REGICIDE X

High Level Design Document

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Introduction

Regicide X is a round-based survival Hack n' slash. The goal of the game is to defeat hordes of angels and corrupted villagers switching dynamically between the earthly and the divine dimension. This change allows the player to interact with each kind of enemy.

The protagonist is Heidreck, a half-blood divine prince that wields a sword and can use magic. His goal is to defend his castle and himself.

The player has to survive for as long as possible, opening all the doors he can in order to upgrade Heidrick's abilities and to enhance his survival possibilities.

Core Gameplay

Mechanics Overview

Hack and Slash Combat

The protagonist wields a sword with proficiency, which will be used to slaughter the hordes of peasants and angels that siege the castle. There are a variety of **light and heavy attacks** that can chain into combos both on ground and air.

This, paired with the mobility provided by maneuvers such as dashes, jumps and dodges, gives the player the classic feel of power and proficiency that this sub-genre of beat 'em ups provides for the combat gameplay.

Two dimensions - One plane

The character can move between **two dimensions** in order to defeat foes. Rewards and other gameplay elements are also bound to this mechanic.

Divine Powers

Divine powers can also be used to defeat the enemies. This power is coming from the same source as the angels'.

Upgrading

As hordes' difficulty increases, the starting abilities of the character will start to fall short. Gaining access to the different zones in the map allows the player to opt for **greater power**. Choosing which upgrades to make will mark the path of the match, since opening a door to unlock two upgrade zones will not be possible.

Angelic Pendant

The **Angelic Pendant** is part of Heidreck's inheritance. His mother, an Angel, gave it to him when she left. It allows him to catalyze his angelic roots and use them to his advantage.

The pendant allows him to store:

- Divine Energy
- Angelic Blood

Divine Energy is the force used by angels to subdue humans. It creates links between them. Killing both angels and corrupted humans gives the player this Divine Energy.

This is used to **change dimensions** and use **Divine Powers**

Angelic blood is angels' source of power. It is earned by eliminating them after destroying all its links.

It is used to **unlock new areas**, **upgrade the character** and purchase **Divine Powers**.

Core Loop
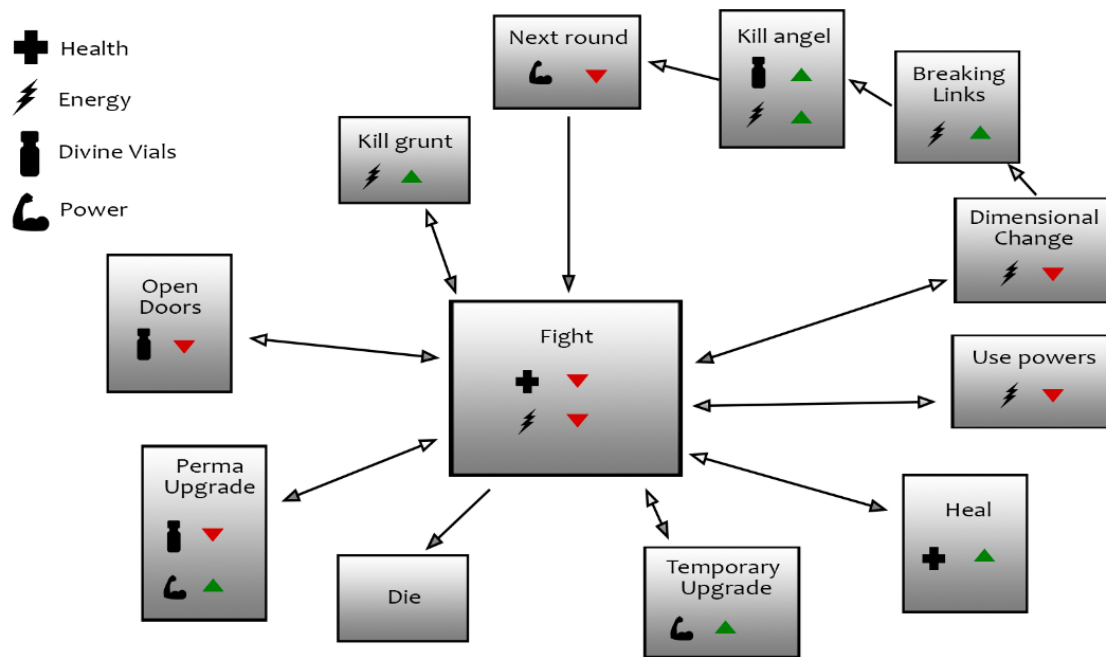
In the effort of reaching higher rounds, the player will be in conflict with the hordes of enemies. Being in this conflict raises the possibility of Heidrick being **hurt**. There are only a few places where Heidreck can regain his **health**, so the player has to take the risk of traveling to these places.

In these battles, killing peasants and angels will grant the player energy. This energy can be used to use **Divine Powers**, **change dimension**, and to fight more efficiently.

To kill the angels, the player has to change between dimensions to break the **angelic links**. Once they are broken they will be able to kill the angel and advance to the next round. As the rounds advance the difficulty increases, so everytime a round passes, the player might feel more underpowered.

Heidreck can overcome this challenge by **opening doors** and permanently **upgrading his stats**. These actions can be completed using the **divine vials** which can be obtained by defeating angels whose links have been broken.

Win/loss conditions

Regicide X is a horde survival game. As such, the player loses when the **character's health drops to 0**.

Player Character

Attributes

- **Life:** Player's health state.

- **Energy/stamina:** Used for dimensional changes and Player Powers.

- **Game currency (angel's blood):** In order to open new rooms or purchase new powers and improvements.

These are the explicit attributes, the ones that will appear in the UI. However, there are other implicit attributes, such as damage, speed or range that also can be altered by some purchases and situations in the game.

Camera

The game uses a third person camera with total movement freedom around the character. Generally, the wide focal angle permits the player to better understand their surroundings and choose accordingly. Anyway, in certain situations, the camera may change its angle. For example in narrow and oppressive corridors it's bound to be closer to the player and allow less visibility.

Furthermore, the camera will zoom in or zoom out depending on the number of enemies on the screen. This way, the player can have a better vision over the enemies and have more feedback to decide how to confront them. Also, this characteristic of the camera allows us to differentiate between the combat of both dimensions, as we want the combat against the angels to be more strategic.

