**GAME DESIGN DOCUMENT**

Legends of Magic:

Eclipse

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# Game Analysis

This game is set on an island in the space between realms (in this world there are 2 realms, one is the physical realm the other is the afterlife), this is a realm that few know of.

Even God can’t see or hear what transpires on the Island of Shadows. That’s where the player comes in, his task is to free the island of the shadows influences on the villagers and the wildlife that is there. The Shadows are a hybrid between a demon and a ghost, while the other inhabitants of the island are also hybrids between a ghost and a human but the magics of the Shadows are sucking their abilities and keeping them sealed on the island.

The player is a Angle/human hybrid that is also capable of accessing the realm between realms. His adventure will be accompanied with multiple items he gets at the beginning that he chooses and the rest he will either unlock or buy in the islands forge witch he will

liberate first.

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# Mission Statement

The game is called Legends of Magic: Eclipse, it’s an action RPG for the PC platform.

Players mission is simple rid the map of demon bosses and their minions and finish the story after that the player gets to free roam on the island.

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# Genre

It’s a action packed RPG that will include versatile builds and weapons for the player

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# Platforms

PC

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# Target Audience

Targeted audience are males in the age between 13-35 that like to watch unrealistic fights like they have in Marvel and most importantly in Anime. The game will get the players blood pumping when engaged in a fight but will feature calm and relaxing cinematics while not fighting to keep the emotions of the player balanced as all things should be. The targeted nationality of the audience is Japanese, American and British. But it will affect many other nationalities the reason being that in today age everyone wants a small escape from reality witch this game will definitely deliver.

# Storyline & Characters

The story begins with Reamlin Merlinson. He is a 28-year-old male that lives in London, his bloodline began with the wizard Merlin. His body runs with the blood of the most powerful magic wielder in human history which made the demons of hell seek to kill of Merlin’s bloodline, so the humans don’t pose a threat when the Invasion begins. So Merlin’s family decided to change their last name so the demons don’t kill them all. Reamlin was waiting for his caffe in a weary long line, he was beginning to get inpatient then he was suddenly approached by a man in a black suit and tie, wearing strange sunglasses. The man took him outside and presented himself as Agent Jeff. He told him that he came for him because the W.U.F.O. (World unnatural fighting organization) found out that he was Merlin’s descendant witch they thought was impossible, but he is the planets last hope to defend from the incoming demon invasion. Then he drove him to the W.U.F.O. HQ in which he explained that he has to go inside a portal, and their contact on the other side will be waiting on him. Reamlin thought that this was all a dream, so he did what he was asked of while laughing to how stupid his dream is. When he goes through the portal, he finds himself in the middle of a field where he finds a man standing and holding a strange bag. The man named Michel who presented him with few choices in weaponry that he will need to defeat the evil that pledges the island. The first thing you hear are scream of terror coming from a nearby village. When Reamlin comes there, he sees dozen demons and flying snakes, his magic powers awaken, and he defeats the horde of demons. The villagers are thankful and grant him access to their Healing Flame that will slowly nurse him back to full health. When Reamlin tries to leave the village, he is approached by a little girl called Erina who asks him to find her pet caturtle that ran away when the demons attacked. She also told him that Mr. Corny likes to go to a nearby forest but warned him about evil ghosts that guard the forest. After he retrieves the caturtle he returns to the previously liberated village and tries

to give Mr. Corny to Erina but he didn’t realize that the little girl is a demon called Podex (which means asshole in Latin) witch he has to fight now, but the threat is great because he possessed Mr. Corny which is a caturtle that boost magical abilities by 5 times.

He is now considered the 5th most powerful demon in Hell. After defeating the demon Reamlin freed the villagers from the real threat they pay him in gold and heal potions.

As Reamlin leaves the village he can see Michel standing beside the road and pointing

In the direction in which you have to go (follow the road). You have past half your way to the other village, and you are attacked by a horde of demons and flying kamikaze snakes.

After Reamlin defeats the horde, he gets some gold and mana potions and continues to the new village. When he got there, he found out it wasn’t a village it was a small town. Reamlin

wonders around the town where he can buy food, shop for items and weapons in the forge.

The town has few low-level magicians who can’t become strong again because Ignis is absorbing their power and possessed a human inside the town. Reamlin has to find the human who is possessed (on which will be very visible demonic signs because the demons spell doesn’t work on Reamlin) and has to blast the demon out of the possessed person.

