First phase of the fight will consist of him trying to close his distance to you and hit you with his melee attacks. In this phase he will be agile and use only his close combat attacks. On 50% of his health the boss enters phase two, where he will begin casting a giant fireball that will kill you if directly hit. It is very hard to avoid this ability because of its AoE damage. To cancel his</p>	

	<p>depending on his health percentage.</p> <p>spellcast you will need to use the environment around you. After the interruption of the spell he will be dazed and will have smaller movement speed and slower attacks but it will cast all of his abilities more frequently.</p> <p>Abilities:</p> <p><u>Whiplash</u>: Strikes the player if he enters the certain range of the boss. Whiplash deals massive damage to the player and cannot be blocked. Dodge or jump over it to avoid the hit.</p> <p><u>Melee strike</u>: With his main hand weapon strikes the target for massive amounts of damage. This attack can be blocked if you have enough stamina. Getting hit by it will take you down to two thirds of your health. Because of the size of its weapon the attack has a big hit range.</p> <p><u>Spinning slash</u>: The demon spins around itself and does a spinning attack that deals damage equal to 30% of the player's health. This attack can not be blocked. Only way to avoid its damage is to dodge it.</p>	
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Hell fireball: The boss will begin casting this spell on 50% of his health. Hell fireball has massive AoE damage, enough to cover the whole platform where the fight is. If the cast is successful, it will deal 90% of the players health and cast for the next hell fireball will begin. The only way to interrupt the boss is to take out your pistol and shoot the designated spot on the roof of the room. By shooting the spot, stone spikes that are hanging above the boss will fall onto him and interrupt his cast.

Hellish slam: After a short cast the demon slams on the ground and deals moderate damage in 15 “unitymeter” radius. If a target is hit by Hellish slam, it will be stunned for 3 seconds. To avoid this spell, player should get out of its radius. At 1% of its health, the boss will be dazed for a couple of seconds and will be executable. This is the part where the player ends the fight.

Gameplay

Overview of Gameplay

The game is primarily an Action RPG that has elements of puzzle games. "Game name" has similarities with "Shadow of Mordor" in its fast action paced combat and "God of War" in its puzzle elements. It will be released on PC with no further plans for consoles or any other gaming platforms. There will be only one game mode for now and that is "Story mode". This is your typical game mode where you follow a story and explore the world. No plans for multiplayer at this stage of development. Selling features is a fun hack and slash experience.

Player Experience

You are controlling your character from the third person perspective with no other POV option. Your adventure starts on a ship transporting you to an island. On this island you will learn basic mechanics of the game. One of the mechanics in the game is the grappling hook that will help you get over hazardous environments or help you complete puzzles in the game. You as a player will be able to choose from more than one way of completing/avoiding traps. After you level up, you will have multiple skills to choose from to upgrade. Option between basic magic spells you can learn. Quest objectives will be mostly types of "Kill the target", "Find this item", "Help someone". Your main quest will consist of you killing the big bad demon that you will find in a dungeon later in the game.

Gameplay Guidelines

Grimblade is a game not for children since it contains violence and entities that resemble that of demons and other undead beings of worldly mythos. Some of the landscapes will resemble that of hell. A place of torture fire and brimstone. For now only one language is planned and that is English.

Game Objectives & Rewards

Rewards	Penalties	Difficulty
<ul style="list-style-type: none"> Performing a glory kill on enemies gives player health Health can be also found in the form of pickups in the levels Performing a glory kill on spellcasters, along with player's health, also replenishes player's mana pool Mana can be also found in the form of pickups in the levels Killing enemies and solving puzzles grants experience points Once enough experience points have been earned, the player can upgrade one of his abilities from the ability menu 	<ul style="list-style-type: none"> Dying reverts the player to the last saved game Dying deducts experience points from the player, the amount of experience points deducted scales with the game difficulty Dying on the highest difficulty (Masochism) resets your game progress 	<ul style="list-style-type: none"> Easy: Enemies deal half the damage and rarely use abilities Normal: The intended way of playing the game Hard: Enemies deal twice the damage and use abilities more often Masochism: Enemies deal thrice the damage, spam abilities and the player has only one life (dying results in having to restart from the beginning of the game)

Gameplay Mechanics

Character Attributes

Main character

Bloodlust: Enter a stage of mind where you only see that must die in front of you. Gain increased damage for a short interval of time and take 70% reduced damage. All of your other abilities become empowered for the duration of “Bloodlust”

Leapslam: **IF** not empowered by “Bloodlust” leap forward 5 “unitymeters” and deal AoE damage on the point of impact and stun every enemy hit by it for 3 seconds. This ability has a rare chance to make the enemies affected by it to become executable.

