Blades & Blessings
Game Design Document

Game name: Blades & Blessings

Summary: Player takes on a role of warrior and battles through waves of enemies in a variety of stages. Each wave has unique composition of enemies and requires usage of different strategies to beat. Player can choose from arsenal of weapons. Inside a stage, it is possible to swap between two weapons of choice. Game features isometric camera, main focus is combat.

Platform: PC

Game genre, tags: action-oriented, single-player, isometric, fantasy, challenging

Target audience: Anyone who enjoys games focused on action and gameplay, and likes a little bit of challenge.

Unique selling points:
- Take on hordes of different enemies, each with unique strengths and weaknesses.
- Use variety of different weapons, each granting access to different abilities, swap between different weapons in combat based on current situation.
- Battle through multiple-stage boss battles taking your combat abilities to the limits.

Game features and mechanics:
- **Main menu actions:** After launching the game, player will have access to several common actions: *New game* – player will enter the first level; *Continue* – player will enter the most recently unlocked level; *Select level* – specific level selection; *Options* – ability to rebind controls, etc.; *Exit game*. Initially, only one level will be unlocked, completing a level will unlock access to a next level.
- **Before entering a level:** Player will see a loadout screen where they will be able to pick two different weapons for use in current level. They will also be able to preview weapon abilities and new enemies, which appear in the level.

- **Playing through a level:** Player will battle through multiple waves of enemies, each featuring different enemy combination. New wave will spawn after all enemies in current wave are defeated. After all waves in a level are defeated, next level will be unlocked. Each level can have different number of waves, estimated average level length is 5-8 minutes. If player is defeated, they will have to replay the level from first wave.
- **Default controls:** *WASD* – movement; *Space* – jump; *X* – weapon swap; *Left mouse click* – basic weapon attack; *Right mouse click / R* – weapon-specific abilities
- **HUD elements:** player health bar; cooldowns for weapon abilities; current level progress (wave x out of y); boss health bar (boss levels only)
- **Level design:** Each level will have arena-like shape, with player being initially placed in the middle and enemies spawning at several locations. Different levels can have different layouts (eg. circle, square) and obstacles (eg. rocks, trees) placed inside them. Some levels may additionally have a unique mechanic, eg. in a graveyard, additional enemies will periodically spawn at random places, in a volcanic cave, lava fissures will open and close at random lo-cations. Some levels can share layouts and unique mechanics.
- **Player weapons:** Player will be able to choose from multiple weapons. Each weapon will have different set of abilities, useful in different situations (eg. ranged weapon may be useful against enemy which instantly damages player entering its melee range). Initially, only one weapon will be available. As player progresses through the game, more weapons and weapon abilities will be unlocked. The order in which new abilities and weapons are unlocked will be preset. In addition to regular weapon abilities, player will always have access to jump ability.
- **Sample weapon design:** Staff is a ranged weapon oriented on defense, abilities:
  - *Basic attack:* magic bolt – fires a bolt in direction where player character is currently looking, deals low damage, single-target only, no cooldown
  - *Ability 1:* frost nova – snares all enemies near player for short amount of time, deals no damage, moderate area-of-effect, moderate cooldown
  - *Ability 2:* swiftness – applies swiftness to player, significantly increasing their movement speed for short period of time, moderate cooldown
- **Enemy design:** Game will feature large number of enemy types, each with different strengths and weaknesses. For example there might be an enemy type with giant shield, which makes it immune to frontal attacks, but which will turn very slowly,

making it vulnerable to flanking attacks. Another example is an enemy which periodically uses whirlwind attack and is best dealt with ranged weapons.

Enemy behavior will depend on particular enemy type, eg. enemies with melee weapons might simply chase player, while ranged enemies will try to keep their distance and flee when approached. Some types of enemies may interact with each other. For example, certain enemies can hide behind an enemy which is carrying a shield. Both player and enemies will have collision boxes – player won't be able to move through enemies and enemies will not be able to move through each other.

- **Boss design:** Several levels will be focused on fighting a single powerful enemy. Unlike regular enemies, boss will have access to larger number of abilities to use against player and much larger health pool. Boss battles will also include multiple phases. Going from one phase to another may grant boss new abilities or make its existing abilities stronger. Phase switch may occur based on timer or based on remaining boss health.
- **Story:** Game will feature only simple story, mostly presented in written form on a separate screen before each level begins.

Graphics: Game will feature 3D voxel graphics with fantasy art style. Preview of the game graphics can be found at the end of this document. Significant portion of models and textures will be self-made. Some can be taken from online sources.

Audio: Game will feature simple sound effects (self-recorded or from online sources) and simple music.

Schedule (outdated):
Week 1-2: Playable prototype (single level, placeholder models)
Week 3: Implementation of game menu, player weapons, few types of enemies
Week 4-6: Implementation of enemies, bosses and game areas, testing using placeholder models, preliminary work on model and texture assets
Week 7-8: Addition of proper models and textures, finishing work on enemies and bosses implementation
Week 9: Finishing work on graphics, addition of sound effects and music
Week 10: Balancing of player and enemy damage / health, difficulty options
Week 11-12: Polishing, testing, bug fixing, game release