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 (Most likely will move erraticaly at a slow speed, uses various attacks, very high health)
* Attacks
* Hand Smash
* Deals damage in a large area, and fires out a ring of bones around the impact zone
* Magic Attack
* Fires a large magical ball, similar to the standard skeleton's attack, but much larger. Upon impacting with the player or a wall, the ball splits into a ring of smaller ones.
* Bone Throw
* Fires an arc of bones, that on a timer become a standard skeleton. these projectiles can be destroyed by the player while they are turning into standard skeletons.
* Appearance/lore
* The Giant Skeleton looks like a much larger standard skeleton
* The Giant Skeleton is actually not one entity, but instead formed from many fallen standard skeletons. The wizard who created the Giant Skeleton has sworn vengance on Wand Man for destroying so many of his creations and thus created the Giant Skeleton to defeat Wand Man once and for all.
* Level 2: Living Library