When he succeeds to get the demon out its starts lighting the town on fire with his Hellfire that can be only put out by magic blasts. Reamlin follows the demon across the town and fights him and his minions, when defeated the demon escapes. After the fight he must put out the parts of the town from Hellfire. When Reamlin is finished with the mission he gets a chest of gold and diamonds as a thanks from the town for ridding them from the demon plague and putting out the Hellfire. Reamlin also receives 4 small bottles which add 20%

Magic damage for 4 minutes (can be stacked). Reamlin sees Michel again that is pointing to the next village. On the way to the village, you spot a small house near the shore in which is an old man who can’t fish anymore so he offers you a job to fish for him and he will pay you according to the score you have achieved fishing Soulfish (fish/ghost hybrid, the only creature capable of living in the Damned sea) with gold and heal potions, you can return at any time during the story to fish for Mr. Xina. After reaching the third village Reamlin comes inside the village, it was full of webs and when he approaches the Healing Flame of this village he is attacked by demons and flying kamikaze snakes. They attack in 4 waves, and you earn gold by defeating them (you can come back and play the wave mode). As Reamlin leaves the village Michel can be found pointing at the next village. While Reamlin is entering the village only to be followed by red eyed gazes from the locals. Reamlin is thirsty and wants a drink he sees a small stand that is poring cups of red wine. Reamlin asked the old lady when was the last harvest and she did nothing but smile and stare at him while pouring his cup. Reamlin takes a sip and starts to cough uncontrollably. That’s when he realized that he drank Demon blood (it lowers his damage by 20% and slows his movement speed by 10% until he defeats Ignis) not wine. It was all a trap, and he is attacked by the whole vampirised village. After he defeats the vampires Ignis arrives expecting you dead and becomes furious and engages in a real fight with Reamlin realising his horde of flying flaming skulls that follow Reamlin and they can be destroyed on their trajectory. After beating the demon Reamlin receives an energy orb as a reward (permanently boosts his HP, Atk speed, magic attack, physical attack,mana regen for 400%). Reamlin leaves the haunted village, and there is Michel with his hands behind him just smiles and tells Reamlin that he has exceeded his expectations and tells him that now he will face big danger. Now the player can come back to fish and fight waves or progress with the story. When Reamlin comes to the last village he sees a big amount of children and young folks and on the other side he saw Michel and all of a sudden, the village is bombarded with balls of fire and Michel is revealed to be CorniQuanatur the 3rd most powerful demon in Hell. CorniQuanatur flow off before telling the player that he will be waiting for him in the center of the island so they could battle to the death and see who has more power. Reamlin is asked for help to put out the fires, which is another mission where he puts out the fires. After he saved the village, he was blessed by the villages priest (increases all damage by 20% permanently). Reamlin starts his journey to the center of the island. Reamlin is going through a thick black forest and sees a glowing light, it is coming from a magical vending machine with healing potions.

When Reamlin approaches CorniQuanatur. The demon starts to talk and explain that his plan was to sacrifice his two sons to make you more powerful so u could be a worthy match

It doesn’t matter to him if he loses it was a good fight. They engage in a long fight. After Reamlin defeated CorniQuanatur he is free to roam on the map unlocking side quests.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Reamlin Merlinson | Playable character and is the main character of the story | possesses angle blood that gives him massive mystic powers. | . In the real world he liked smoking marihuana and still uses magic to summon a joint |
| Erina | Npc that you help | Possessed my Podex | A mask behind witch this demon hides. |
| Michel | Npc that is revealed to be CorniQuanatur in disguise. | His task is to guide you through the storyline | He can’t be touched |
| CorniQuanatur | The last boss of the game, enemy | He is the 3rd most powerful demon from Hell. | His motives are that he wants a fulfilling fight. |
| Ignis | 2. boss of the game | He is the son of CorniQuanatur and is the 4th most powerful demon from Hell. | He obeyed his father’s word without question. |
| Podex | 1. Boss of the game | Became the 5th most powerful demon after possessing a caturtle. | He is a master manipulator. |
| Hellspawn | It’s a Npc enemy | They claw you with their long nails you |  |
| F.K.S.  (Flying kamikaze snakes) | It’s a Npc enemy | The ability to fly and lunge at the player and explode in venom  That effects the Hellspawns as well |  |
| Villager | Npc | / | Tries to live a peaceful life |
| Villager Priest | Npc | Gives you a magical boost in the story | Teaches magic to children (sus) |
| Vampire villager | Enemy Npc | They chase you with great speed and bite you | They heal if their bite lands |

# Gameplay

## Overview of Gameplay

This game is similar to Skyrim but in a darker theme, its and open world (most of the time) action RPG that will be available to play on PC. There will be 2 Game Modes: Horde fighter and Fishing. In the Wave fighter you fight off waves to earn gold that is multiplied if u get a new kill in a time window. Fishing is a relaxing game mode that features the player fishing Soulfish that are random in size, the bigger the size higher the score. The game will also feature items that the player buys or gets at the beginning that can connect and trigger extra buffs if combined with the right build.

