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 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 (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 erratically 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, 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 Staff, high health but slow movement)
* 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, slams ground to fire rocks in an arc towards the player with a low fire rate, average health, splits into 2 smaller Animated Golems when destroyed (these smaller Animated Golems do not split when destroyed))
* Some wizard looked at a pile of rocks one day and said, "Wouldn't it be cool if those moved?" Now everyone is doing it.
* 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
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* 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.