# Elemental Sword

(Working Title Likely to Change)

Design Document

# 38. Game Overview

## 38.1. Game Concept

### 38.1.1. The player plays as a knight that collects different swords forged out of a meteor

## 38.2. Genre

### 38.2.1. This game will be a first person hack and slash game

## 38.3. Game Flow Summary

### 38.3.1. Please locate the two flowcharts in the github repo to see the game flow

### 38.3.2. One will be labeled EA for Early Access and the other one will be Full Release

## 38.4. Look and Feel

### 38.4.1. The game will be a cartoon style characters and environment with a fantasy world

### 38.4.2. Most of the UI will be done with pixelated fonts and imagery

# 39.    Release Plans

## 39.1.    Initial Release (Early Access/Demo)

39.1.1.    Full animated player character

39.1.2.    Two types of enemies

39.1.3.    Five playable levels

39.1.4.    At least three types of weapons

## 39.2.    Part One Content Drop

39.2.1.    Story Content

39.2.2.    Quests

39.2.3.    Four-Five more weapons (2 forgeable)

## 39.3.    Part Two Content Drop

39.3.1.    More Quests

39.3.2.    Ten more Weapons (4 forgeable/6 found)

## 39.4.    Part Three Content Drop

39.4.1.    Dungeons

# 40. Gameplay Mechanics

## 40.1. Gameplay

- 40.1.1. Game Progression:
  - 40.1.1.1. Early Access:
    - 40.1.1.1.1. The player will start with one weapon and unlock a second on after beating all 5 levels
    - 40.1.1.1.2. The levels will unlock after beating each individual one
  - 40.1.1.2. Full Release:
    - 40.1.1.2.1. The full release will have a show a tutorial level
    - 40.1.1.2.2. After completing the tutorial will show the player to the forge and give them access to the whole map
- 40.1.2. Missions:
  - 40.1.2.1. It will be 2-5 levels making up the taking of a full castle or dungeon (Dungeons may not be in the full game)
  - 40.1.2.2. Upon completing a castle or dungeon they will receive a weapon or a meteor piece
- 40.1.3. Objectives:
  - 40.1.3.1. The primary objective for the player is to create more sword and collect them as well

## 40.2. Physics Mechanics

- 40.2.1. Thrown items will go on forever unless they hit objects
- 40.2.2. No player or character is capable of jumping
- 40.2.3. The player will always move at a faster speed than any other character in the game
- 40.2.4. All NPCs move at the same speed
- 40.2.5. Enemies can move at varying speeds if at all

## 40.3. Combat Mechanics

- 40.3.1. The chart goes over the different ranges the player can reach with different attacks Unsheathe attack is the longest by default
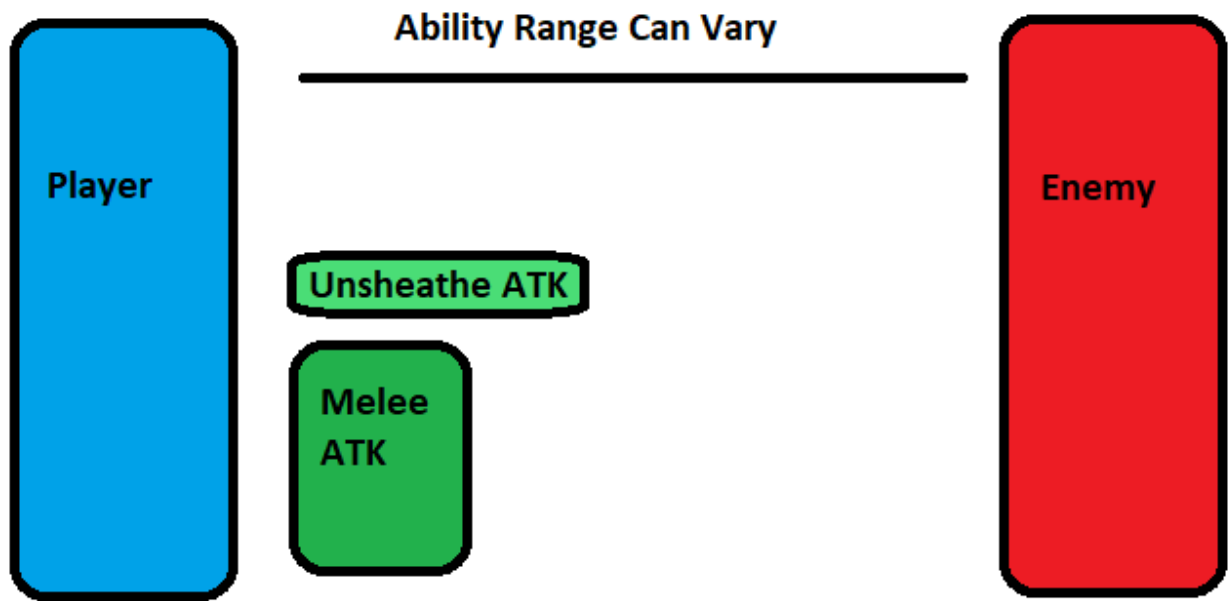
40.3.2. The Risk Assessment chart shows the different attacks and their individual risk vs reward in attacking

