PHANTOM

GAMES

Team:

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CASTLE RAIDERS

BY PHANTOM GAMES

Table of Content

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Introduction

1.1 Scope

This document is intended to read by programmers, artists, students and professors involved in the design implementation and testing of Castle Radiers

1.2 Type Convention

Things which have been disscsued in a meeting are presented i this document using Drioid Serif Regular, like this

Specification

2.1 Concepts

- Castle Level
- Knights, Wizards are our playable
- Walking Skeletons are our character
- 3D Side Scrolling Game

2.2 Story

2.2.1 Setting

The Game will take place in a Fantasy World inside the Castle setting.

2.2.2 Prologue

Sandria, a magical world filled with magic, demons, monster, human. Sandria has long known for wars between demons, humans and Magic Warriors. Those Magic Warrior are the defender of Sandria. Protecting the humans from harm.

Mankind was blessed by its protectors, the warrior from the High Summoners of Mechluca. The land of Mechluca was known for it magic, evil dark arts, and skilled warriors & wizards.

The moment of their strongest warrior; Lord Hope has defect from High Summoners of Mechluca. Lord Hope started creating evil dark magic and destroying lands & castle with his minions.

High Summoners of Mechluca and their warriors took charge and gather an army to defeat Lord Hope from his evil plans from destroying the world

The War took over 10 years to defeat Lord Hope. Now High Lord Hope of Mechluca haved seal every magic scroll from Lord Hope. And they gave every magic scroll to each castle and hide in the lowest of the dungeons inside their castle. The War hasn't been finished yet.

2.2.3 Main Story

Sandria, a world is that filled with magic, demons, monster, human. When an Ancient Magic Scroll inside the Castle of Zanark, has awaken from it seal. Opening a portal back the underworld. Skeletons has invaded the Castle of Zanark from the inside. Land of Zanark is threatened from within. Three Magical Warrior has been chosen by destiny to save the Land of Zanark and seal the Magic Scroll of the Underworld. The Battle has began.

2.3 Game Structure

There will be 3 Level or more with different graphic style for each level.

2.4 Players

The Mac & PC game will be playable by multiple player.

2.5 Action

Player will be able to move Left, right, jump, cast spells, attack enemies, pick up items

2.6 Objective

- Defeat Skeletons outside/inside the Castle
- Defend The Castle from the skeletons
- Defeat the Skeleton King and Take back the Magic Scroll or Weapon.

2.7 Graphics

The graphics will be in 3D Graphics

2.8 Items

- Weapons (Bow, Arrow, Sword, Staff)
- Coins
- Health Potions
- Magic Swords
- Spell Books
- Magic Swords
- Extra Life

Gameplay

3.1 World

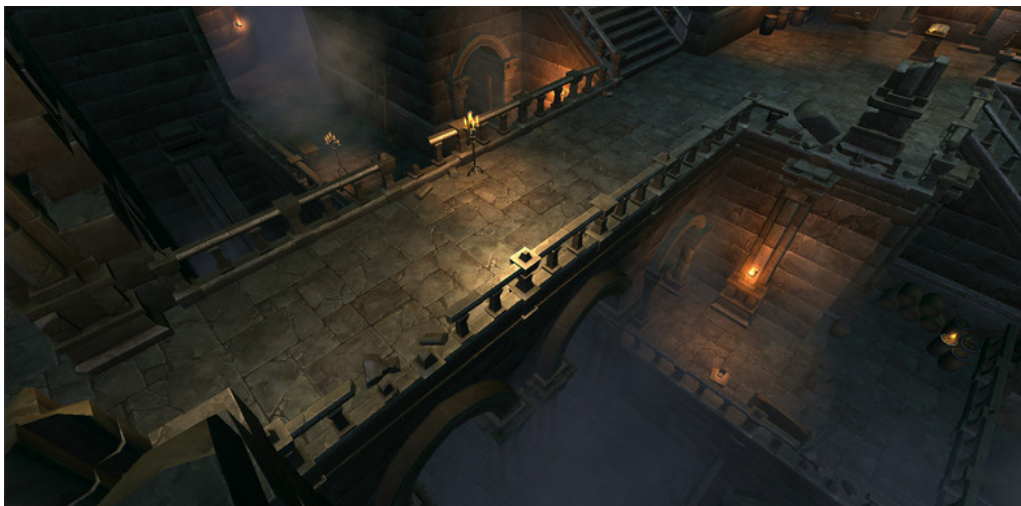The playing world will be medium or large - Large Screens.
Usage of the pause key are used so that can player can stop the game and take a break.