## Player Experience

Reamlin (the main character) is a powerful magic wielder that is capable of wiping out demon armies when he reaches his peak power at the end of the story. You will have same abilities through the game no matter the power level of your character, unless u change the items equipped. You fight hordes of minions from Hell and their masters in epic boss fights that will make the player chose his approach with every boss. Side missions include putting out fires and looking for lost items/pets. While walking through the woods you might find yourself in an ambush by a group of thieves. But the long walks will feature relaxing scenery to ease all the tension you build in fights.

## Gameplay Guidelines

The game won’t be having body parts of your enemies flying off, it will feature a big amount of violence and profonde language. But all the violence won’t be traumatizing

and the language won’t go hard but will remain constant.

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| The player receives powerful items and trophies when he finishes an important task for the story | Through the story the player won’t be able to beat the bosses at his first try and must upgrade to progress | The storyline has a difficulty that changes through the gameplay |
| Gold will be either given to the player by villagers or he can earn them in the 2 game modes available. | Every time the player dies, he losses 30% of his gold. | The game modes are completely different one is relaxing the other will make problems to the player if he doesn’t keep tracks of enemies. |
| Mana and Heal potions can be bought or given to the player by the villagers. | Every time the player dies, he loses 70% his potions. | Easily obtainable for a helping hand when needed |

## 

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Reamlin Merlinson | The player can jump, do a quick attack or use the charge attack to deliver 5x the regular quick attack. |
| Frost ring | Gives the player the ability to slow down targets. But can freeze them completely for a moment if paired with The Fenix Claw. |
| The Time ring | Gives the ability to stop time in random 3-4 seconds |
| The ring of Solis | Lights all nearby enemies on fire and does constant damage. Increases its attack speed if paired with the Atomic belt. |
| The holy Cross | Heals the player during battle and resurrects him if he losses all hp, after that it has no effects |
| Odin’s Blessing | With runes engraved that say “can’t touch this” the neckless creates a constant shield that shield you partly. |
| Atomic belt | It’s a belt that gives its user the ability to absorb 30% of the damage and use it to boost the charge attack of the belt. |
| The Fenix Claw. | This weapon does 100% magic damage. Medium range  High damage |
| Aladdin’s blade | It’s a sword that can create magic cut projectiles that do 80% magic and 20% physical damage. If paired with the Time ring it will increase the weapons attack and movement speed |
| Shuriken slinger | Gives the ability to dash left or right  Fires a burst of 4 shuriken that travel small distances.  It has 80% physical and 20% magic attack |
| Snake Bow | A heavy weapon that does huge damage and poisons the enemy that can be stacked to make the poison effect stronger.  It has 50% magic and 50% physical attack. |
| The ring of Oculus | This ring summons a helping eyeball that auto locks to targets and doesn’t miss |
| The Weed Donut | Gives the wearer +100% damage increase if standing on grass and projectile weapons will spawn grass when they hit the ground. |
| **Game Modes** |  |
| Fishing | This game mode features the player fishing and relaxing.  The Soulfish are generated at a random size but the bigger the better for a bigger score and a payout |
| Horde Fighter | You will be trapped inside the village until you defeat all 4 waves that progressively get worse.  Try getting kills close so you can multiply your score that will determine the gold u obtained |
| **Scoring System** |  |
|  |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Eclipse Points | These points can be obtained in the 2 existing game modes in witch according to how the player used his skill to do the mode faster then usual the point multiplie. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Horde level | It’s a map on which you will experience the game mode Horde Fighter as the name says you fight off hordes of demons |
| The world map | The squares represent the villages  The brown color represents the roads  green vegetation  black the corrupted vegetation  the topography represents the heights of the terrain |
|  |  |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an effect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | Roko Lovric | 9/4/18 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: Game Play Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |