Game Concept Document: Wand Man

By Team MagiDev:

Nelson Athow: Producer/Product manager

Bar Ben-Zvi: Design Director

Eli Miller: Tech Director/Tester

Hunter Star: Art Director

Wand Man is an action-heavy rouge-like bullet hell with a top-down pixel art design theme.

In *Wand Man©* the player takes the roll of Wand Man as he explores a *Magical* dungeon in a quest for power. Wand Man must defeat the many enemies defending the dungeon as he makes his way towards the Wand of Power, which grants unlimited *Magical* power. In the dungeon, death strikes frequently and suddenly. With each new life Wand Man learns more about his enemies and comes one step closer to the Wand of Power.

Wand man is a rouge like bullet hell dungeon crawler with magic.

Game mechanics:

1. Room by room fighting. Entering a new room spawns enemies and locks the doors. Defeating all enemies unlocks the doors.
2. Combat mechanics:
   1. Lots. Of. Shooting. Duh.
   2. “Fade” mechanic enables player to avoid bullets. Short cooldown to prevent spamming.
   3. Runes on the floor that can be activated to raise bullet blocking walls.
   4. Player always take one heart of damage. Activates Fade without cooldown.
3. The player must restart the level when he dies. The player “wins” when he kills the final Boss.

Characters:

1. Wand man
   1. A robed man with a wand. Exchanges wand for other weapons as the game progresses.
   2. Can “Fade” to avoid bullets, can shoot (DUH), and can interact with certain objects in the dungeon.
2. Spirit Dog
   1. Your faithful companion.
   2. Useless in combat. Does not block bullets.
3. Skeleton
   1. A human skeleton moving about through the use of a simple locomotive spell.
   2. Moves towards player. Shoots a single basic projectile.
4. Mage
   1. A robed wizard.
   2. Moves towards player. Shoots a burst of basic projectiles.
5. Ghost
   1. The ghost of a human soul. Or possibly a child wearing a sheet. You decide.
   2. Moves away from player. Uses a rapid fire weapon.
6. Staff Ogre
   1. An ogre carrying a staff.
   2. Moves towards player. Shoots multiples projectiles in a spread pattern.
7. Pyromaniac.
   1. A crazed wizard with different colored eyes.
   2. Moves towards the player. Shoots a constant stream of short ranged fire.
8. Necromancer
   1. A dark wizard who dabbles in the black arts.
   2. Spawns skeletons to defend himself. Occasionally shoots a ring of projectiles.
9. Boom book.
   1. A hovering book with an explosive spell written in its pages.
   2. Rushes player and explodes on contact.

Environment:

1. Appearance.
   1. Well-kept *Magical* dungeon. Stone walls and floors. Some rooms have cloth drapes, bookcases, paintings, and other decorations on the walls.
2. Environment objects.
   1. Wall runes. Can be activated to provide cover for the player.
   2. EXPLOSIVE BARELLS! Shoot to detonate.
   3. Bars. Can be shot through, but not passed through.