



ASCENSION OF THE DAWN

A KNIGHT AGAINST ETERNITY

**GAME DESIGN
DOCUMENT**

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Game Overview

Title: Ascension of the dawn

Platform: PC

Genre: Arcade plateformer

Rating: (10+) ESRB

Target: Core gamers (Moderate but consistent commitment)

Release date: TBD

Publisher: None

High Concept

Ascension of the dawn is an arcade platformer where a knight attempts to escape an infinite tower filled with dangers. Combining frantic scoring mechanics with a dark, oppressive atmosphere, it immerses the player in an endless challenge that demands both strategy and reflexes.

Unique Selling Points

- highly repayable
- Unique story
- Easy-to-learn, hard to master

Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE

OS: Windows XP SP2+, Mac OS X 10.8+, Ubuntu 12.04+

Graphics card: DX9 (shader model 2.0) capabilities; generally everything made since 2004 should work

Competence Titles

Endurance: The ability to survive in increasingly difficult environments while maintaining a good score.

Precision: The skill to perform precise jumps and attacks, necessary for avoiding obstacles and complex enemies.

Survival Strategy: Knowing when to take risks or play cautiously to optimize score and progression.

Speed and Agility: Developing fast reflexes and the ability to react instantly to dangers.

Synopsis

"In the distant future, the galaxy is torn apart by endless wars, but ancient beliefs and traditions survive in some remote corners. You play the role of a knight, part of an ancestral order that upholds the ideals of honor, faith and bravery. During a sacred mission, an unknown force draws you into the Eternal Tower, a colossal structure rising beyond the heavens.

This tower, forged by a forgotten civilization, is a labyrinth of steel and stone where forbidden technologies, mechanical creatures and evil forces gravitate. Your plate armor, forged weapons and unshakeable faith are your only assets in this unforgiving place.

Despite your best efforts to reach the exit, you discover that the tower seems infinite, and its changing architecture defies reality itself. Fragments of history and ancient whispers suggest that this tower is a purgatory, a prison designed to test brave souls.

Your quest is no longer just a matter of survival: it's a test of your faith and your willingness to accept the impossible. Will you be the one to break the tower's curse, or will you succumb, like so many others before you?"

Competence Titles

Escape the Tower: The player's main objective is to escape the infinite tower by progressing through increasingly difficult floors and surviving the growing dangers.

Maximize Score: The player must collect points by defeating enemies, accomplishing specific objectives, or reaching particular sections of the level. The goal is to achieve the highest score possible before dying.

Survive as Long as Possible: The game is designed to be challenging, and death is part of the experience. A secondary objective is to survive as long as possible, pushing the player's survival limits.

Unlock Power-ups and Abilities: Players can unlock upgrades as they progress through the tower. These power-ups help players survive longer and improve their chances of success.

Game Rules

Player Death: When the player dies, all progress made up to that point is lost (except for score). Death is permanent for each session.

Enemy Interaction: Enemies must be avoided or defeated to progress. Direct contact with an enemy results in the loss of health or instant death.

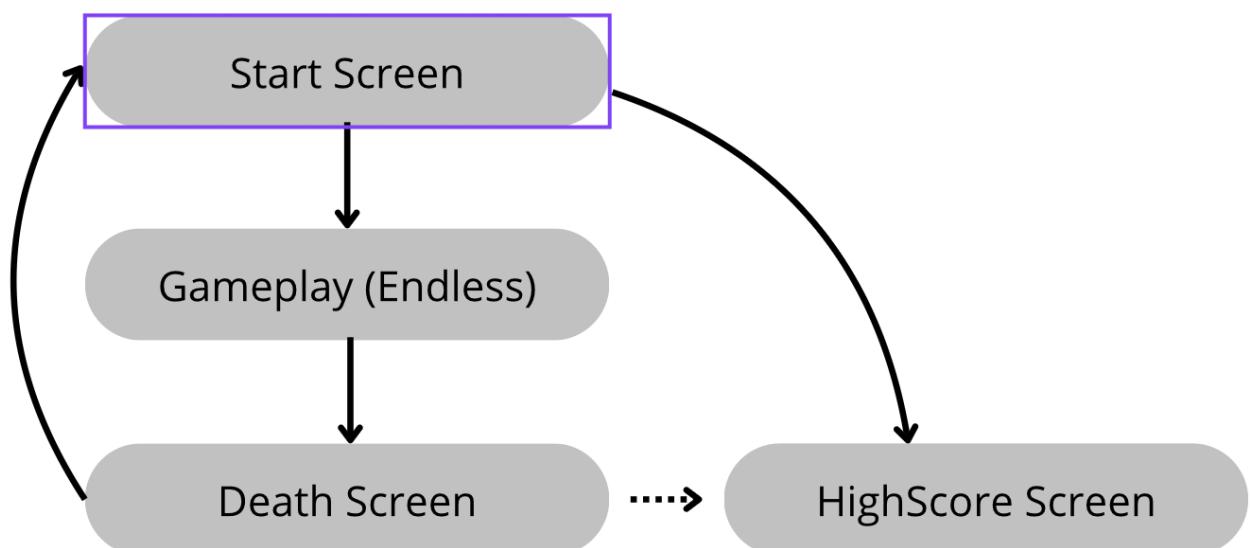
Score System: Players earn points by accomplishing objectives or killing enemies. The longer the player survives, the more difficult the enemies become, increasing the challenge while improving the potential score.

