Design Document

for

Fafnir's Bane

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**1: Introduction**

**1.1: Statement of Need :**

This application will be an over head view turn based strategy game. The user will play as the Hero Sigurd Volsung of the 13th century Icelandic legend "Volsunga". This game will tell a small portion of the Volsunga Saga and may inspire the players to read the full legend for themselves.

**1.2: Scope:**

**1.2.a: Start:**

The player will be presented a start screen and will make a choice of what to do next: create new game, load previously played game, view options, view credits, or exit the game.

**1.2.b: New:**

If new game is chosen the application will create a new save file on the user's device and populate the relevant necessary information, the application will then go to playing the intro video.

**1.2.c: Load:**

When load game is chosen the application will present the user with a menu of available files which the user may select one or cancel and return to the main menu. If the user selects a file the application will load the necessary information from the file and resume game play where the file was saved.

**1.2.d: Options:**

When options is chosen the application will present the user with a menu of available options that the user can use to customize their game play experience, such as menu colors, brightness, or volume adjustments . The user returns to main menu from here.

**1.2.e: Credits:**

When credits is chosen the application will play an embedded video scrolling through the production credits. The user can exit to main menu at any time.

**1.2.f: General game play:**

The player will be able to explore towns and battlefields, interact with villages, search for hidden items, visit shops, trigger story progression by having a key conversation with certain npcs, initiate combat, and open an in game menu to save or exit the game.

**1.2.g: Shops:**

Shops will allow the player to spend gold acquired through battle or found in chests to outfit their army with new and better equipment or purchase healing items.

**1.2.h: Combat:**

Combat will be turn based, progressing through each character in an order established at the beginning of combat. Each character will be able to move a set distance per turn based upon the character's speed and the terrain, and then use an item, attack an enemy, or end their turn.

**1.2.i: Menus:**

Context sensitive menus will provide the player with available options throughout game play, giving the player access to certain system options such as volume and saving their game, communicating with npcs, and searching spots for hidden items.

**1.3: Users and Stakeholders:**

**1.3.a: Users:**

The target audience of this application will be users between 8 and above, those interested in strategy games, and people interested in Viking legends.

**1.3.b: Stakeholders:**

The stakeholders of this game are the programming team. Using open source and free tools, little to no outside funding is required.

**2: Technical Environment**

**2.1: Mobile Platform:**

This application will be developed targeting mobile platforms such as smart phones and tablets. Currently the target platform is Android. Game play will be offline and not require either constant or periodic internet connection.

**2.2: Unity game engine:**

The Unity game engine will provide the backbone of the project, using it's included 3d tools to create an overhead view 2d game.

**2.3: Database:**

The application's database of characters, dialog, items and stats will be stored locally on each user's device in an encrypted file.

**3: Characters**

**3.1: Player Character**

The main character is Sigurd Volsung. A hero on a quest to gather the pieces of the sword Gram in order to kill the dragon Fafnir and take his hoard of gold and glory.

Level: 1-30

Max Health: 25-800

Max Mp: 60

Base Damage: 10 +level\*2

Base Defense: 10 +level

Attacks: Strike, use item, cast spell

Magic: Lightning 1, escape

Equipment: Healing items, melee weapons, ranged weapons, Gram

**3.2: Player's army**

The player's army consists of 8 characters, including axmen, spearmen, and healers.

**Axmen**: High speed melee characters, can only attack enemies directly adjacent to themselves. High attack/high defense.

Level: 1-30

Max Health: 15-600

Max Mp: N/A

Base Damage: 5 +level\*2

Base Defense: 10

Attacks: Strike, use item

Magic: N/A

Equipment: Healing items, melee weapons

**Spearmen:** Medium speed ranged characters, can attack up to 2 squares away. Medium attack/medium defense

Level: 1-30

Max Health: 15-500

Max Mp: N/A

Base Damage: 3 +level\*2

Base Defense: 5

Attacks: Strike, use item

Magic: N/A

Equipment: Healing items, ranged weapons

**Healers:** Low speed melee characters, can use healing ability on friendly units adjacent to themselves. Low attack/medium defense.