## Combat Options Risk Assessment
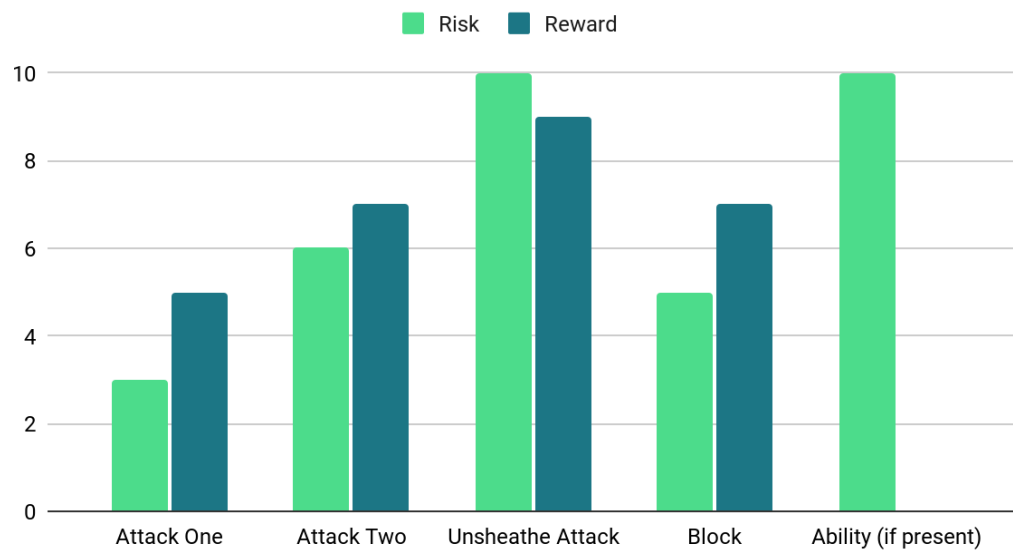


40.3.3. Attack one is the first slash after the sword is unsheathed doing a normal 50 damage to our 100 health enemies

40.3.4. Attack two is the second slash if done consecutively after the first slash doing a normal 60 damage

40.3.5. The Unsheathe Attack does 100 damage instantly killing any enemy. The high risk comes from requiring your sword to be sheathed before attacking. Meaning that the player won't be able to block attacks while attempting to move in close. The Unsheathing animation will be quick but the sheathing will take a second causing the player to most likely be attacked if they attempt to spam this attacking

40.3.6. Blocking negates all damage done to the player however decreases their weapon bar more quickly

40.3.6.1. See 3.7.1 for weapon mechanics

40.3.7. Abilities will vary in risk and reward but primarily after using an ability you won't have access to your sword for a brief time so the risk will always be naturally high

## 40.4.   Movement Mechanics

40.4.1.

## 40.5.   Enemy Mechanics

40.5.1. There are two types of enemies a sentry and a hunter

40.5.2. Sentry:

40.5.2.1. If the player enter their FOV they will 3 daggers at once at the player

40.5.3. Hunters:

40.5.3.1. If the player enters their FOV then they will begin to chase the player and throw daggers at them

40.5.3.2. If the player leaves their FOV they will search the area where they last saw the player

40.5.3.3. The hunter class throws daggers one at time but at a faster rate

## 40.6.   Weapons and Weapon Mechanics

40.6.1. Weapons:

40.6.1.1. Most all weapons will have a bar that represents some aspect of them. This weapon bar will decrease when a weapon is unsheathed for some weapons or after an ability is used empty then begin to refill.

