The Adventures of Theseus  
Game Design Document

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Introduction

# Summary

We will be making a game which follows Theseus throughout his live. In our game you will be able to play as Theseus and play through some of his famous stories like defeating the minotaur. We will not strictly follow the story but build upon it. For example: you will still defeat the minotaur but you will do so on the now flying Island of Kreta. We do this to ensure interesting levels and environment at all time. Together with this you mainly need to overcome problems by gathering items and making them into something you need by crafting. Because Theseus is more brains than raw power there will be no focus on melee combat but it will be there.

# Story

Theseus has been assigned a quest to defeat the minotaur but before he will be able to face his enemy he will need to prepare. He’ll need information on the minotaur, on how to get to the Flying island of Kreta and get the necessary equipment. After he has completed all these tasks he can finally go to Kreta, enter the Minotaur’s lair and finish him off once and for all.

# Narrative

This is the narrative for the part shown at the Demo. Theseus arrived on Kreta and is greeted by a womanly figure offering Theseus any necessary information he needs about Kreta and its inhabitants. Theseus will be able to get information on the whereabouts of the minotaur on the Island. Once at the temple he will notice that he will need to light some braziers, but not with normal fire, Greek fire. He will then have to go back to the village and talk to someone with knowledge about this fire. Luckily someone in the village knows a lot about this Greek fire and tells our hero to go find some ingredients in the forest nearby. After he has gathered everything he will be able to craft them together at the alchemy station. Then he’ll be able to light a torch with the Greek flame and set the braziers a fire which will then open the entrance to the temple. Inside the temple is a labyrinth which leads to the final boss, the minotaur. In the battle of the minotaur the player will have to dodge the minotaur’s attacks and trick him into destroying the supports of the temple, after which Theseus will have to escape the temple before collapsing.

# Target Audience and Platform

We’re aiming for people of the age of 12 or older, who enjoy a Greek history, enjoy exploring and solving puzzles. People who enjoy a niche hand painted art style with light humoristic moments.

For the target platform we are aiming for PC. Because we’re a fairly small team and none of us are experiences on console gaming we just want to bring the best we can and we think that we will achieve that best when we only have to focus on PC.

# Resource Budget

Functional Design

# Core Mechanics

## Movement

You’ll be able to walk every direction and run to get around quicker. You will be able to jump to get over certain obstacles or get higher up.

## Combat and Gathering

You’ll be able to attack with your sword. Although combat will be more about outsmarting your enemy. With combat you’ll also be able to obtain items from creatures like animals.

## Inventory and Crafting

Your inventory will hold items you have picked up. If you get to a crafting station which can be an alchemy station for a campfire, you’ll be able to craft your items into something you need to bypass obstacles or complete quests.

# Game Progression

This is the progression for the demo shown. To progress in our game you’ll have to bypass obstacles. One of the obstacles is the Greek fire puzzle. You’ll be required to light the braziers at the temple to enter. To know how to make this fire you’ll need to talk to the villagers. All of them will give you information which will be useful to progress. Then inside you will have to find your way through the labyrinth to find the boss battle. To win the boss battle you will have to observe your surroundings and observe the move patterns of the minotaur.

# UI and Pickups

In our game you can pick up items that you will be able to craft with but also (if its food) consume for healing. All these items will appear in your inventory. Inventory is part of your ingame menu.

The ingame menu consists of the following tabs

* Inventory
* Journal
* Options