Example:

Game Mechanics & Systems

Player

Attack: There are two different types of attacks, one strong and one with less power. Both are assisted by a system that orients the player towards the nearest enemy in his cone of vision. Each one has a different button assigned to it.

> **Light attack**: Quick small area attack, which causes little damage. Pressing repeatedly the assigned button will generate a short combo which consists in three of these "light" attacks chained one after the other.

> **Hard attack**: Medium area attack, stronger but slower than the "soft" attack. In the same way as the previous one, pressing repeatedly the assigned button will generate a short combo of three chained "strong" attacks. The last attack in the combo is stronger than the previous ones.

Combo system: Combinations of soft and hard attacks, in combination with directionality, will result in different types of combos. Combos do not last more than three seconds and five moves. These are the different types of combos:

> **Uppercut**: Combo that ends with an upward attack that launches nearby enemies through the air causing great final damage. It is performed by holding the Attack light + Attack light + Attack hard button.
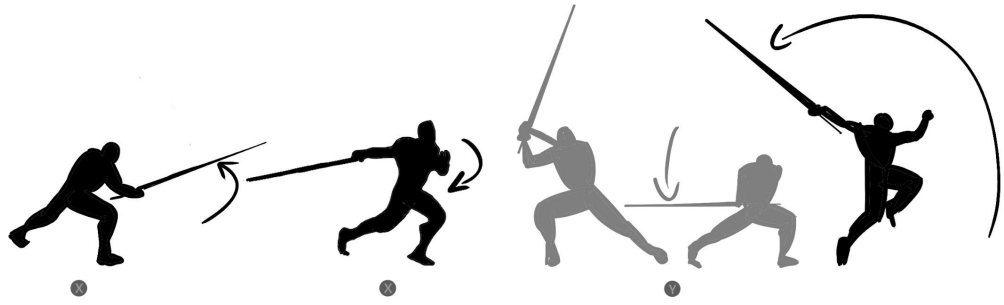
Area: Combo that ends with a 360° area attack that launches backward to nearby enemies causing great damage. It is performed by holding the Attack light + Attack hard + Attack light button.

Sprint light: Sprint attack that charges towards the enemy and throws him backwards causing a lot of damage. It is performed by holding the Dodge button + Light Attack.
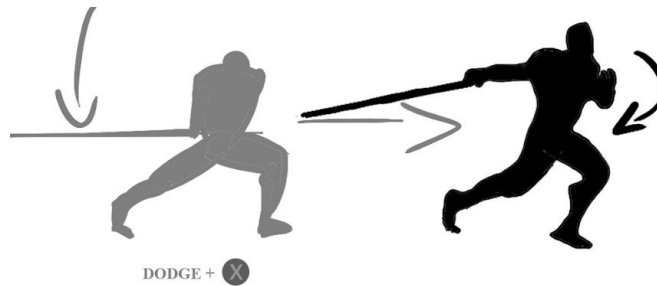
DODGE + X

Sprint hard: Sprint attack that charges towards the enemy and lifts him up causing a lot of damage. It is performed by holding the Dodge + hard Attack button.
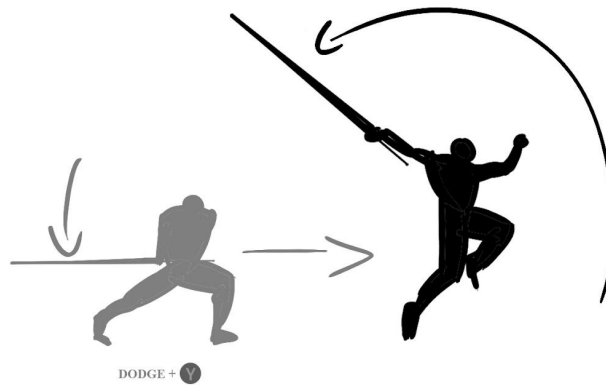
DODGE + Ⓨ

Dodge: This action is activated when the player is inside an attack window from an enemy and pulls the assigned button. It is a multidirectional action (is carried out in the direction of the player's choice) with a short animation that, if successfully performed, the player dodges the incoming attack and enters in a few frames window in which he is invulnerable and he can counterattack with a heavy attack.

Dash: It is performed with the same button as the dodge, but in this case the player does not face an immediate enemy attack. This move does not replace the dodge action, as it does not give immunity, it simply increases the player's speed in a certain direction for a few seconds. It can be used to move faster, quickly change the combat target and correct the position. The longer the button is held down, the longer the action will be, with a maximum of two seconds.

Jump: Directional jump (vertical if no direction is given). Jumping always reset the combos. The player can jump and make attacks in the air, including combos, in this case the player will stay "floating" until the attack ends, otherwise the player will fall as the gravity dictates.

Dimensional change

- **Why different dimensions?**

It is decided to add two different dimensions to the game, the so-called earthly and angelic, with the idea of adding an innovative and distinctive mechanic to make the game more interesting. The idea is that there will be two types of enemies in the game, the earthly and the angelic, which will live in each of the two dimensions. Their behaviors and how to kill them will be linked between the two dimensions and what happens in them, this is deepened in the section "Enemies".

- **When, how and why to change:**

The player's main dimension is the earthly one, but he has a power that allows him to change dimension. He will be able to change to the angelic dimension as long as he has enough energy/stamina to do so. Once in the angelic dimension, this energy will be consumed and as soon as he runs out, if he is in the angelic dimension, he will not automatically change to the earthly one and, what will be consumed is his life, he will have to decide if he wants to continue or not, depending on what he needs. This energy will be

recharged as the player goes "hitting" the earthly enemies, which are infinite. The mechanics of the energy/stamina to be able to change, having some time pressure in the angelic dimension, forces the player to think well about what to do and to be as efficient as possible in terms of how to deal with the angelic beings.

It will be switched directly by pressing a certain button on the gamepad/keyboard.