40.6.2. Fire Sword:

40.6.2.1. If the sword is unsheathed then the bar at the top right screen will decrease. When that bar is empty the player will start taking damage if they keep the sword unsheathed

40.6.3. Ice Sword:

40.6.3.1. If the sword is unsheathed then the bar at the top right will decrease. As it decreases the player's movement speed will slowly decrease until they stop moving. Once they stop moving they will be frozen in place for 1 second. After that 1 second they will unfreeze, lose ⅕ of their health, and the bar will continue to refill

## 40.7.   Forging Weapons (OPTIONAL)

40.7.1.   The player will be able to bring pieces of Meteorite back to a forge where they can make new weapons

## 40.8.   Economy (OPTIONAL)

40.8.1.   Not fully fleshed out yet however the plan will be that other kingdoms will reward the player for taking kingdoms over (cause politics)

40.8.2.   The player will also receive more money from dungeons

40.8.3.   This money will be used to forge swords

40.8.4.   Generally every 2 missions the player should be able to forge a new sword

# 41.    Story, Setting, Characters

## 41.1.    Story and Narrative

41.1.1.    History:

41.1.1.1.    Long ago a meteor fell from the sky

41.1.1.2.    People made used the meteor to create magic artifact (primarily swords)

41.1.2.    Player Items:

41.1.2.1.    The player has a magic map that dots every location where there is a piece of meteor (used or unused)

41.1.2.2.    The player starts with a fire sword

41.1.3.    Quests:

41.1.3.1.    The player will go on quests to hunt pieces of the meteor and collect more swords and pieces

## 41.2.    Game World

41.2.1.    The world will be filled with castles but be primarily forest and plains land.

41.2.2.    Dungeons may be added to the map but are currently unplanned levels

41.2.3.    Most of the castles will have swords in them or pieces of the meteor and the dungeons will primarily have pieces of the meteor with trapps guarding the pieces

## 41.3.    Characters

41.3.1.    Unplanned any defined characters

# 42.  Levels
## 42.1.  Levels
### 42.1.1.  Level One: Enter the Region
42.1.1.1.  Forest and rocky area with guards roaming in the forest

42.1.1.2.  Then the player must get through the first gate into the town

### 42.1.2.  Level Two: Take the Town
42.1.2.1.  The player will go through the town taking out guards and making their way through the streets

42.1.2.2.  they reach a gate that separates the castle from the rest of the town they must then tear that gate down and move towards the castle

42.1.2.3.  Important note:

    42.1.2.3.1.  No civilians will be on the streets and the world design should look as if the town has been evacuated

### 42.1.3.  Level Three: Stopping the Reinforcements
42.1.3.1.  The castle and barracks will be in front of the player

42.1.3.2.  The player will have to fight waves of enemies and make their way into the castle

42.1.3.3.  The castle doors will lose their reinforcements and the player can break it down

### 42.1.4.  Level Four: Enter the Castle
42.1.4.1.  After breaking down the castle door they will make their way through the maze like castle

42.1.4.2.  After finding the Throne room door they will break it down and head through

### 42.1.5.  Level Five: Take the Throne
42.1.5.1.  The Player will make it to the throne room and must fight a few waves of enemies

42.1.5.2.  They some kind of boss will show up that has an elemental sword

42.1.5.3.  Upon beating the the boss unlocks another sword type

## 42.2.  Tutorial Level
### 42.2.1.  Tutorial:
42.2.1.1.  The words "Use W,A,S,D to move" will appear on the screen and fade away when the player starts moving

42.2.1.2.  The words "Hold Shift to spring" will appear on the screen and fade away when the player sprints for the first time

42.2.1.3.  The words "Press E to Sheathe and Unsheathe" will appear on the screen and fade away when the player Unsheathes their sword for the first time

42.2.1.4.  The words "Press Left Click" will appear on the screen and fade away when the player attacks for the first time

42.2.1.5. The words "Press Right Click" will appear on the screen and fade away when the player blocks for the first time

42.2.2. Level:

42.2.2.1. The tutorial level will move the player forward through some long hallways so they can get used to moving and sprinting

42.2.2.2. There will be small groups of enemies close to the entrance of the hallway that allow the player to attack them easily

42.2.2.3. They the player will find an enemy at the end of a long hallway allowing them to figure out how blocking works

## 42.3. Experimentation Level

42.3.1. This level provide the player with enemies to be used as punching bags and enemies that shoot constant range weapons