IF empowered by “Bloodlust” Each enemy hit by “Leapslam” will get instant killed except for the elite type of enemies(they will just get damaged and get stunned). In addition to this, each enemy you kill with empowered Leapslam will heal you for a small percentage of health.

Charge: **IF** not empowered by “Bloodlust”, charge across the terrain for 10 “unitymeters” or until you hit your first enemy/object/wall. Upon collision with an enemy deal small weapon damage and stun the closest enemy hit. **IF** empowered by “Bloodlust” each enemy hit (excluding the elite types of enemies) get knocked back and stunned for 5 seconds. Bloodlusted charge can break certain walls/objects in the game that could contribute to your progress.

Cleave: **IF** not empowered by “Bloodlust” swing your melee weapon in a 270° cone in front of you

	<p>and deal damage to each enemy hit. IF empowered, your cleave also applies bleeding.</p> <p>Boomstick attack: IF not empowered by “Bloodlust” deal damage to first enemy hit. If the bullet hits anything besides head deal damage equal to your pistol damage * 2. If you headshot an enemy, deal damage equal to pistol damage * 6. IF empowered, on bullet hit instant kill the enemy and deal AoE damage in a radius of 10 “unitymeters”. Enemies hit by the AoE are stunned/interrupted for 1 second.</p>
Story campaign	Fight and puzzle your way through the levels with a story narrative
Points	Gaining & Benefits
Experience points	Gained by killing enemies and solving puzzles, gaining a certain amount of experience points grants the player an ability point (similar to a traditional XP leveling system in RPGs)
Ability points	Gained by acquiring a certain amount of experience points, enables the player the ability to upgrade his abilities in the abilities menu