Level: 1-30

Max Health: 15-400

Max Mp: 20-80

Base Damage: 3 +level

Base Defense: 5 +level

Attacks: Strike, use item, cast spell

Magic: Heal 1, Heal 2, Cure Poison, Lightning 1

Equipment: Healing items, staves

**3.3: Key NPCs**

**Regin:** Narrator at the beginning, tells Sigurd of Fafnir's hoard and forges Sigurd's sword. Triggers transition from Intro to arc 1.

**Village Cleric:** Healer of a local village, tells Sigurd of the dangers in the graveyard and crypt and suggest to search them for the cause. Triggers ability to enter graveyard battlefield.

**Woodcutter:** Worker in logging village complains of not being able to work. Tells SIgurd of dangers in the woods, hinting that something must be the cause. Triggers ability to enter forest battlefield.

**Valkyrie:** Found waiting in port city, tells Sigurd where to search for the final shard. Triggers ability to enter sea battlefield.

**3.4: Enemies**

Enemy subtypes use the same sprite as the arch type but have different stats and color pallet

**Zombies**(zombies, drowned zombie, ghouls)

Level: 1 / 7 / 20

Max Health: 25 / 100 / 200

Max Mp: N/A

Base Damage: 3 /15 / 30

Base Defense: 5/ 30/ 50

Attacks: Strike

Magic: N/A

Equipment: N/A

**Slimes** (blue, green, red, poison)

Level: 1 / 5 / 15 / 20

Max Health: 15 / 40 / 150 / 200

Max Mp: N/A

Base Damage:

Base Defense:

Attacks: Strike

Magic: N/A

Equipment: N/A

**ghosts** (will-o-wisps, ghost, spirits)

Level:

Max Health:

Max Mp:

Base Damage:

Base Defense:

Attacks: Strike, cast spell

Magic: Life Drain 1 / Life Drain 2

Equipment: N/A

**animals**(wolves, black wolves, sharks, giant squid)

Level:

Max Health:

Max Mp: N/A

Base Damage:

Base Defense:

Attacks: Strike

Magic: N/A

Equipment: N/A

**3.5: Bosses**

**Skeleton** - The skeletal remains of a hanged bandit that the hilt of Gram has awoken. Low level boss of the crypt, defeating him adds Gram hilt to player's inventory

Level:

Max Health:

Max Mp: N/A

Base Damage:

Base Defense:

Attacks: Strike

Magic: N/A

Equipment: N/A

**Dire Wolf**- Wolf pack leader mutated by exposure to the shard of Gram. Defeating him and all enemies in the area adds first shard to player's inventory.

Level:

Max Health:

Max Mp: N/A

Base Damage:

Base Defense:

Attacks: Bite

Magic: N/A

Equipment: N/A

**Berserker**- Insane warrior who wants the shard for himself, defeat in the holmgang to add final shard to player's inventory. Holmgang- a [duel](http://en.wikipedia.org/wiki/Duel) practiced by early medieval Scandinavians. It was a recognized way to settle disputes. Typically fought on very small islands. Results of the duel were legally binding, with the holmgang often being treated as a form of court like trial to settle disputes of honor, ownership of property, debt, revenge, or other general legal disputes.

Level:

Max Health:

Max Mp: N/A

Base Damage:

Base Defense:

Attacks: Strike, use item

Magic: N/A

Equipment: Jarls Axe, medical Salve

**Fafnir** - The apparent final boss of the game, great dragon taking up several squares, very strong.

Level: 30

Max Health: 3000

Max Mp: 300

Base Damage: 80

Base Defense: 120

Attacks: Bite, Claw

Magic: Poison Breath

Equipment: N/A

**Regin**- The true final boss, turns on Sigurd after Fafnir is killed.

Level: 30

Max Health: 800

Max Mp: 150

Base Damage: 40

Base Defense: 50

Attacks: Throw Spear

Magic: Lightning 3, Heal 2

Equipment: Halberd

**4: Items**

**4.1: Healing items:**

Bandages +10 hp

Meat +50 hp

Medical Salve +100 hp

Mead +10 mp

Elixir +50 mp

Antidote: remove poisoned status

**4.2: Weapons:**

**Melee:**

Short Sword: +10 dmg Range 1

Axe: + 30 dmg Range 1

Jarls Axe : +75 dmg Range 1

**Ranged:**

short spear: +5 dmg Range 2.

throwing spear: +20 dmg Range 2.

halberd: +50 dmg Range 1-2.

**Staves:**

Wooden staff: +2 dmg.

Iron Staff: +10 dmg

Flail: +30 dmg

**4.3: Key Items:**

Gram hilt

Gram Shard 1

Gram Shard 2

Gram - Sigurd only + 150dmg

**5: Magic**

Heal 1: +20 hp on target

Heal 2: + 60 hp on target

Cure Poison: remove poison status on target.

Lightning 1: 2-20 damage on target

Lightning 3: 50-70 damage on target

Escape: Return to town and reset battle.

Life Drain 1: 2-20 damage on target +5 hp self

life Drain 2: 30-50 damage on target +50 hp self

Poison Breath: 40 damage + poisoned

**6: Story**

**6.1: Introduction**

intro video -still frame sepia with scrolling text- Odin and Loki are walking along river, Loki kills an otter and skins it. Further down the river they reach a small village and offer to trade the otter skin for a night's lodging. The inn owner recognizes the skin as actually being one of his sons who are shape shifters, and demands a ransom for the unjust killing. Odin and Loki agree to cover every hair of the otter skin with a piece of gold. Loki leaves and takes a hoard of gold from a local well known evil dwarf. Loki attempts to keep a gold ring from the hoard for himself but is caught and curses the ring before giving it up. Odin and Loki leave. After Odin and Loki leave, in inside the inn Fafnir stabs his father in the back and shape shifts into a great dragon. END sepia change to 8 bit art style, Regin finishes telling the story to Sigurd in front of a shield embossed with a dragon. Sigurd decides to start out on the quest to slay the dragon, take the gold and establish his own kingdom. Regin agrees and guides Sigurd on his quest. Regin tells Sigurd that he has heard of the hilt of a great sword buried in a crypt near an isolated town. Fade to black as they set off traveling. End into video.

**6.2: Arc 1**

Sigurd and Regin arrive in a small village and begin to explore it, speaking to the local villagers and eventually meeting with a cleric who mentions hearing of a legendary sword hilt buried in the crypt and but warns that the dead are known to be restless. Sigurd decides to search for the sword's hilt beginning in the grave yard. Upon entering the graveyard the undead attack, forcing Sigurd to wipe them out before being able to break the seal on the crypt and enter.

On entering the crypt a wicked laughter can be heard, the skeletal remains of an ancient warrior tells Sigurd that he has released him to wreak his havoc on the country side with the power of the ancient sword hilt. Sigurd battles through the skeleton's minions before destroying the skeleton itself and taking the ancient sword hilt.

Returning to the village the people thank him for ridding them of the undead menace and the cleric mentions hearing rumors of similar trouble from a nearby logging village, suggesting Sigurd continues his quest there.

**6.3: Arc 2**

Sigurd and Regin arrive in a forest logging village to find the towns people milling about instead of working. Upon investigating a woodsman tells them that the forest is unsafe, spirits and beasts have been carrying off the workers, but he doesn't know why. After resting and refit, Sigurd ventures into the forest where he is attacked by a pack of wolves and creatures. Destroying the pack of creatures leads to the discovery of a Den which Sigurd decides to search.

Inside the Sigurd discovers several bodies and a dire wolf, mutated by the sword shard in a pack carried by a merchant killed by the wolves. Upon killing all the creatures Sigurd finds the shard of Gram in a merchant's pack, along with a note hinting that the merchant was his way to purchase the last piece of the sword at a port city. Sigurd returns to the logging village to rest before setting out for the city.