Resource Management: Resources such as health, energy, or ammunition must be carefully managed. The player must balance the use of these resources to maximize survival chances.

Power-ups: Power-ups and upgrades are limited and must be collected at the end of the stage.

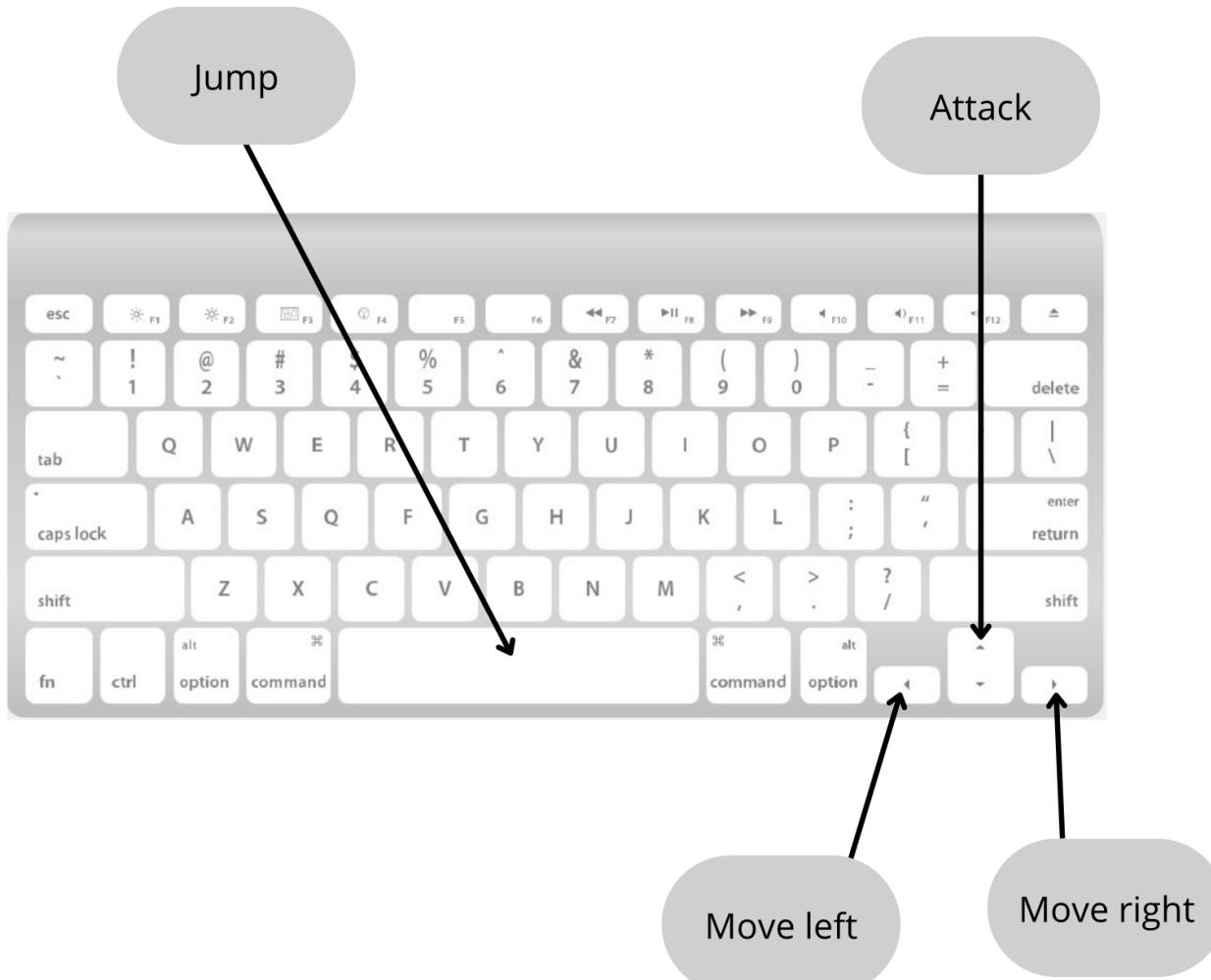
They increase the player's strength, defense or choose totally randomly