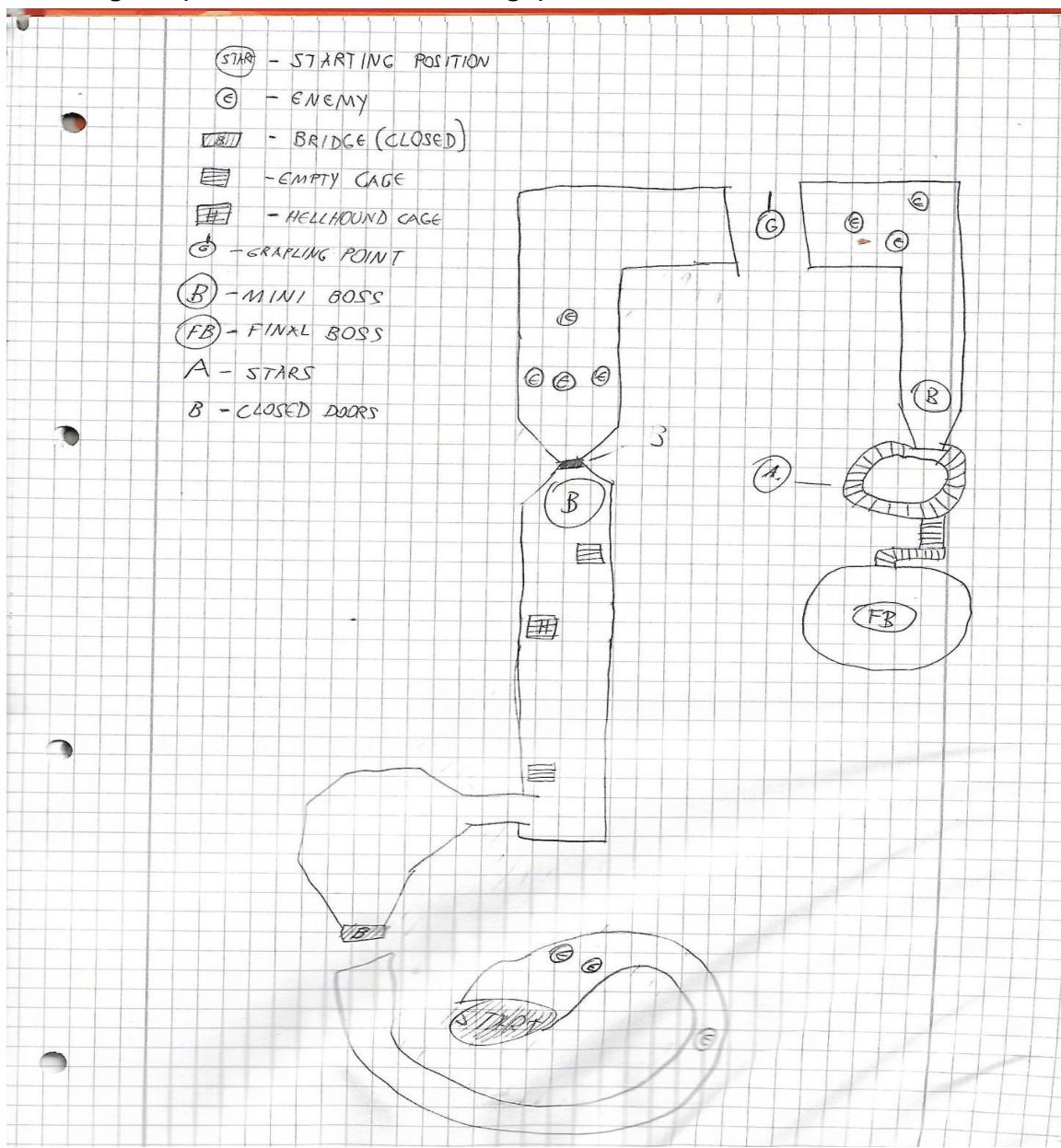
Level Design

Island



The island is the first open area you will be able to explore. The main road leads to Town in which you will find your first quest. If you choose so you can go and explore other areas before the town but that is not advisable. Following the road the first thing on the right you will be able to see a swamp filled with skeletons. Opposite to the swamp is a road that leads to an abandoned cemetery. At it a side quest will be available to start in a form of an item on one of the gravestones. Getting back on the main road if you are feeling curious enough to explore the deep woods, you will find a hut with a hermit in it who will have a quest for you. You have a choice now to get back on the road or traverse the forest and find a crossroads. Two ways will be there, one leading to a town and the other to black mountains where an entrance to the dungeon is. In this version there is nothing to find on mountains standing tall behind the town.

The dungeon (first version of level design)



First version of dungeon level design. In it you will find many enemies and traps waiting to kill you. Writer of the post you took at the beginning of the game will task you to explore this area and retrieve what he lost. The object you need to find is at the very end. At first you will find a couple of enemies to get a feeling of combat. As you continue you will come across a raised bridge. You will need to shoot the lever on the other side to drop the bridge down. Here you will encounter your first elite/mini boss. Staying on the right path a long corridor appears. A few cages will be placed here, two of them empty and one with a hellhound in it. After the hellhound comes another elite/mini boss for you to slay. He guards a closed door that will be opened after you kill him and use a skill to break the doors. On the other side of this door a group of enemies will be waiting for you.