**6.4: Arc 3**

Arriving at the port, Sigurd is told to beware the water as sharks have been uncommonly aggressive of late. Near the center of the city a valkyrie appears. She speaks to Sigurd telling him his quest is blessed by Odin, and informs him that the ship carrying the last piece of Gram has run aground in the shallows off shore. Sigurd wades out into the surf, moving from small island to island fighting off sharks, giant squids, and the corpses of their victims before reaching the wrecked ship.

On board the ship Sigurd finds the undead remains of the crew, giant squids which have crawled aboard and a berserker who intends to take the sword for himself. After defeating the berserker and undead Sigurd is able to recover the final piece of Gram and so returns to the port city to rest before his great confrontation with Fafnir.

**6.5: Arc 4**

Arriving in a desolate village Sigurd finds few people barely surviving by giving offerings to Fafnir. He explores the town and finds a poor item shop and blacksmith. Sigurd ensures he is prepared before he exits the village to a barren poisoned land near Fafnir's cave. A great battle ensues in which Sigurd kills Fafnir and claims his hoard for his own.

False Epilogue video: In a forest clearing, not far from Fafnir's cave, Sigurd and Regin celebrate, drinking mead and roasting Fafnir's heart. Regin excuses himself and walks into the brush, while Regin is gone Sigurd checks how well cooked Fafnir's heart is and burns his finger, sticking his finger in his mouth he is suddenly able to understand the language of birds. As he listens to the birds he over hears them mocking him for not knowing that Regin was actually Fafnir's brother and intends to betray him, suddenly the birds fly away. End Video

In the forest clearing Sigurd and Regin battle, before finally Sigurd is able to behead Regin, cementing his claim on Fafnir's hoard and establishing his own Kingdom.

**6.6: Epilogue**

Closing story hints at future games.

**7: Game play mechanics**

**7.1: In Town**

The player is able to move about freely, access in game menu, talk to villagers, and search for hidden items by attempting to activate the spot directly in front of them.

**7.2: In Shop**

Speaking to a shop keeper will initiate dialog which brings up the shop's menu asking the player if they wish to buy or sell. If the player chooses to buy then menu will display the available items and prices from the shop database, as well as the player's available gold. If the player chooses to sell then the menu will display the player's inventory of items as well as the price that the store is willing to pay for each item.

**7.3: Menus**

Displays a pop up window with relevant commands or options. The player selects by touch which menu option they wish to take, if necessary the game confirms their choice such as when buying or selling items, saving, or quitting.

**7.4: Battle field**

The battle field is divided into squares with the armies of each side spread out in initial positions. Turn order is determined by random number plus each character's speed. During a character's turn the character can move up to a set distance based on their speed and the terrain. When the character reaches their desired grid position the player taps a box to bring up a context sensitive menu which will allow the character use an item by opening a new menu of items, attack an enemy if within range, or simply end their turn on that grid square. Control progresses to the next character in order.

**8: User Interface**

**8.1: Producer/loading screen**

Black screen with production company name and intro music. Game play previewing video showing some highlights of combat game.

**8.2: Start menu screen**

Main application start screen. Landscape view with logo in the center at the top, buttons to click to start new game, load game, options, credits, or quit.

**8.3: New Game Screen**

Screen allows the user to input a file name for save data or cancel back to main start screen.

**8.4: Load game screen**

Screen displays a list of available saved games allowing the user to select one and confirm. The user can also cancel and return to the main start screen.

**8.5: Options screen**

Screen displays a list of attributes and on/off buttons, or a volume slider. Option to allow user to save settings and return to main menu, or discard changes and return to the main menu.

**8.6: Credits screen**

Screen displays a video of combat and scenes while scrolling the names of the contributors.

**8.7: in game menus**

Pop up text window, telling the player what options are available, user can select an item and either confirm or cancel.

**9: Prototypes**

**9.1: Shining force 1 / 2 / 3**

**http://www.shiningforcecentral.com/?p=screenshots&id=sf**

**http://www.shiningforcecentral.com/?p=screenshots&id=sf2**