Game Structure



Gameplay

Game Contrôle (PC)



Camera

Camera Type:

The game uses a 2D follow camera that dynamically tracks the player's movement along the Xaxis (horizontal) and Y-axis (vertical) within the tower. The camera's primary goal is to ensure the player is always in the center of the screen unless specific conditions or level mechanics alter its behavior.

Follow Mechanism:

The camera smoothly follows the player's movement, ensuring that the screen is always adjusted to focus on the character's current position. The camera behavior is lagged slightly to provide a sense of anticipation as the player moves, particularly when jumping or landing. This lag also helps to avoid jittery or disorienting movements during fast-paced sequences.

Camera Boundaries:

The camera is constrained within certain boundaries. These boundaries are dynamically adjusted based on the level layout, ensuring that the camera doesn't move beyond the predefined areas or show areas of the level that are inaccessible. For instance, when the player reaches the top or bottom of a platform, the camera will stop following the player beyond those limits.

Environmental Interactions:

Certain level elements, like moving platforms or collapsing floors, may trigger camera adjustments (e.g., a quick panning) to highlight the change in the environment. This helps the player react faster to these environmental cues and stay alert.

Camera Transitions:

When transitioning between levels, from one floor to another, or during special events, the camera may implement smooth transition effects to maintain fluidity and ensure the player's focus isn't abruptly shifted

HUD

In Ascension of the Dawn, the HUD (Heads-Up Display) serves as a crucial element in providing the player with the necessary information to navigate through the game, manage resources, and track progress while maintaining the dark and immersive atmosphere of the game.

The HUD is minimalistic yet functional, ensuring the player stays informed without overwhelming the screen.

Health Bar:

The player's health is represented by a bar displayed at the top-right of the screen. The health bar decreases as the player takes damage from enemies. It shows as a horizontal bar, colored red to signify health levels, with a visual indicator that empties as health decreases. When health is low, the bar changes color (to black).

Armor Bar:

The player's armor is represented by a bar displayed at the top-right of the screen. Above the health bar. The armor bar decreases as the player takes damage from enemies. It shows as a horizontal bar, colored blue to signify armor levels, with a visual indicator that empties as armor decreases. When armor is low, the bar changes color (to black).

Stage counter Display:

The Stage counter is prominently displayed at the bottom-left of the screen. It represents the player's progress in the game, based on the number of stage defeated. The score is constantly updated in real-time.

Notification System

Purpose:

Displays temporary, central messages during gameplay to inform the player of important events without interrupting the flow.

Behavior:

Position: Notifications appear at the center of the screen.

Animation: Fade-in, hold for 1.5 seconds, then fade-out. Duration: Visible for 2 seconds before disappearing.

Dynamic Text: Messages reflect game events, such as progress or alerts. Notifications are triggered after an upgrade selection.

HUD Minimalism: The HUD is designed to be unobtrusive. This allows the player to focus on the gameplay while still being aware of key elements.

Player

Character Name:

The Knight – A brave warrior determined to escape the Tower of Eternity, equipped with basic combat abilities and a relentless drive to survive.

Character Abilities:

The knight starts with a basic set of abilities and can unlock additional powers as the game progresses. The core abilities include:

Movement: The knight is able to run, jump. Smooth platforming controls allow for precise and responsive movement, essential for navigating the tower's dangerous floors.

Attack: The knight begins with a basic melee weapon capable of attacking enemies in close range.

Player Metrics

Max Health: 100

Base attack Damage: 10

Time to attack: 0,75 attack per second

Player Weapons

The Player has 1 weapon to attack the Enemies.