The player faces two threats, first the less powerful enemies, the earthly ones. A large part of these enemies will be controlled through bonds by angelic beings and cannot be killed unless these bonds are broken, which must be broken in the angelic dimension. As for the angelic beings, having fewer bonds weakens them and makes them easier to kill (when they have enough bonds, they are almost impossible to kill). All this means that the player must find an optimal strategy in which he has to keep changing dimensions in order to kill the angelic enemies. The issue with angels, as defined in the "enemies" section, is that the angel with full links gets additional "armor", so going straight for them is not productive.

- **Effects of dimensional change:**

Visual: It will remain in the same place (same map), with aesthetic changes (change of color palette and lighting, better detailed in the art section). The representation of the enemies will change according to the dimension (they will be shown as they are originally in their "original" dimension).

Strategy: The player will not face mechanical changes but strategic ones, as the combat against peasants will be different from the combat with angels.

- **Restrictions:**

It will not be possible to directly attack enemies of the earthly dimension in the angelic dimension and vice versa.

Enemies will only attack the player in their native dimension.

Limitation of the time of stay in the angelic dimension according to the accumulated energy/stamina.

Dimensional change will have a cooldown once the player has returned from the divine dimension.

Player powers

Player powers are new abilities the player can acquire while in game. Those abilities cost currency and can be bought in the shops found in rooms. Once those powers are bought, the player can make use of them. The use of such powers cost energy, forcing the player to use them wisely, specially in the celestial dimension where energy is decreasing as the time passes.

Currently there are two new abilities:

- Sphere explosion: This is an ability that makes an explosion around the player. Its main purpose is to clear an area of peasants. It causes damage and pushes enemies away. Not very effective against angels.

- Projectiles: The player can shoot multiple projectiles. The number of projectiles to shoot depends on the time the player could channel energy. The longer the attack can be channeled, the more projectiles it will fire. If the player is hit while channeling the ability, it is automatically canceled and the energy used is lost.

Player stats improvements

Player stats improvements are not a new power or ability, but a permanent improvement of the basic mechanics and movements. They can be purchased in some spots from the map (which can be consulted in the map section) and, while Player Powers use energy and have a very powerful effect, Player stats improvements don't need energy to work and their effect is weaker.

There are currently two Player stats improvements:

- Burn attacks: Melee attacks apply burn Effect. After being hit, enemies lose some HP during a small amount of time.

- Combo strike: When the player executes a certain amount of combo sequences without being hit, he will apply more damage to all kinds of enemies.

Enemies

In this section, we explain the different types of enemies in the game and all their features and mechanics. As mentioned in previous sections, we can differentiate two main types of enemies, angels living in the angelical dimension and peasants living in the earthly dimension.

Peasant

- These are the least powerful enemy.

- There will be an infinite number of them.

- They are individually weak.

- They attack the player in large quantities.

- They move as a fluid (reference Days gone), always slower than the player.

- Each incoming attack causes knockback / stagger that stops him for a few moments.

- They can be possessed by any type of angel.

- They give a small amount of energy/stamina to the player each time the player kills them.

- When possessed by an angel, peasants gain new abilities and behaviors:

  - Linked peasants do not suffer damage in the earthly dimension. They do take the impact of blows.

  - By breaking a link or the linked angel, the peasant dies immediately.

  - The angel can channel magical attacks through them in the earthly dimension.

- Attack:

  - They scratch, bite and, if they have farming tools, they attack with them.

Angels

Common features

- They live in the angelical dimension.

- They can have links with earthly peasants.

 - These links can only be seen in the angelical dimension.

- These links can only be destroyed in the angellical dimension. They can be broken with two or three attacks.

- The resistance of the angel depends proportionally on the number of links it has.

- Angels can create new links with non-possessed peasants up to a maximum according to each angel. This action will only be performed when the player is in the earthly dimension to create pressure for the player to return to the angelic dimension. This action will be accompanied by a sound response.

- Each angel has a different type of link, meaning that the player will have to deal with the links differently for each angel.

- The angel has an influence on the earthly world in the form of an area where the player cannot stay for a certain amount of time. If the player stays longer than allowed the angel explodes generating an area attack encouraging the player to take into account the angel's position in the earthly world.

- If it has more than two links, the angel is very hard to kill.

- They can improve stats (aggressiveness, speed) of linked peasants.

- They can channel magical attacks through their linked peasants in the earthly dimension.

Angel types

- Mage Angel - Caster?

  - Movement:

    - It flies at a considerably high altitude inside the castle. It tends to be positioned in places where there are many peasants. In order to attack it, the player will have to jump. Is slow compared to the others.

    - When the player approaches, it tends to evade him using a dash mechanism.

  - Link:

    - Their links are like ropes between him and the possessed.

    - The player can break the link by hitting its center twice.

  - Attacks:

    - Slowing wall: Creates energy walls that slows down the player movement when crossing.

- Pursuit damaging areas: Burst of circular areas that haunt the player and emerge from the ground.

- Ring blast wave: Circular blast wave of several rings, which the player must jump to dodge.

- Attack through linked peasants:

  - Ring blast waves through the linked peasants, smaller and less powerful than the angel ones.
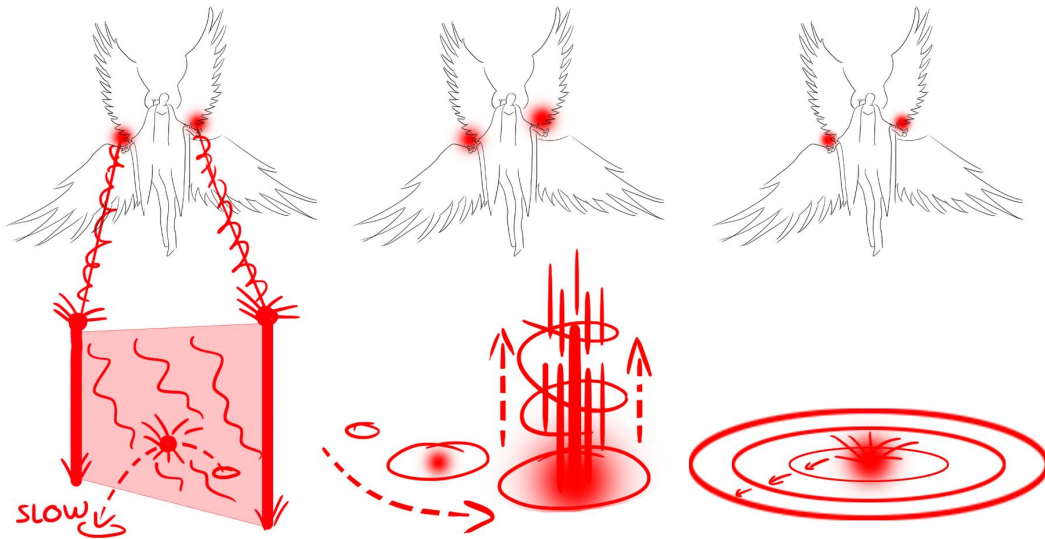
- Melee Angel - Enforcer?

