Wand Man GDD

High Concept:

Wand man is a *Magical* bullet hell rogue-like in a medieval setting in which you play as Wand Man.

Target Audience:

Omitting this for now, until we figure out our game a bit more.

Market Research:

Enter The Gungeon and Wand Man are fairly similar games. They are both rogue-like bullet hells. One of the primary differences between the games is setting. While Gungeon takes place in a futuristic dungeon setting, Wand Man would take place in a more medieval fantasy castle setting. One of the primary similarities is that in both games, you can swap between types of weapons as you acquire them. Another similarity is that both games use a room by room combat system with a boss at the end of each area or level. Wand Man will have differing shooting patterns from Gungeon, to make Wand Man different and more interesting compared to competitors. Another difference is that Gungeon has multiple characters to choose from, while in Wand Man you can only play as Wand Man.

Reference:

Feature List:

* Areas
  + Level 1: Underground Cemetery
    - See weapon explanations below.
    - Enemies
      * Standard Skeleton (Moves towards player at an average speed, uses standard weapon, low health)
        + A human skeleton moving about through the use of a simple locomotive spell.
      * Ghost (Moves away from player, uses Rapid-Fire weapon, low health)
        + The ghost of a human soul.
      * Necromancer (Moves away from player slowly, spawns Standard Skeletons and shoots a ring of projectiles around itself occasionally, High health and slow movement)
        + A dark wizard who dabbles in the black arts.
      * Zombie (Moves towards the player at an average speed, uses a melee weapon that attacks but has very low range, high health)
        + A necromancer’s experiment gone wrong.
    - Boss
      * Giant Skeleton
        + Attacks

Hand Smash

Deals damage in a large area, and fires out a ring of bones around the impact zone