**Game Design Document**

Game Concept Document

Functional Concept Document

Graphical Concept Document

Technical Concept Document

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**Inleiding**

**Concept**

* Introduction

**The island of Crete has been abandoned. Every nine years, King Minos would make King Aegeus pick several children to be send to Daedalus’s creation, the labyrinth underneath King Minos his palace. They would get eaten by the Minotaur to please the Minotaur.**

**But this time it was not enough.**

**You play as Theseus, son of King Aegeus. He is sending you to Crete to defeat The Minotaur who has been the cause of Crete’s extinction.**

Our game will be a small open world game with RPG elements implemented. It takes place in the past on Crete, a Greek tropical island with a lot of ruins. Underneath a part of the ruins is the labyrinth in which the Minotaur resides.  
The island contains enemies that are serving the Minotaur. You can explore the island, fighting servants of the Minotaur and have to find your way inside the labyrinth.  
The main theme consists of Greek mythology with mythical creatures. We have twisted Theseus his story a bit to our likings. This allows us to add more exploring and gameplay to the game.  
We have a main quest and story to follow with scripted events. The game allows for a lot of exploring.

* Story

**Functional Concept**

Controls

In the game you will have to move around quickly while attacking the enemy or exploring the world. When you attack the side you are moving to will define how the attack will look like. So when you walk to the right you will attack from left to right etc.

**Moving:** WSAD

**Running**: Shift

**Looking around:** Mouse

**Attack:** Left click

**Jump:** Spacebar

Enemies

* Satyr

The Satyr will consist of 2 types of Satyr. Long ranged and short ranged.   
The long ranged Satyr will attack you with their bow from a proper distance.  
Short ranged Satyr will attack you from up close with their little daggers. They will attack the player when the player is in range.

* Minotaur

The Minotaur will be the last Boss of the game. He is a slow attacking monster with a big long axe. He has a stun ability that you will have to try and dodge. This ability is very slow so you can see it coming. He will start attacking the player when the player arrives in the boss room.

Game progression

Abilities

The player will earn experience and level up throughout the game. When the player levels up he/she can go to their statistics and put a point in one of their statistics such as: strength, stamina, health and defense.

Strength: you will do more damage.

Stamina: you will be able to run longer.

Health: you will have more health.

Defense: You will take less damage from enemies.

Pick ups

You will have to find artifacts to be able to open the door to the labyrinth.

UI

The UI consist of a couple of elements. You have an health bar so you can see how much health you have. There will be an experience bar so you can see how much experience you have and how close you are to leveling up. There will be a quest panel where you will be able to see what you need to do next. You will be able to see which abilities you have and what the cooldown is through an ability bar.

**Graphic Concept**

Art Style

As art style we have chosen stylized/semi-realistic. We chose this because we think it will bring out the beauty of the Greek mythology very well since the creatures of this mythology are quite detailed and we think they will look more impressive. We expect the environment will look better with this art style as well because we use Greece as a reference and the combination of this landscape with the mythological creatures will look better with looking more realistic. We chose to not make it hyper-realistic because we think it will cost us too much time so we chose to make it more stylized.



Main Character

Our main character, Theseus, is going to be quite muscular since he is a melee fighter. Since its first person you will mostly see his arms, we are going to give him bracers so the player really gets the feel that he is not just a random person.

Enemies

-Satyr

Our most common enemy will be a Satyr. They will be half human half goat. With legs like a goat, claws for hands and horns. They will stand up straight.

-Minotaur

The Minotaur is our boss enemy. He will be half human half bull. He origins from the Greek mythology. Is very muscular with big horns. He will stand up straight.



Weapon’s

-Sword

The main character will have a normal Greek sword.



-Trident

Our satyr will wield a trident which is the symbol of Poseidon and the sea.

As the minotaur originates from the white bull of Minos which was a gift to Minos from Poseidon.



-Double sided axe

For the Minotaur we have a double sided axe because it follows the Greek mythology.



-Bow (Optional)

As an optional second class for the Satyr’s we have a bow.

Environment

-Ruins

-Labyrinth

In the labyrinth there will be traps to hold you back or kill you.



Props

UI Concept

-HUD

A concept of how we want the interface. In the top we have an experience bar. On the right you can see the quests so you can always see what you need to do next. In the bottom left you can see your own health bar. In the bottom you can also see your abilities and such as health regeneration ability.



-Enemy health

Satyr

The Satyr’s will get a health bar above their heads. When you look at them you can see how much health they have and you can see if they are almost dead while you are fighting them.

Minotaur

For the Minotaur we want to give the player the option to always be able to see how much health he has since he is our boss. His health bar will pop up in the interface when you walk into the boss room. By doing this the player will always be able to see how much health the minotaur has left even when not facing him.

Resource budget

|  |  |  |
| --- | --- | --- |
| Object | Estimated Time | Poly Amount |
| Character | 2 weeks | 24k |
| Weapon | 2 days | 3-5k |
| Wall & Pillar | 3 days | 300 |
| Ruins |  | 7-10k |
| Props | 2 days | 1-2k |
| Nature | 2 days |  |
| Animation | 3 hours | - |
| Sound | ½ hour | - |
| Particles | 2 hours | - |

**Technical concept**