  - Movement:

    - The melee angel flies while not in combat.

  - Link:

    - The links are a representation of the peasant in the angelic world (as a ghost), where we have to kill this representation to break the link.

    - In the celestial dimension, if the melee angel has all its links, those links attack the player. If not all links are up, the links representations run away from the player.

    - If all links are attacking the player and one linked enemy dies, the others keep on attacking. Their behavior only changes when changing dimensions.

    - If the angel has all links up and is close to the player, it can teleport around him to make it harder to get hit.

  - Attacks:

    - Basic attack: Multiple simple attacks, easy to avoid by fleeing.

■ Strong attack: With its own animation and sound. Player has to dodge to avoid taking damage. It is only used when the player is really close. When the player is trying to break links, the cadence of this attack increases.

■ Sweep attack: It can sweep multiple times when attacking. It can be easily avoided by jumping.

■ Charge attack: It is only performed when flying and at a distance.
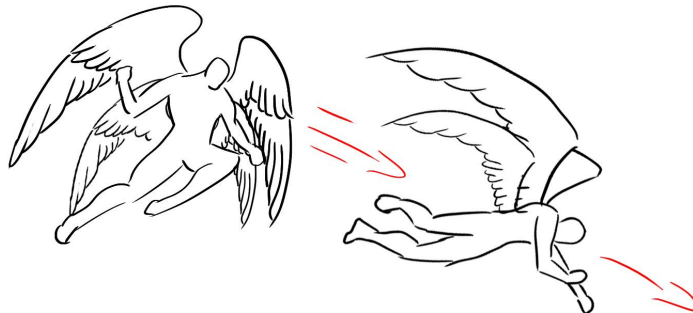
■ Attack through linked peasants:

○ Combos:

■ When in idle and at a distance, the angel charges the player. If the charge is failed, the player has a window to hit or flee the angel. After the charge, the angel chains a series of attacks.

○ Magic:

■ Possess a peasant, building a link with him and giving him a boost in movement and attack speed. It can possess if it has not the maximum number of links and the player is not in the celestial dimension.

- ● Ranged Angel - Sentry?
  - ○ Movement:
    - ■ Fly or levitate.
    - ■ To attack, always move to get the best angle from which to shoot. It can teleport to place itself in a good position to shoot the player in case he is blocked by walls or in a very unfavorable position in terms of vision.
    - ■ It will flee if the player gets very close, but it will not teleport. The purpose of the teleport exposed in the previous point is to avoid getting stuck or bugged due to its movement/behavior.
  - ○ Links:
    - ■ Their links are represented as peasants orbiting around it.
  - ○ Attacks:
    - ■ Laser beam: Laser beam that goes towards the player position. Once the laser beam arrives at its location, it maintains the beam and makes a sweep with it, trying to hit the player. The player can dodge or run.
    - ■ Bullet hell: Unavoidable attack unless the player it's in cover. The angel starts to rotate and launch energy beams in various directions
    - ■ Guided projectiles: Energy beams that pursue the player. They are relatively fast. The player can hit them with its sword to avoid them.
    - ■ Attack through linked peasants:
      - ● Linked enemies will shoot smaller laser beams after the laser beam is performed. The path will be the same as the main laser but with a short delay.
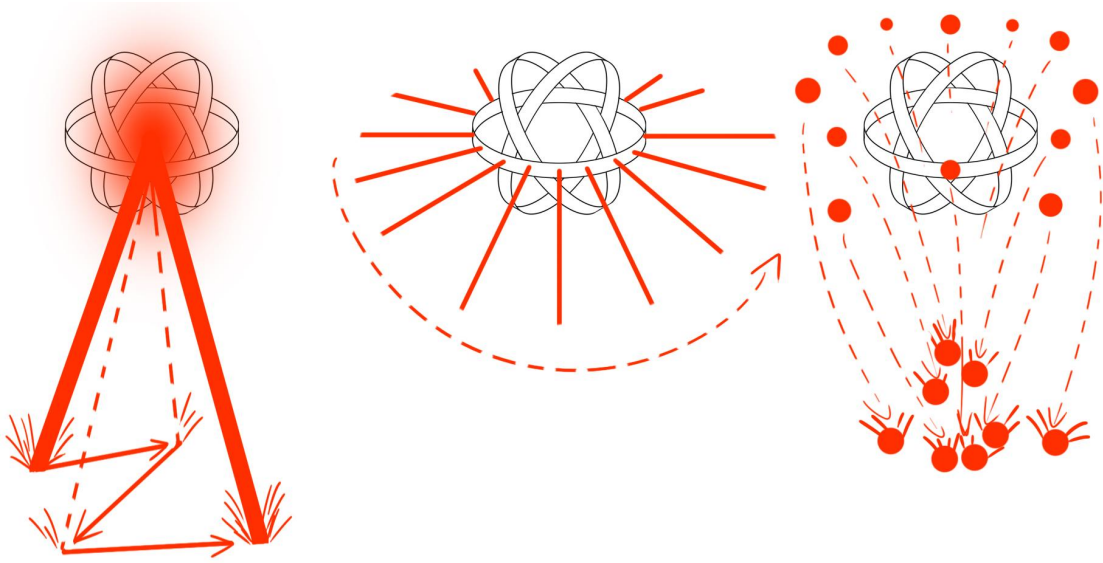
Mechanics Use Cases Analysis

UC1: The player is in front of a small gap through which he can fall

The player uses the initial impulse of the dash or the jump to overcome the obstacle without any problem. Using the dash, he overcomes the gap faster and can continue running almost instantly. On the other hand, using the jump action is slower as it requires finishing the whole animation before continuing running again.

