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:

Our target audience is teenagers. We feel that our game’s theme fits best among that audience, with sparse humor and dark themes.

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 after Areas.
* Atmosphere
* The Underground Cemetery is dark and eerie, with generally dark themes and undead enemies.
* 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 (Does not move, spawns Standard Skeletons and shoots a trio of projectiles towards the player, High health)
* A dark wizard who dabbles in the black arts.
* Zombie (Moves towards the player at an average speed, uses a melee weapon that attacks quickly but has very low range, high health)
* A necromancer’s experiment gone wrong.
* Boss
* Giant Skeleton (Most likely will move erratically at a slow speed, uses various attacks, very high health)
* Attacks
* Foot 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, after colliding with a wall or a player will become a standard skeleton after a short time. 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, darker colored 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 vengeance 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
* Atmosphere
* The Living Library is a place of knowledge and *Magic*. There are bookshelves everywhere and the enemies are either *Magic* users or *Magically* animated.
* Enemies
* Boom Book (Moves towards player quickly, explodes on contact, low health and fast movement)
* A book brought to life and made explosive by a bored wizard.
* Staff Ogre (Moves towards player, uses Homing Missile, high health and does not move)
* These ogres just walked into the library, grabbed some staffs, and just decided to become the library's guards.
* Animated Golem (Moves towards player at a slow speed, throws a large rock at the player that creates a small shockwave when colliding with the ground with a low fire rate, average health, splits into 2 smaller Animated Golems when destroyed that do not throw a rock, but instead slam the ground to create a similar shockwave to that of the rock (these smaller Animated Golems do not split when destroyed))
* When the Librarian found a pile of rocks, he thought to himself, “Wouldn’t it be cool if those moved?”
* Apprentice (Moves away from player at an average speed, uses Burst-Fire weapon, average health)
* The Apprentices flocked to the Living Library to learn from the powerful wizard who lived there.
* Boss
* The Librarian (Most likely will move erratically at a fast speed, uses various attacks, high health)
* Attacks
* Display of Power
* Fires 3 rings of projectiles around the librarian at once, this attack can only be dodged by using the Fade spell
* Animate
* Summons an Animated Golem and 3 Boom Books
* Desperation
* Once reaching 25% of his max HP, the librarian moves to the middle of the room, and then does not move for the rest of the fight. From the position, the Librarian fires a constant stream of projectiles at the player, forcing them to constantly move around the Librarian in order to keep from dying.
* Appearance/lore
* The Librarian is a robed figure similar to Wand Man.
* The Librarian was once a normal wizard, but found himself in a library filled with *Magical* information. After absorbing all the information the library had to offer, he infused it with *magic* and turned it into his sanctuary.
* Level 3: Volcanic Wasteland
* Atmosphere
* The Volcanic Wasteland is a hostile environment. Many normal enemies and mages walk into the Volcanic Wasteland, only to be changed into fire enthusiasts, never to leave again.
* Enemies
* Pyromaniac (Moves towards player quickly, uses a short range flamethrower, average health)
* this guy REALLY likes fire
* Fireling (Moves towards player at an average speed, dies on contact with the player but deals high damage, low health) (WE SHOULD HAVE ALOT OF THESE PER ROOM)
* These little dudes just come out of the lava in the Volcanic Wasteland every once in a while. No one knows where they really came from.
* Flaming Totem (Does not move, fires a ring of 10-12 flaming projectiles around itself, high health, spawns Firelings on death)
* Legend says the first Fireling built these totems to show the Dragon his devotion.
* Lava Elemental (Moves Randomly at an average speed, fires a flaming projectile that leaves behind a pool of magma that deals damage to Wand Man on contact and disappears after a few seconds, high health)
* Rumor has it that these dangerous elementals were originally created when hundreds of Firelings ran into each other at once.
* Boss
* The Dragon (Does not move, instead sits at part of the room opposite the entry, uses various attacks, very high health)
* Important Note: Some of the Dragon's attacks will require some form of environment to block his attacks so Wand Man can survive them, so we should implement the dragon's room with rocks or a pile of bones for wand man to hide behind.