42.3.2. The enemies will also have health bars so the player can see the damage their are doing

42.3.3. Screenshot:
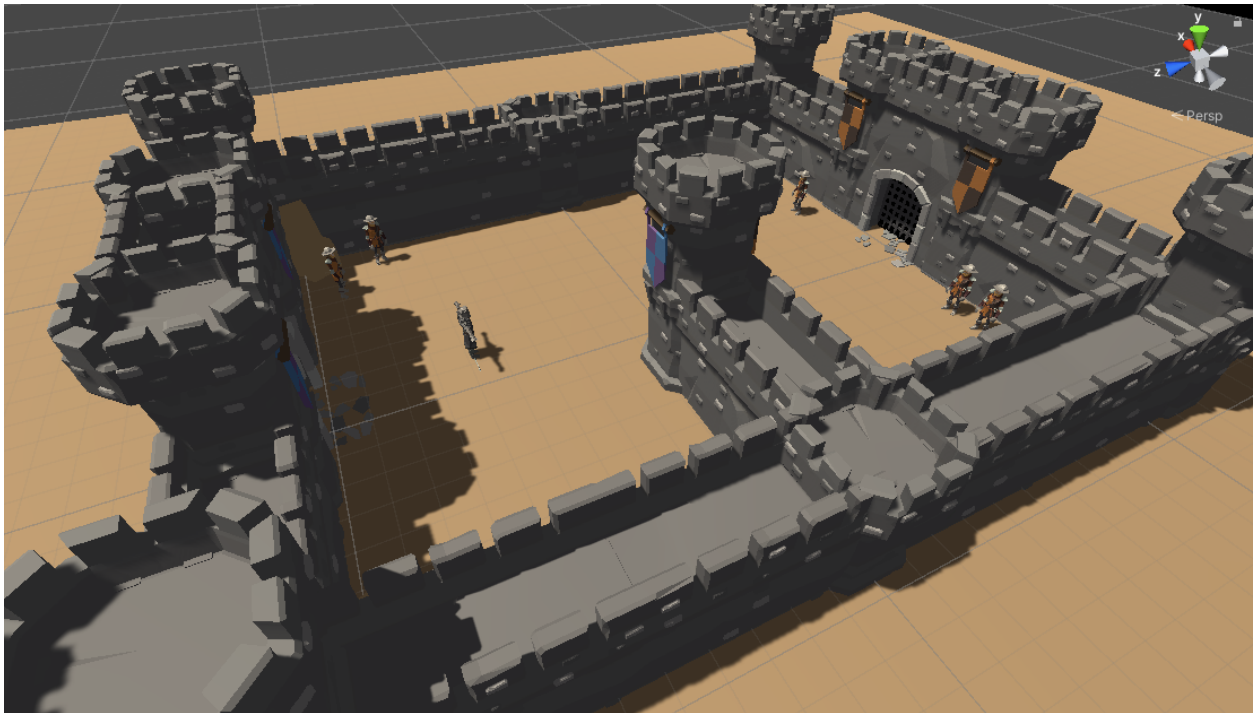
# 43.  Interface
## 43.1.  Visual System
43.1.1.    The camera is attached the the player model and is a first person

43.1.2.    HUD:

    43.1.2.1.    There will be a bar on the top left that shows the players health

    43.1.2.2.    There will be a bar on the top right that shows how long you can hold your sword out or it will represent when an ability is recharged

43.1.3.    Menus:

    43.1.3.1.    Main Menu:

        43.1.3.1.1.    Start Game:

            43.1.3.1.1.1.    Change what sword your using

            43.1.3.1.1.2.    Choose which of 5 levels to play

        43.1.3.1.2.    Options:

            43.1.3.1.2.1.    Change Master Volume

            43.1.3.1.2.2.    Change Music Volume

            43.1.3.1.2.3.    Change SFX Volume

            43.1.3.1.2.4.    Switch between Fullscreen to borderless to windowed

            43.1.3.1.2.5.    Change Screen size

        43.1.3.1.3.    Credits:

            43.1.3.1.3.1.    Shows the credits that who made what aspect of the game

        43.1.3.1.4.    Exit:

            43.1.3.1.4.1.    Quits the game

## 43.2.  Control System
43.2.1.    Default Movement

    43.2.1.1.    The movement system will be using keys on the keyboard W,A,S,D (Joystick on controller)

43.2.2.    Special buttons:

    43.2.2.1.    Sheathing or Unsheathing the sword on keyboard is E (A on Controller)

    43.2.2.2.    Attacking with the sword on the keyboard is Left Click (Right Trigger on Controller)

    43.2.2.3.    Block with the sword on the keyboard is Right Click (Left Trigger on Controller)

43.2.3.    Combos:

    43.2.3.1.    If the user attacks using left click while unsheathing the sword it will count as an attack and the sword will slash and unsheathe at the same time

    43.2.3.2.    Hitting Left click after hitting left click will do a consecutive attack that does extra damage

## 43.3. Audio, Music, SFX

43.3.1. Music

43.3.1.1. Each level will have its own music

43.3.1.1.1. Unplanned what kind of music

43.3.2. SFX

43.3.2.1. Player:

43.3.2.1.1. Steps

43.3.2.1.2. Slashing

43.3.2.1.3. Blocking

43.3.2.1.4. Unsheathing sword

43.3.2.2. Enemy:

43.3.2.2.1. Seeing the player

43.3.2.2.2. Throwing a knife

43.3.2.2.3. Walking and running

## 43.4. Help System

43.4.1. Unplanned