Mechanics: Dash, Jump, Basic movement system

UC2: The player is in front of a long gap and wants to reach the other side.

The player uses the jump action while running towards the gap to reach the other side. If the gap is not too long, he can interrupt the jump animation with a dash to get to the other side faster.

Mechanics: Dash, Jump, Basic movement system

UC3: The player is in front of a very long gap and wants to reach the other side

The player uses the jump action while running towards the gap to get to the other side. When the character is falling and is about to complete the maximum distance that can be covered by the jumping action, the player uses the dash to cover the remaining distance of the gap and reach the other side.

Mechanics: Dash, Jump, Basic movement system

UC4: The player wants to reach an elevated area without using the stairs or an area that can only be reached by jumping.

The player uses the jump action in order to elevate himself and reach the desired area.

Mechanics: Jump, Basic movement system

UC5: The player wants to reach an elevated area but after jumping he realizes that he is a short distance away from the desired point.

The player uses the dash while in the air to gain additional distance forward and cancels the effect of gravity when performing the dash animation.

Mechanics: Dash, Basic movement system

UC6: The horde moves toward the player, increasing the chance that the player can be surrounded

The player dashes in order to move to a better position where he can confront the horde or escape from it. For example, he can dash backward to gain distance or dash to another position to flank them.

Mechanics: Dash, Basic movement system

UC7: The player is surrounded by the horde and has enough energy to switch dimensions

The player presses the change dimension button, evading all the peasants that are not linked. However, now he can be targeted by the angels and their links.

Mechanics: Change dimension

UC8: The player wants to kill an angel or a linked peasant and has enough energy

The player presses the change dimension button to move to the divine dimension.

Mechanics: Change dimension

UC9: The player wants to kill an angel or a linked peasant but he has not enough energy

The player fights against the horde to obtain energy. Once he has enough to switch to the divine dimension, the player presses the change dimension button.

Mechanics: Light attack, Heavy attack, Combo system, Change dimension

UC10: The player wants to approach an angel but the path is full of obstacles.

The player uses the basic movement combined with the dash action to move quickly between the obstacles and avoid them.

Mechanics: Dash, Basic movement system

UC11: A ranged angel is channeling a distance attack and the player has an obstacle near to him

The player dashes toward the obstacle in order to cover from the attack. The angel attack impacts against the obstacle and the player does not suffer any damage.

Mechanics: Dash, Basic movement system

UC12: The mage angel is casting an attack that generates areas on the ground with harmful effects for the player.

The player uses the dash to get out of the area of influence of the attack.

Mechanics: Dash, Basic movement system

UC13: The mage angel is casting an attack that generates circular blast waves on the ground with harmful effects for the player.

The player uses the jump action to avoid the blast waves.

Mechanics: Jump, Basic movement system

UC14: The mage angel is casting a magic wall that slows the player if he moves through it.

The player uses the basic movement and the dash action to avoid going through the wall.

Mechanics: Dash, Basic movement system

UC15: The ranged angel launches a divine lightning bolt that hits the ground and follows the player to hit him.

The player uses the basic movement and the dash action to run away from the lightning bolt.

Mechanics: Dash, Basic movement system

UC16: The ranged angel casts an attack that shoots many projectiles toward all directions.

The player uses the basic movement and the dash action to evade any projectile coming toward him. Furthermore, the player can dodge the projectile if he uses the dodge action with the right timing.

Mechanics: Dash, Dodge, Basic movement system

UC17: The ranged angel launches many projectiles that follow the player.

The player uses the basic movement and the dash action to evade any projectile. Furthermore, the player can dodge the projectile if he uses the dodge action with the right timing.

Mechanics: Dash, Dodge, Basic movement system

UC18: The melee Angel attacks the player using his heavy attack

The player uses the dodge action to evade the attack of the angel.

Mechanics: Dodge

UC19: The melee Angel uses the sweep attack to hit the player

The player uses the basic movement and the jump action to evade each sweep attack. Also, the player can use the dash to help himself between every attack, gaining some distance from the angel.

Mechanics: Dash, Jump, Basic movement system

UC20: The melee Angel uses the charge attack on the player

The player uses the dash or dodge actions to evade the charge attack. As this attack is really fast, the player has to decide if he dashes it away or, on the other hand, tries to dodge it to remain in close combat against the angel.

Mechanics: Dash, Dodge, Basic movement system

UC21: The player has an enemy in front of him and wants to attack him quickly.

The player uses the light attack.

Mechanics: Light attack

UC22: The player has an enemy in front of him and wants to attack him, dealing a moderate damage.

The player uses the heavy attack.

Mechanics: Heavy attack

UC23: The player is surrounded by peasants and wants to attack and send them away.

The player uses the basic combo of light attacks in which the last attacks have a higher radius and angle.

Mechanics: Light attack, Combo system

UC24: The player has a lot of peasants in front of him and wants to break through them.

The player uses the basic combo of heavy attacks in which the first attacks cancel the actions of the peasants and pull them to the side. Afterwards, the last attack ends by throwing the peasants away leaving space for the player to pass through them.

Mechanics: Heavy attack, Combo system

UC25: The player has an enemy in front of him and wants to deal the maximum possible damage.

The player performs a light or heavy combo that maximizes the individual damage.

Mechanics: Light attack, Heavy attack, Combo system

UC26: The player has a dangerous enemy in front of him and wants to cancel the threat for a time.

The player performs a combo that ends in a heavy attack that stuns the target enemy and throws him in the air. This way, the enemy is temporarily canceled and the player can make its next decision without having to deal with it.

Mechanics: Light attack, Heavy attack, Combo system

UC27: An angel or a peasant is performing a basic attack against the player

The player uses the dodge action to evade the attack and, therefore, the damage. The player has to press the dodge button with the correct timing, otherwise the dodge won't succeed.

Mechanics: Dodge

UC28: The player is surrounded by some peasants but there aren't too many of them surrounding the area

The player jumps over the peasants to get out of the circle. If jumping is not enough or he wants to cover more distance, the player can combine the jump action with the dash in the air to get further away.