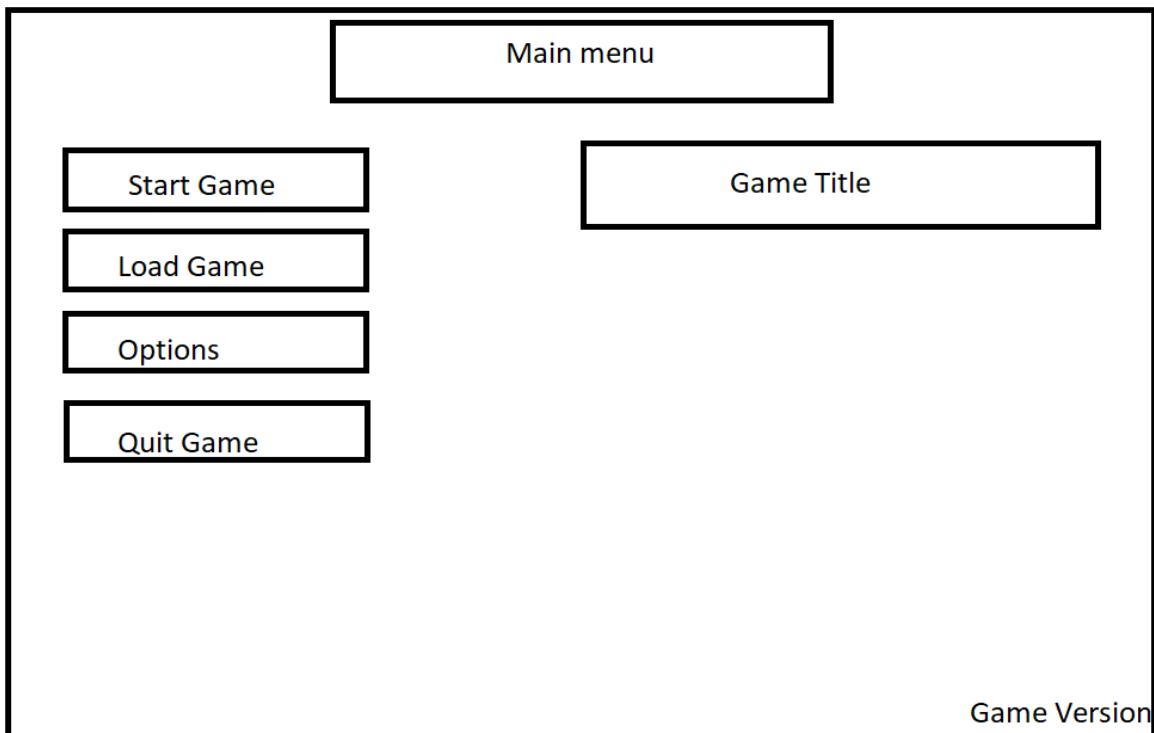
After you kill them, you will come across a chasm. The only way to cross it is to use the grappling hook. Using it will make you land just in front of the next group of enemies. A final elite/miniboss awaits you just before the final room. Killing it allows you passage to the final room where Belial awaits.

The town

Level design is still WiP.

Game Aesthetics & User Interface

Main menu



Main menu will consist of basic options.

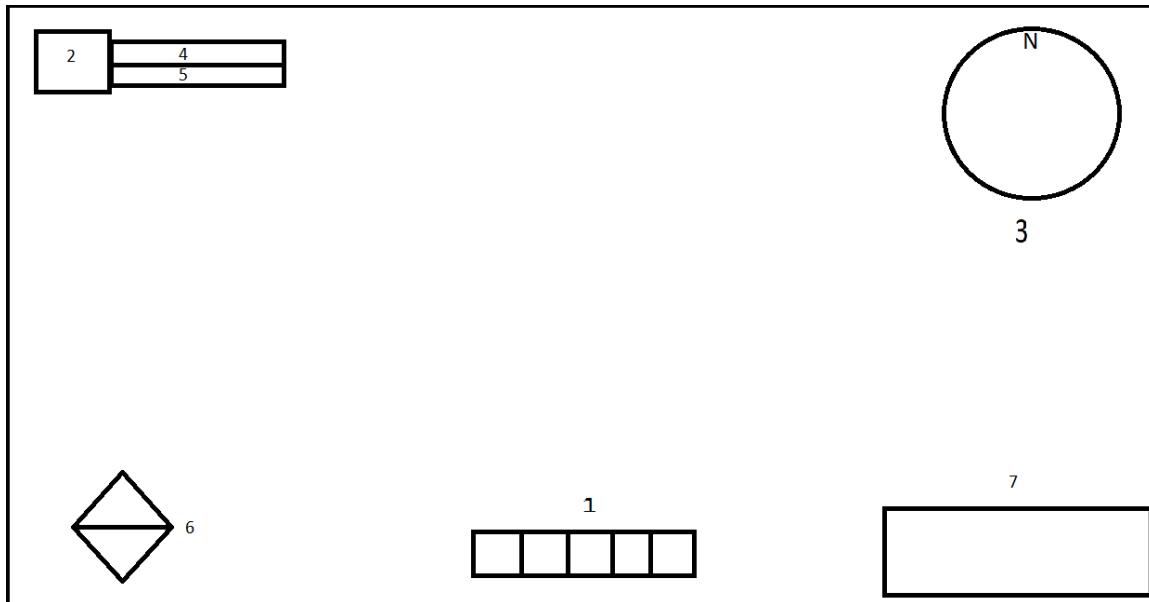
Start game: if it's the first time you are playing the game you will click on this option.

Load Game: If you wish to continue where you stopped last session you will have a list of saves you and the game has made.

Options: Here you will find options you can change for your game, for example... Video options, Audio options and input controller options.