Enemies

Name	Base Attack Damage	Max Health	Time to Attack	Range
Blighted Vanguard	4	130	2	Melee
Iron Revenant	5	70	3	Range
Shadow Acolyte	8	300	4	Melee

Blighted Vanguard (Melee Unit):

A swift and relentless enemy, equipped with jagged weapons and feral instincts. Its attacks are fast and aggressive, forcing the player to react quickly.

Iron Revenant (Melee Tank):

A hulking, heavily armored foe that moves slowly but absorbs significant damage. It guards critical pathways and can block attacks with its massive shield.

Shadow Acolyte (Ranged Unit):

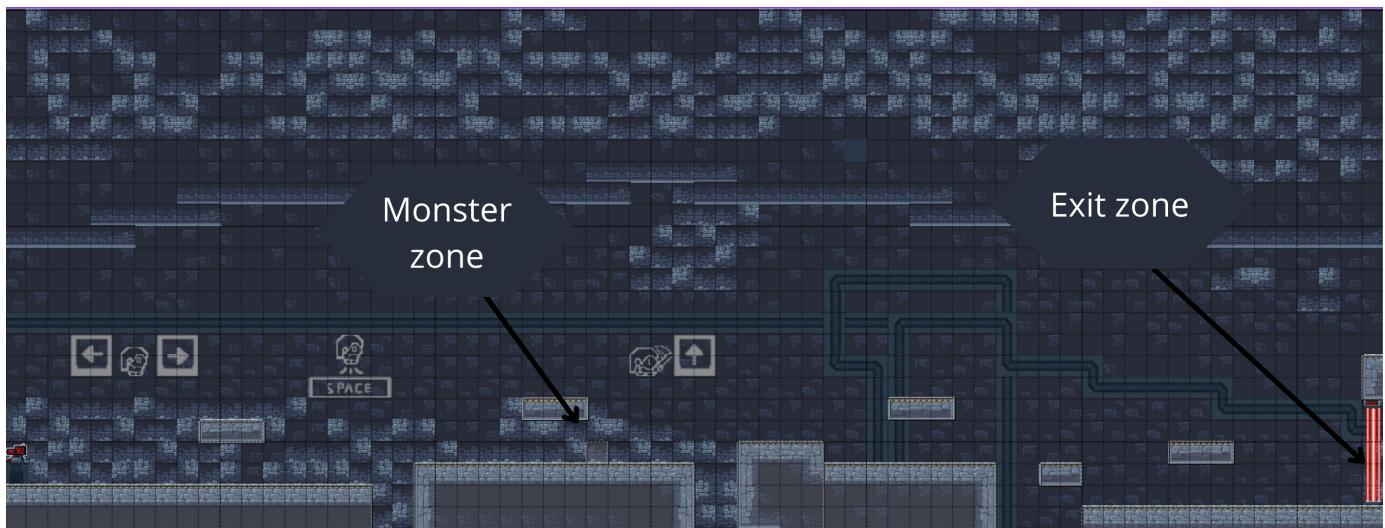
A cloaked figure that lurks at a distance, hurling projectiles of dark energy or launching arrows imbued with malevolent power. Agile and elusive, it prioritizes keeping its distance from the player.

Enemy Spawning:

They're spawning randomly, in dedicated zone.

Level Design

Example of the tutorial screen :



The levels in Ascension of the Dawn are designed to challenge the player's reflexes, and adaptability while maintaining the oppressive and atmospheric tone of the game. Each floor of the infinite tower introduces the same enemies and layouts.

Enemies are randomly placed to complement the environment. Players can prioritize the exit, but it will not be easy and avoiding hazards can be a bad choice.

Audio

NAME	CATEGORY	DESCRIPTION
EndLevel.mp3	Background music	Play during the player choice
Ending.wav	Background music	Play during the death screen
success.mp3	Background music	Play during the Credit and Score screen
mainSound.wav	Background music	Main game OST
OptionMenu.wav	Background music	Play during the Option menu
TitleScreen.wav	Background music	Play during the Start screen
jump.wav	FX	Play when the player is jumping

MVP (Minimum Viable Product)

One Player character to choose from (Boy)
Built for the PC platform

Wishlist

add more enhancements
add more map
add more enemies
add the ability for the player to hit at range
add different weapon for player
add more consumable