Mechanics: Jump, Dash

UC29: The player wants to perform a jumping attack to stun the enemies around him or in a specific direction

The player jumps in the desired direction, being over the target peasants. Once above them, use the heavy attack pressing and holding its button to perform a falling attack against the ground.

Mechanics: Heavy attack, Jump

UC30: The player is on a platform or high point and wants to attack the enemies that are below him

The player drops himself and performs a falling attack pressing the heavy attack button before reaching the platform where the enemies are.

Mechanics: Heavy attack

UC31: An enemy is in the air above the player and the player wants to attack him

The player jumps towards the enemy and, when he is in front of him, he performs any attack or combo. This way, both characters will remain in the air till the player finishes its combo or attack.

Mechanics: Light attack, Heavy attack, Combo system, Jump

UC32: The player wants to attack quickly an enemy that is out of reach

The player dashes in the direction of the enemy and then presses the light or heavy attack to hit him.

Mechanics: Light attack, Heavy attack, Dash

UC33: The player is surrounded by many enemies and is about to receive an attack from one of them

The player uses the dodge just before receiving the attack and performs a counterattack using the heavy attack button, throwing the nearby enemies backwards.

Mechanics: Dodge, Heavy attack

UC34: The player wants to land a flying enemy to the ground

The player jumps to the enemy and performs the heavy attack combo which the last attack causes the enemy to fall to the ground. After that, the player can perform a falling attack to deal more damage.

Mechanics: Heavy attack, Combo system, Jump

UC35: The player wants to make a double combo against a flying enemy, dealing as much damage as possible

The player jumps towards the enemy and performs a combo but uses the heavy attack as the last attack of the combo to knock the enemy to the ground. While the player falls, he can perform a falling attack in order to stun the enemy for a few seconds. Finally, the player attacks the stunned enemy performing a second combo on the ground.

Mechanics: Light attack, Heavy attack, Combo system, Jump

UC36: The player wants to perform a triple combo against an enemy that is on the ground, dealing as much damage as possible

The player approaches the enemy and performs a combo that throws him in the air. After that, the player jumps and performs a second combo that ends in a heavy attack to knock down the enemy. While the player falls, he can perform a falling attack in order to stun the enemy for a few seconds. Finally, the player attacks the enemy performing a third combo.

Mechanics: Light attack, Heavy attack, Combo system, Jump

UC37: The player has a lot of enemies in front of him and wants to break through them to escape

The player uses the basic combo of heavy attacks, knocking back the enemies and canceling any attack from them. The last hit of this combo throws the nearby enemies away, making enough space for the player to escape.

Mechanics: Heavy attack, Combo system

UC38: The player wants to attack an enemy that is some distance away and has enough energy

The player uses the divine power to shoot a series of projectiles, dealing moderate damage.

Mechanics: Projectiles

UC39: The player is fighting against an angel that has a linked peasant some distance away

The player uses the dash and dodge actions to evade the attacks of the angel and channels the divine power to shoot some projectiles towards this target.

Mechanics: Dash, Dodge, Projectiles

UC40: The player is surrounded by many enemies, cannot evade or dodge all of them and has enough energy

The player uses the divine power to create an expansive wave around him that knocks back all the nearby enemies, dealing some damage.

Mechanics: Sphere explosion

UC41: The player has stacked many consecutive combos without receiving any damage but at some point he may not evade an attack and has enough energy

The player uses the sphere explosion instead of the dodge action to secure the combo streak and continue dealing more damage.

Mechanics: Light attack, Heavy attack, Combo system, Sphere explosion

UC42: The horde is moving towards the player and he has not enough energy

The player uses the burning attacks combined with the basic movement system and dashes to deal damage through time while he runs away from the horde.

Mechanics: Burning attacks, Light attack, Dash, Dodge, Basic movement

UC43: The player wants to break a link of the mage angel and has enough energy

The player uses the change dimension action to switch to the divine dimension and using dashes and dodges tries to reach the linked peasant. Once the player is near it, he attacks the representation using any light or heavy attack.

Mechanics: Change dimension, Dash, Dodge, Light attack, Heavy attack, Combo system, Basic movement system

UC44: The player wants to break a link of the melee angel and has enough energy

The player uses the change dimension action to switch to the divine dimension and attacks the representation of the linked peasant using any light or heavy attack.

Mechanics: Change dimension, Dash, Dodge, Light attack, Heavy attack, Combo system, Basic movement system

UC45: The player wants to break a link of the ranged angel and has enough energy

The player uses the change dimension action to switch to the divine dimension and using dashes and dodges tries to reach the ranged angel. Once the player is under the ranged angel, he jumps to any link that is orbiting around the angel and attacks it using any light or heavy attack.

Mechanics: Change dimension, Dash, Dodge, Jump, Light attack, Heavy attack, Combo system, Basic movement system

UC46: The player wants to heal himself.

The player is hurt and wants to heal himself using a potion. The player uses the basic movement and the dodge and dash mechanics to evade the horde and get the potion that can appear randomly in any room of the map.

Mechanics: Dash, Dodge, Basic movement system, Interaction

UC47: The player wants to open a new room and has enough blood vials

The player uses the basic movement system to go the desired door and presses the interaction button to open it in exchange of blood vials

Mechanics: Dash, Dodge, Basic movement system, Interaction

UC48: The player wants to buy a new skill and has enough blood vials

The player uses the basic movement system to go the desired altar where he can unlock the new ability and presses the interaction button to get the skill in exchange of blood vials

Mechanics: Dash, Dodge, Basic movement system, Interaction

UC49: The player wants to upgrade his stats and has enough blood vials

The player uses the basic movement system to go the throne room and presses the interaction button to upgrade his stats in exchange of blood vials

Mechanics: Dash, Dodge, Basic movement system, Interaction

Use Case statistics

Use Case	Dash	Jump	Dodge	Light Attack	Heavy Attack	Combo	Change Dimension	Projectiles	Sphere Explosion	Burning Attacks	Interaction
1	X	X									
2	X	X									
3	X	X									
4		X									
5	X										
6	X										
7							X				
8							X				
9				X	X	X	X				
10	X										
11	X										
12	X										
13		X									
14	X										
15	X										
16	X		X								
17	X		X								
18			X								
19	X	X									
20	X		X								
21				X							
22					X						
23				X		X					
24					X	X					
25				X	X	X					
26				X	X	X					
27			X								
28	X	X									
29		X			X						
30					X						

31		X		X	X	X					
32	X			X	X						
33			X		X						
34		X			X	X					
35		X		X	X	X					
36		X		X	X	X					
37					X	X					
38								X			
39		X	X					X			
40									X		
41				X	X	X			X		
42	X		X	X						X	
43	X		X	X	X	X	X				
44	X		X	X	X	X	X				
45	X	X	X	X	X	X	X				
46	X		X								X
47	X		X								X
48	X		X								X
49	X		X								X
Num	24	14	15	14	18	14	6	2	2	1	4

Controls

Left joystick: Movement and attack direction.

