



THE LAST SOURCE

"X-COM meets Slay the Spire and Darkest Dungeon"

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A young archaeologist looking for an alternative source of energy travels to the ancient temple of Zleles. Facing dangerous enemies to obtain the map to the temple and the mysterious energy source, she uses the powers of intuition cards to provide her world with an alternative source of energy in order to preserve it.

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1 Overview

1.1 Main Concept

The game is a turn-based combat game where players fight enemies using cards with various effects, such as attack, shield, poison, heal etc. After each combat, the character obtains new, more powerful cards. The game could therefore be viewed upon as a mixture of Final Fantasy and Slay the Spire.

1.2 Unique Selling Point

- **Card based combat:** Combat based on various card effects
- **Deck building:** Finishing combats gives player new cards
- **Rogue Lite Mechanics:** The player loses the entire progress made and has to start from the beginning on death

2 References

We used a card-based combat and deck system similar to the one in Slay the Spire. The cards have similar effects, such as attack, protect, heal, poison etc. and are drawn from draw pile and discarded into the discard pile which is again shuffled into the draw pile once the draw pile is empty. A notable difference is that the player can only play one of the three cards that are drawn each turn which is similar to the turn-based combat system used in Lord of the Rings: The Third Age, where the player can, with some exceptions, only make one move per turn.

3 Specification

- **Target Group:** Players who like turn-based combat games, such as Darkest Dungeon and Slay the Spire, players who like strategic games where they have to think about the best possible move
- **Platform:** PC
- **How to acquire target group:** Online ads, paid content
- **Art style:** A mix of Castel Crashers and Darkest Dungeon and elements from Heroes of Might and Magic in its execution, but with a strong Borderlands comic style based cell shaded influence

3.1 Player(s) / Target-group

Strategy and card games players and players who like turn-based combat games. It will pander towards completionists as it is a single player game and there wont be any kind of interaction with other players. There is no obvious target age.

3.2 Genre

Strategy turn-based card combat game.

3.3 Art Style

Realistic cartoon art style with thick lines, like a 2D Borderlands.

3.4 Forms of Engagement

The game focuses on fantasy, challenge, discovery and submission as forms of engagement.

4 Gameplay and Game Setting

The game is designed as a turn-based combat game. The player controls a character that fights random enemies using playing cards by selecting them with a mouse and then clicking the character or enemy they want to apply the card effect to. Progressing through the game adds new more powerful cards or cards with new effects to the deck.

Playable character has permadeath which means that all progress made is lost if the character dies, and the player will have to start from the beginning.

The game setting will contain historical elements, namely medieval, ancient Egyptian and Aztec, mixed with fictional ones.

4.1 Mood and Emotions

The mood will start lighter and grow darker throughout the game. The main feeling we want the players to experience is anxiety and oppression, as is the case with games like X-COM and Darkest Dungeon.

4.2 Story

Zleles is an old temple with a mystical energy resource that can solve all the world's problems. Uncovering the mystery of this temple might bear the chance of solving the energy crisis befalling the world. Not only can the success of the expedition mean an end to war and conflict over resources and trade, it could also mean the beginning of a new age where people can finally remain at peace in large. The fate of the world lies in a young archaeologist that must obtain the map to the temple and find the mysterious resource. Her path will take her through an abandoned village, infested swamp, over the seas and finally through the temple of Zleles.

4.3 World/Environment

There are multiple environments the game is set in:

- Abandoned village
- Swamp
- Ship
- 3 levels of the Zleles temple

4.4 Objects in the Game

The objects in the game are playing cards. The character starts with a set of basic playing cards and new, more powerful ones will be added to the deck as the player progresses through the game that will allow them to fight more powerful enemies.



Figure 4.1: A temple setting for the final fight

4.5 Characters in the Game

Playable character is a young archaeologist that fights various enemies throughout the game. The enemies include animals, such as wolves, crocodiles and rats, rebellious peasants, skeletons and some fictional enemies.

4.6 Main Objective

The main objective of the game is to defeat the enemies and get to the heart of the temple to obtain the mysterious energy resource.

4.7 Core Mechanics

Core mechanics consist of playable cards that allow the player to attack the enemy, apply a negative effect to the enemy or apply a positive effect to the character, such as protect or heal them.

4.8 Controls

The game is played using a mouse with which cards, characters and enemies are selected.

5 Front End

When the game starts, a start screen appears where the title of the game is displayed and where the game can be started or exited and credits viewed. When the user starts the game, a screen with the story description appears, after which the game starts. As the game consists of multiple environment settings, the continuation of the story is shown before every new environment and at the end of the game.

5.1 Start Screen

The start screen shows the title of the game and contains buttons to start the game, display credits and exit the game.

5.2 Menus

The only menu in the game is a start screen, described in the previous section.

5.3 End Screen

The end screen shows up at the end of every run and displays if the run was successful or not.

6 Technology

The game is designed for PCs and has been developed using Unity and C# programming language. Artistic elements have been designed in Adobe Illustrator and Adobe Photoshop. For music and sound effects we used Logic Pro as a DAW. Virtual instruments used for music bounces have been selected from virtual instruments included in Logic Pro and BBC Symphony Orchestra and Frozen Strings by Spitfire Audio.

6.1 Target Systems

The game is designed for computers with a Windows operating system.

6.2 Hardware

Minimal hardware requirements include a 2-core processor, 4 GB of memory, 2 GB of free disk space, a keyboard and a mouse.

6.3 Development Systems/Tools

- **Game engine:** Unity
- **Integrated development environment:** Visual Studio
- **Code management:** GitHub
- **Art:** Adobe Illustrator and Adobe Photoshop
- **Music and sound effects:** Logic Pro

7 Topic and Inclusion

The main themes of the game are archaeology and sustainable development, as the player progresses through some historical settings and tries to find a power source that could solve the energy crisis.

7.1 Main Theme

The main themes of the game is archaeology and sustainable development. We mainly addresses them through the setting and story of the game, as the player's goal is to find a way towards sustainable development by progressing through some historical environments.

7.2 Inclusion

7.2.1 Diversity

The playable character fights different enemies with different characteristics that will be increasingly more powerful as the player progresses through the game, and each environment will feature new enemies. With progression the player also gains new, more powerful cards with new effects.

7.2.2 Accessibility

Regarding the accessibility, there is no time pressure in the game. The player can take as much time to read the story or decide which move to take as necessary.

8 Marketing and Publishing Strategy

The game will be advertised on social media, such as Twitter, Instagram and Facebook. We will also host Twitch streams and invite various game streamers to attend, try out or feature our game. Our game could also be promoted by creating some promotional material, such as T-shirts.

The game is planned to be published on Steam, because it is the largest and best-known platform for purchasing games.

9 Timeline and Cost Estimation

The initial timeline plan was as follows:

Milestone	Description	Date
1	Official Start Date	15. 11. 2021
1	Tutorial finished	1. 12. 2021
2	Three levels finished	20. 12. 2021
3	All levels finished	10. 1. 2022
	End of Project	04. 03. 2022

Table 9.1: Schedule

9.1 Time Estimation

The estimated time to finish the project was 2 months and a half. When summing up the total time consumed for initial preparations, core mechanics, art, music, sound effects and level design, the game was finished in roughly a month.

9.2 Cost Estimation

Since it is a student project, we estimate to have no expenses. We assume that we already have all the resources (i.e. computers, software, ...) required to finish the project. After the project has been completed, we actually had no direct expenses related to the project.

10 Team and Credits

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