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| HALT gAMES PRESENTS |
| Blizzard the Wizzard |
| Game Design Document |
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| **Hamish Carrier, Arran Ford, Liam Doherty, Timothy Veletta** |
| **Version 0.02** |

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# Document History

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| Version | **Date** | **Changes** |
| 0.01 | 26/09/12 | Added:   * Game Overview * Gameplay * Characters * Game Objects |
| 0.02 | 27/09/12 | Added:   * Artificial Intelligence * Art and Cutscenes * Physics * Music and Sound Effects * Controls   Modified:   * Game Overview * Gameplay * Characters * Game Objects |
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# Game Overview

Blizzard the Wizzard is a 2nd person, top down survival combat game where the player plays as Blizzard, a gangster wizard trying to join the Gang of Wizards. But to do this he must pass his initiation test, to take the magic portal onto a remote island and take on its deadly inhabitants, trying to survive for as long as possible while searching for the ancient scrolls and tomes to increase his power.

# Gameplay

The player will control the character 'Blizzard', a gangster wizard trying to enter the Gang Of Wizards, the highest level of prestige a gangster wizard can reach. To prove his worth Blizzard must travel to a magical island filled with ancient artefacts, and vicious villains.

The player will play from a 2nd person view, from the top down and using the 'WASD' keys they will be able to move Blizzard around the island. As Blizzard moves the camera will move with him, keeping him centred at all times.

The player begins with one default spell to combat his enemies with and as the game progresses the player will collect power ups that will either give him permanent or temporary increases in power in the form of new spells. Using the mouse to aim the player will use these spells to combat the monsters that dwell on the island.

The monsters will come in waves and use either ranged or melee attacks to try and kill the player. After each wave is defeated a more powerful one will follow until eventually the player is overcome.

The player will then be informed on whether he has made it into the gang based on his or her performance.

The game aims to be fast paced with a steady increase in pace and difficulty. The player must also make tactical decisions on when to cast what spells as each spell has an associated cooldown and spell power cost, meaning using a powerful spell too early may lead to the character being killed while he or she is unable to cast it again.

## Controls

Since the camera view is top down, the player is restricted to moving and aiming along the XZ plane.

# Characters

**W**

**S**

**A**

**D**

**Q**

**E**



**Player Movement**

W - Up

A - Left

S - Down

D -Right

Q – Area of Effect Spell

E – Heal/Shield Spell

Mouse Movement – Aim

Left Mouse Button – Default Spell

Right Mouse Button – Damage Spell

## Blizzard

The hero of the game Blizzard is your everyday Gangster Wizard featuring a combination of Gangster gibes and mad magics, Blizzard aims to prove his worth against the deadly denizens of the Mystical Island and take his rightful place in the Gang Of Wizards.

To start out Blizzard can only cast a standard spell which does damage to his enemies however his power can be augmented through the addition of further abilities learnt through acquiring Tomes dropped by fallen enemies.

## The Bad Dudes

Due to long exposure to the powerful magic contained on the Mystical Islandthe originally tame and normal creatures that inhabited the island have grown in size, power and intelligence, addicted to the magic that has made them strong they are also viciously protective of the artifacts on the island and will attack all who step foot on it with neither hesitation nor mercy.

These powerful beasts include:

* Bad-Ass Birds
  + Fly directly at Blizzard trying to hit him to deal damage.
* Funk Fish
  + Go toward Blizzard until they are in range and then try to shoot projectiles at Blizzard
* Chronic Crabs
  + Move sideways with guns instead of claws, try to shoot Blizzard when in range but also try to flee from him.

# Game Objects

There are two types of objects that the player can interact with, they are Tomes and Scrolls.

## Tomes

Tomes offer upgrades to Blizzards spell power and are equipped as long as they are not replaced by another spell of the same type.

There are 3 types of spells:

1. Area of Effect Spells (AoE)
   * These spells deal damage in an area around Blizzard
   * Some examples of AoE spells are:
2. Buff Spells
   * These spells buff Blizzard, either by healing or shielding him or increasing his spell power or mana
   * Some examples of Buff spells are:
3. Damage Spells
   * These spells are fully focused on damaging enemies and can be aimed in a particular direction
   * Some examples of Damage spells are:

## Scrolls

Scrolls give Blizzard temporary buffs, only lasting for a short period of time. Some examples include:

# Physics

## Collision Detection

## Vector Motion

# Artificial Intelligence

Artificial Intelligence is only really necessary in the enemy characters. It will be implemented through the use of Finite State Machines.

# Interface

Flowchart of navigation and possible options users can choose. Should include a breakdown of all types of actions a user can take in different screens and what results those have.

# Mockups

Simple designs of every screen the user will see. Explanations of what the screen does and what different actions will do on different screens

# Art and Cutscenes

## Terrain

* Island model
* Water – using wave plane
* Skybox

## Gameplay Elements

* Blizzard
* Enemies
  + Badass Birds
* Scrolls
* Tomes
* Spell Effects
  + Fireball

# Artistic Goals

The art style should have a non-realistic, cartoon-y feel to it where key features such as spell effects and damage are greatly emphasised.

# Music and Sound Effects

The music and sound effect style is non-realistic and should greatly emphasise the damage done by spell effects.

# Story

Synopsis of the plot. Back story and character descriptions. All elements applicable to the narrative

# Level Design

For linear level design flow charts and story lines should be outlined. Where abouts different weapons should be found. Key points in the game maps. For non linear and emergent games, level variables that affect the way the levels are perceived should be outlined and discussed.