Right joystick: Camera control.

LB: Dimensional change.

LT: Switch poder celestial (Mantenint aquest botó canviem els atacs i moviments normals per la seva versió celestial)
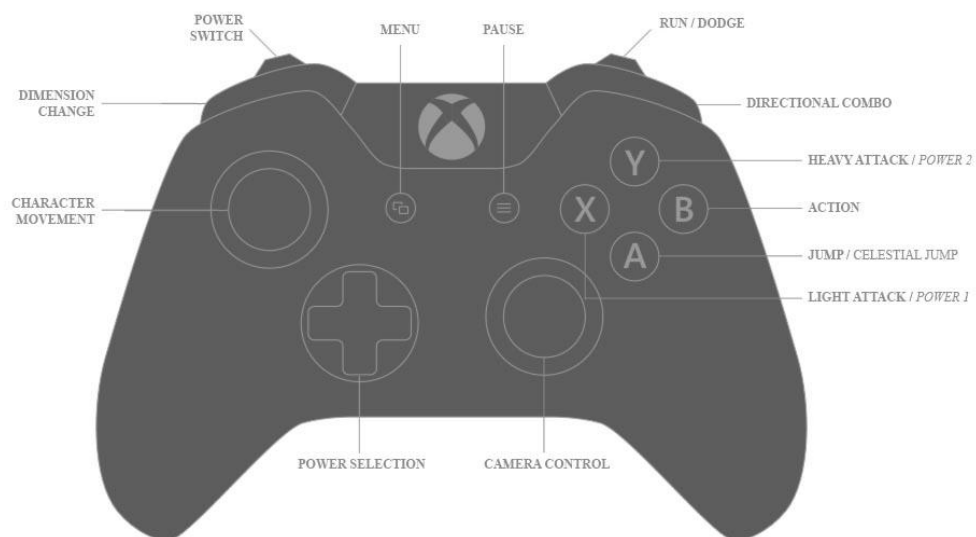
RB: Directional combo.

RT: Dash/ Dodge

X: Light attack / Power 01

Y: Heavy attack / Power 02

B: Action

A: Jump

Cross: Power selection

UI

Life bar: Life bar in red

Power Bar: Charge of the celestial power in bright gold.

Blood vials: Resources obtained by killing angels. It is the currency of the game

Pendant Representation: This representation will give us information in the UI of the player's status (if it is in one dimension or the other, if it is in heavenly mode to use the powers). The pendant will shine if we are in the celestial dimension and will consume the power bar progressively

Map

👑	TRHONE
✳	HOLY
⚔	WEAPON
▥	STAIRS
▬	DOORS
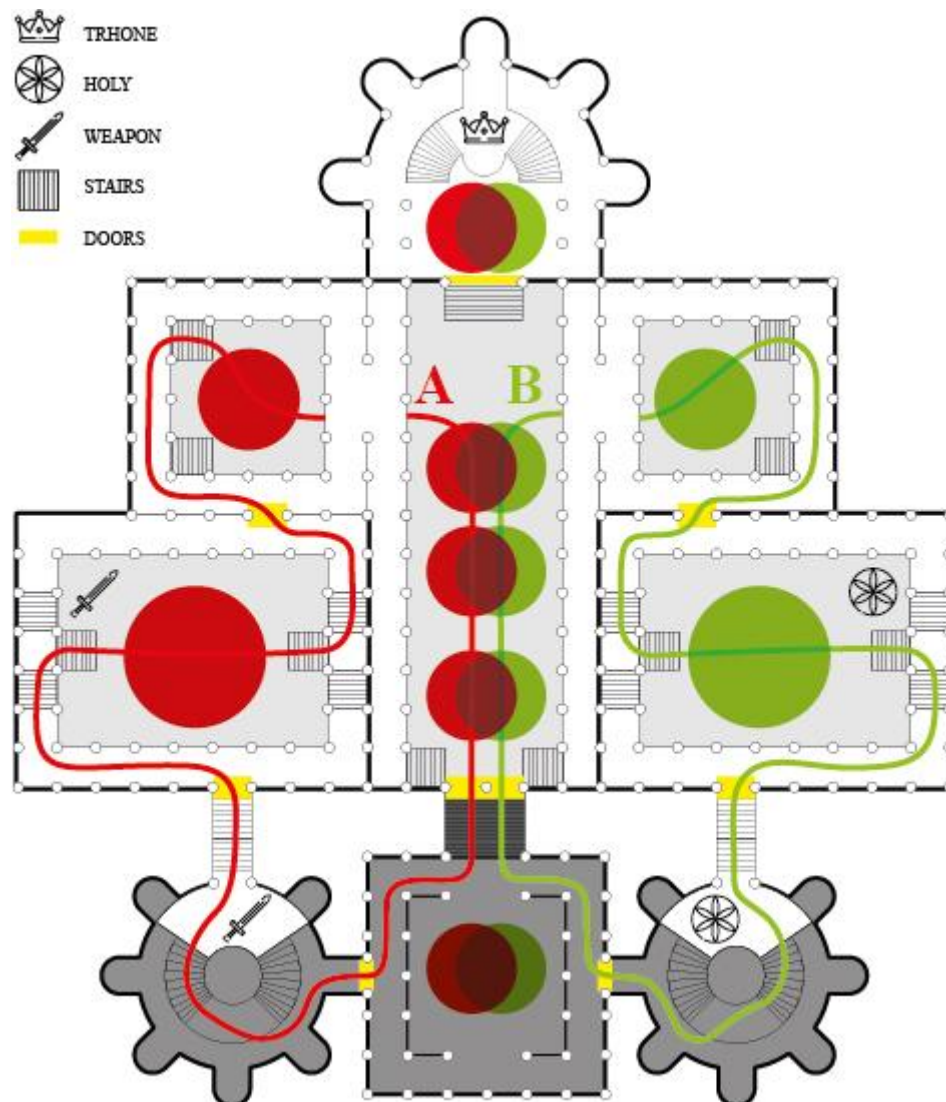
The level map is inspired by gothic architecture buildings, such as cathedrals and palaces. It allows the player to move between two large loops A and B that flow between the throne room. Loop A allows the player to get the melee power-up, loop B allows the player to get the angelic power-up. Each loop is interconnected with each other through the throne room and through the main courtyard, which prompts the player to decide which power-up is needed at any given moment. The throne room and the courtyard form the backbone of the map, generating a directional channel for the player to easily orient himself.