* Attacks
* Fire Breath
* The Dragon breathes fire over the whole room. The only way to dodge this attack is to hide behind a rock, as it will last longer than the Fade spell. There will most likely be an indicator before he uses this attack so the player knows to hide behind something
* Dragon Scale Stream
* Fires a stream of flaming dragon scales at Wand Man for 2 seconds that pass through rocks
* Waster
* Fires a large fiery ball that explodes into a ring of smaller projectiles upon coming into contact with something, which also explode into a ring of smaller projectiles. Whenever one of these projectiles explodes, it summons a Fireling.
* Appearance/Lore
* The Dragon is a red dragon with large curled up wings and long white claws.
* After having all his gold stolen by one of Wand Man's ancestors, the Dragon destroyed the garden of this castle and turned it into a Volcanic Wasteland, and guarded it waiting for Wand Man so he could get his revenge.
* Spells and Weapons
* Notes:
* Enemies and the Player share weapons
* If an enemy description says it is using a Flaming version of a weapon, that simply means that the projectiles are flaming and give a DoT upon hitting
* Spells:
* *Magic* Missile (Average fire rate, average damage, fires 1 projectile per shot)
* Triple Shot (Low fire rate, average damage, fires 3 projectiles at different angles per shot)
* Seeking Arrow (Average fire rate, average damage, fires a projectile that follows the mouse’s position)
* Ice Spear (Average fire rate, low damage, bounces to the closest enemy after hitting an enemy)
* Arc Lightning (Low fire rate, low damage, upon colliding with an enemy fires an arc of lightning at any other nearby enemies)
* Exploding Shot (Low fire rate, average damage, fires a projectile that explodes into a ring of 10 smaller projectiles that deal low damage upon contact)
* Bubble Trap (Low fire rate, no damage, fires a projectile that traps enemies for a short time, preventing them from moving and firing)
* Acid Pool (Low fire rate, low damage, fires a projectile that leaves a pool of acid on contact that deals high damage to enemies in contact with it)
* Ring of Fire (Low fire rate, average damage, fires a ring of 15 flaming projectiles around Wand Man that set enemies they hit on fire)
* Water Stream (Average fire rate, fires 6 projectiles in quick succession that each deal low damage)
* Rainbow Shot (Average fire rate, random damage, fires a projectile that has a random effect (Or random amount of damage) when hitting an enemy (This spell can only be dropped by the Librarian, and has a low drop chance)
* Bone Shot (Low fire rate, no damage, fires a projectile that upon contact spawns a friendly pile of bones that fires a ring of projectiles that deal low damage. This pile of bones cannot be hit but destroys itself after 6 seconds, allowing it to fire 3 times. (Important note: You should not be able to have to piles of bones at the same time)(This spell can only be dropped by the Librarian, and has a low drop chance))
* Dragon Scale Stream (Very high fire rate, average damage, fires flaming projectiles at random angles in front of the player that set enemies they hit on fire) (This spell can only be dropped by the Dragon, and has a low drop chance)
* We will add more spell types as we think of them later
* Other Core Mechanics
* Room System
* We will have a randomly generated room system, using preset layouts of rooms and connecting them together for each area.
* Each area will have a “treasure room” where they can unlock a new random spell from that specific area.
* Spell Unlocking
* As previously mentioned, spells will be unlocked by finding a treasure room, but also by defeating a boss. Each boss will give the player one new random spell from a set of possible spells to give. Each boss will also have a few unique spells you can only get by defeating them.
* Final Boss Possibilities
* Hamberger Wizard, reincarnated
* Lore/Appearance
* Hamberger Wizard, after being defeated in the tutorial, was resurrected by a passing necromancer. Now back, with a thirst for vengeance, he trained while wand man defeated all the guardians of the areas. Now feeling confident in his newfound strength, Hamberger Wizard waits for Wand Man in the (Final Area Name) to challenge him again and defeat him once and for all.
* Rix, the Shadowfiend
* Lore/Appearance
* ???