Quit Game: If you click on this you will be asked if you are sure you want to quit the game. If yes the game will shut down.

Game UI



This is what the player will be seeing while playing. The UI is inspired by your typical RPG/MMORPG game.

Contents on the picture above:

Number 1: A skill bar where you can see what skills you are able to use. For any skill used, there will be a timer that will show you how long until it is ready for the next use. The skill will have an icon to associate the player of what the skill does.

Number 2: This little icon here is your hero's portrait that will always be shown in the left corner.

Number 3: A mini-map to help you navigate the world. On the top part of the map is "N" that indicates the North part of the world.

Number 4: This is your health bar. It indicates how healthy or wounded you are. If you see your health bar fall to 0, you will die.

Number 5: A rage bar. With rage you are able to use your "Bloodlust" ability. It will change color to help you indicate when it is ready to be spent.

Number 6: Here you will be able to switch to your pistol when it is available. There will be a timer to help you know when you can use it. Second weapon you will see in this Romb shaped icon is a "Grappling Hook".

Number 7: Quest information where you can see your current objective. You will be able to switch between quests you wish to do.

Look and feel of the game

Visual: The game will have a stylized look. Realistic and cartoonish styles of arts combined into one. Some characters will be displayed as more realistic than others. Player character will have a realistic look to him so players have a connection between the two. Enemies you face will be displayed in a way you imagine most monsters to look like, unrealistic and something you would see in real world mythos.



An example of what the game might look like graphically.

Sound design: There will be two emotions we want to bring with sound. A moment of peace when exploring the world and a moment of excitement and danger when battling your adversaries. When in forests or on the road you will hear sounds that you would hear in real life. If in a forest, songs of birds will be heard, movements of trees and leaves, a deer running in the distance, water making its way down to the earth or the ocean. Opposite to the feeling of peace is conflict. While in battle a soundtrack to suit your state of mind and help you slay those who oppose you.

Theme: The theme of the game will be an action adventure with a side dish of puzzle.

We are hoping to make players experience a feeling of freedom, where you are able to choose how to overcome obstacles and enemies. A feeling of wonder when entering this mysterious new world.

Control Scheme

Button input	Action performed
W	Move forward
S	Move back
A	Strafe left
D	Strafe right
Mouse (Y-axis)	Look up/down
Mouse (X-axis)	Look left/right
Space	Jump
L-Shift	Sprint
L-Alt	Dodge
W + W (double tap)	Shift dodge forward
S + S (double tap)	Shift dodge back

A + A (double tap)	Shift dodge left
D + D (double tap)	Shift dodge right
LMB	Light attack/fire boomstick
RMB	Heavy attack
MMB	Grappling hook
Tab	Lock-on target
Q	Boomstick
1	Bloodlust (ability)
2	Leapslam (ability)
3	Charge (ability)
4	Cleave (ability)
F	Use
E	Abilities menu
Escape	Pause menu/return
Enter/Return	Select (in menu)

Schedule & Tasks

*The schedule & tasks table is not strictly defined and will be (most likely) prone to changes

Tasks to Complete & Schedule

Tasks	Task Lead	Start	End	Percentage Complete
Development Phase				
Design				
Storyline	Filip/Dominik	13/12/2021	20/12/2021	
Level Mechanics	Domagoj/Dominik	06/12/2021	13/12/2021	
Art				
Level 1	Filip/Ilija	06/12/2021	13/12/2021	15%
Level 2	Filip/Ilija	13/12/2021	20/12/2021	
Level 3	Filip/Ilija	01/01/2021	14/01/2022	
Special FX	Domagoj/Dominik/Ilija	05/01/2022	15/01/2022	
UI	Dominik/Domagoj	15/12/2021	15/01/2022	
Engineering				
Production Pipeline	Domagoj	01/12/2021	28/2/2022	
Prototypes	Domagoj/Ilija	01/01/2022	01/02/2022	
Audio				
Sound design	Domagoj/Filip/Dominik	01/01/2022	28/2/2022	
Music	n/a	n/a	n/a	
Testing Phase				
Test Plan		20/12/2021	31/12/2021	
Beta Testing		01/02/2022	28/02/2022	

Milestone: QA Testing		01/02/2022	28/02/2022	
Deployment Phase				
Release		<u>01/03/2022</u>		
Post-launch Support		02/03/2022	01/03/2025	