5 Minutes of Gameplay

The main gameplay consists in killing peasants at the earthly dimension in order to gain more energy as we need this energy to change to the divine dimension and confront the angelic enemies. Because of that, the player will have to take risks, as the earthly dimension has a lot of enemies running toward him. Sometimes it will be better to run away but at some point the player needs to confront them in order to pass the round. The energy drained from the killed peasants will give the player more time to be in the divine dimension and the possibility to use his divine powers, so managing this energy is a key element of the gameplay.

Once the player has enough energy, he will switch to the divine dimension in order to fight against the angels and their linked peasants. This type of combat is completely different compared to the earthly dimension, as this dimension focuses on the quality of foes rather than its quantity. In other words, the combat at the divine dimension is more strategic and the player has to manage the time that he can be at this dimension (energy) to fulfill his goals.

Consequently, during one round the player has to fight both dimensions, switching between them to fight both enemies and try to kill the angels to end the round. Furthermore, the player will have to heal himself moving around the map to find the potions, as they appear randomly in any room. Finally, after defeating enough angels, the player can use their blood as currency to open new rooms in the map, upgrade its abilities and, more importantly, survive the round and get to the next one.

Unique Selling Points

- A new spin to the hack and slash genre thanks to the two dimension system, allowing to approach each encounter with a wider variety of strategies

- Fight biblically accurate angels in a battle where strategy and skill mix with power and spectacularity.

- Fight your way through incessant hordes of enemies and defend Heidrek's domain.

- Use your castle to your advantage to battle the invasion that the heavens have bestowed upon you in a gothic ambientation that calls for epicness.

- Challenge yourself to see how much you can hold before the inevitable demise of your kingdom

Art

Main Character

History

Since the beginning of time, angels and humans lived together in peace, knowing of each other's existence and vice versa, but relating only on exceptional occasions. These relations between the earthly and spiritual worlds were limited and forbidden, due to the nature of these two worlds located in opposite dimensions.

The slightest contact between these worlds could be fatal and result in a catastrophe at dimensional level, but the angels have always been forced to relate to the earthly world and try to control it with their great power, subduing its inhabitants through glorious and divine visions where their true forms and intentions were not shown.

From this divine attraction to the earthly world arose the greatest of calamities for mankind in the form of yoke, fear and plague.

King Hoffund was immersed in one of these encounters, which would consume his kingdom to ashes, but would result in the only hope to overcome what was to come. The fruit of this relationship was Heidrek, a seemingly normal child who never knew his mother, who died in bed giving birth under strange conditions.

Son of providence, Heidrek soon showed his angelic ancestry through great intelligence, skill and power, but his past was always hidden from him, claiming that his mother had died in childbirth.

Strange times were upon him. There were rumors of a plague that left people without will and reason for being and was devastating the surrounding kingdoms. This plague did not seem to have a natural behavior, but rather arose spontaneously in disparate kingdoms and was making its way towards the kingdom of Hofflund, as if drawn by a strange force. The people of the neighboring kingdoms were unable to react to the onslaught of the plague. Deformed and violent entities, with eyes shining with malice, wandered towards the castle of Hofflund, like a great wave of bodies without will, consuming everything in their path and strangely infecting all the humans they passed through, swelling their ranks.

The day came, the plague broke out in Hoffund's kingdom and he decided to face it as he knew best, gathering his best men and fighting with sword and fire, but not before leaving his son Heidrek under the protection of the castle walls and with the order to take the throne in case he was killed.

Hoffund's army was overwhelmed by the violence of the horde, fleeing, mortally wounded, to the protection of his castle and horrified at the violence to which Heidrek would be exposed.

The roar was deafening, the horde burst into the throne room and he could see what was to be his doom, his legacy and his fate. His father never returned, but he remembered his last words before he left. "In case of danger, use the "pendant of your mother", it will help you face your destiny."

Angel - Cherub

Angels are celestial creatures that live in the Divine Dimension. They seek revenge on the humans for the killing of one of their kind. Since Angels are natural shapeshifters, the only way to see their true form is to be in their own Dimension.

Peasants

This enemy is the result of the angels' infection over humanity. People from all the realm have been converted into mindless beasts.

NICE TO HAVE

Ending

As a means to have a win condition, our intention is to give the player the possibility to fight against a **final boss**. This battle will give the player a climactic ending rather than the certainty of knowing death is the only way out. The boss room will be closed until a certain series of conditions is met. Once it is open, the player will be able to fight it and **escape**, granting them special rewards.

Variety in enemies

From an artistic point of view, it would be interesting to generate a model in which the peasants, that represent the village, had different outfits and physiognomic characteristics. This would also reinforce the lore point of view that these infected creatures used to be humans not a long time ago.

More content

Apart from the artistic point of view, having a wider variety of areas, attacks (or powers) or enemies will be able to grant more diverse experiences. In a game that consists of the same map and the same enemies over and over, it is crucial to give the player the possibility to create moments that are different from previous matches. So, we are likely to have a wider variety of gameplay assets than the ones specified in the document.

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