3.2 Landscape

The landscape will consist of
- buidling
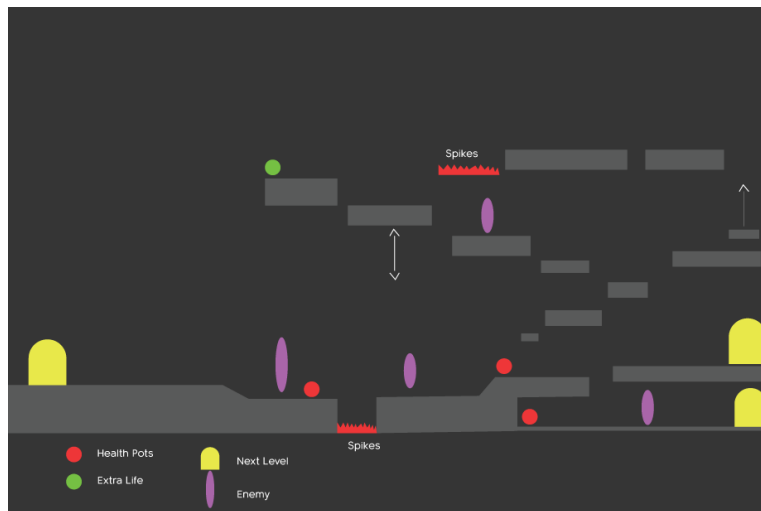- spikes
- towers
- moving platforms/obstacles
- library
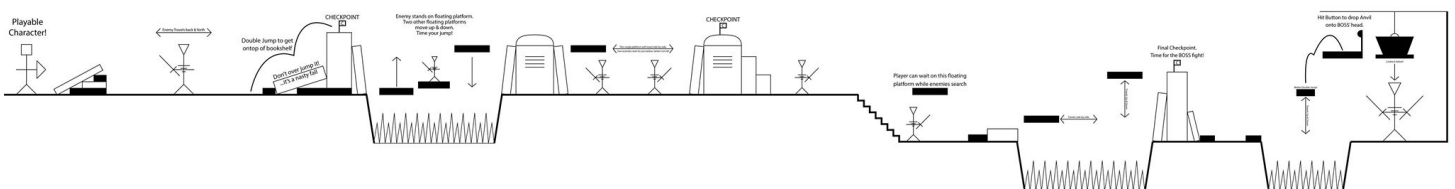
The landscape will change for each level.

3.3 Levels

First Level of Castle Raiders

Second Level of Castle Raiders

Final Level of Castle Raiders

3.4 Object Types / Items

Objects and Items can appear include
- Weapons (Bow, Arrow, Sword, Staff)
- Coins
- Health Potions
- Magic Swords
- Spell Books
- Magic Swords
- Extra Life

3.3.1 Weapon

There will be weapons in this game, players will be able to use them.

3.3.2 Coins

Coins will appear on the level and Player will able to pick it up and gain points

3.3.3 Health Potion

Health Potion will able to regain health, if the player is hurt or damaged

3.3.4 Magic Tools

Magic Tools will appear on the level. Magic Tools are power-up items that last for a few minutes. Those Tools can make you much stronger for a few minutes.

3.3.5 Spell Books

Spell books will appear on the level. Spell books are power-up items that last for a few minutes. Those Spell books can make you much stronger for a few minutes.

3.3.6 Treasure Chest

Treasure Chest will appear on the level. The treasure chest will contain Health Potions, Coins, Spell Books, Magic Tools and Extra Life.

3.3.7 Extra Life

Extra Life will appear on the level. Players will able to pick it up and add more lives.

Items

3.5 Characters

Wizard

Battle Wizard

Knight

Guard

3.6 Magic

3.7 Enemies

Enemies

Final Boss

3.8 Control

The game will be controllerd by mouse or keyboard and XBOX 360 Controller.
- Players can move left, right and jump.
- Switch weapons
- Left Click to attack
- Right Click to cast magic
- Pause & Quit game

Front End

4.1 Intro

There will be a intro to the game when the game starts

4.2 Menu

The game will use a menu system for selecting options such as New Game, Resume Game, Saved Game, Level Select, Options.

4.3 Instructions

The game will have an instruction in-game, telling the player how to use the controls.

4.4 Lose Screen

When a player dies, this screen will show that the player is dead.

Development Tools

5.1 Editer

The Editer used for Castle Radiers is Sublime Text 3 and MonoDevelop.

5.2 Software

The Software are Unity3D to create the game. Illustrator to create the company & game logo and the GUI. Photoshop to create GUI also.

Github; uploading scripts

Google Drive; 3D Side Scrolling Game to upload our game

5.3 Project Managment

Facebook, Trello and Slack

Team

6.1 Team

Trello Admin - Michel Beaubien

Slack Admin - Jonathan Ferreira

Github Admin - Randy Phalla

Google Dropbox - Michel Beaubien

Programming - Michel Beaubien, Jonathan Ferreira and Randy Phalla

Design - Randy Phalla

Art - Randy Phalla

Editers - Michel Beaubien, Jonathan Ferreira and Randy Phalla

Testers - Michel Beaubien, Jonathan Ferreira and Randy Phalla

6.2 Responsibilities

Jonathan Ferreria
- First Level
- Moving platform/Obstacles
- Level & Character Selection
- Ability to Save game and Load game or checkpoints
- Scoring/points/timer
- Testing and remaining functionality

Randy Phalla
- Second Level
- GUI
- Start, End, Lose and Instructions Screens
- Pickups
- Character animations
- Testing and remaining functionality

Michel Beaubien
- Last Level
- Health & Inventory
- Enemies and Enemy Functionality
- Sound Effects
- Testing and remaining functionality