

GDD

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CURSED CASINO



Intended age of players: 16+

Github Portfolio: <https://hassan-algharrash.github.io/CursedCasino.github.io/#>

Prototype Playthrough: https://youtu.be/SW_vBJEDDF4

GAME STORY

Exposition

- Aldric begins fully powered, preparing to confront the three witches to stop their monster invasions.
 - He enters the witches' realms with the goal of defeating them and restoring peace.
 - Aldric attacks the witches but is defeated and stripped of his powers.
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Rising Action

- His soul meets Malgrin a mysterious figure with knowledge of soul magic and hidden motives, who offers him a second chance to continue his quest.
- Aldric returns, now trapped in the Dungeon Realm, Ostella's domain.
- He fights monsters using their weapons against them.
- Defeats Ostella but if he dies, Malgrin revives him at the start of the Dungeon Realm.
- Aldric finds a portal to the Forest Realm.
- In the forest, he is initially too weak to defeat monsters.
- Malgrin offers him a power-up at the cost of part of his soul; Aldric reluctantly accepts.
- He navigates through dark, overgrown forests and eventually confronts Eldra.
- If Aldric dies in Eldra's realm, his soul returns to the very beginning due to Ostella's binding spell.
- Defeating Eldra restores his sixth sense, allowing him to discover the portal to the Final Realm.

Climax

- Aldric enters the Final Realm, a twisted, partially constructed otherworld resembling the real world.
 - Encounters many monsters, including new ones empowered by witch magic.
 - Reaches Seraph the queen, the main witch, and defeats her in battle.
 - Seraph revives Ostella and Eldra, forcing Aldric to fight all three witches simultaneously.
 - After a lengthy and difficult battle, Aldric defeats all three witches, regaining the power of realm travel.
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Falling Action

- Aldric returns to the real world now filled with peace.
 - He finds that some monsters still roam the world.
 - Malgrin is seen in the Final Realm and reveals that he has taken the place of the witches and is waiting and building an unstoppable army for his takeover of the world.
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Conclusion

- Post-game, Aldric can freely travel between the three realms.
- He defeats mini-bosses and clears remaining witch magic.
- Aldric continues his role as the realm's protector

CHARACTERS

Protagonist: Aldric Bloodbound

Motivation: A monster hunter wanting to kill 3 witches who are sending monsters from another realm, his goal is to earth to bring back peace.

Attitude: He does not speak much rather he lets actions speak for him, hunting monsters to him is nothing more than his duty he does not do it for the thrill. He has no remorse towards monsters even if it means using morally grey tactics to get results. Has gained magical powers over the years of defeating many powerful monsters.

Appearance: tall, broad shoulders, long dark hair falls past his shoulders. His clothes are worn, practical, and layered for protection and concealment. He wears a long leather coat that is dirtied from monster blood, dirt and ash. A belt around his waist concealed by his coat contains blades, vials and other helpful tools. His facial features are cold.

Demon: Malgrin

Motivation: Malgrin helps Aldric to defeat the witches. What Aldric does not know is that Malgrin wants them gone because they are blocking his ascent to power and Aldric is the perfect weapon. The witches are protected against demon magic, but Aldric can attack them for him. Malgrin has power over souls bringing Aldric back to life if he fails in his quest.

Attitude: friendly, charming and persuasive. Hides his intentions under his persona of elegance and well-articulated words.

Appearance: Malgrin appears to be unnaturally tall and elegant. His skin formed by a dark inhumane texture. Curved horns accompany a mask like face that softly glows from holes where his eyes should be. He is grey in colour with gold accents

Queen Witch Seraph (Final Realm - Central Antagonist):

Motivation: She seeks to merge all realms into one under her rule. Her own dark and twisted realm. She steals Aldric's power of realm travel to prevent anyone from travelling between dimensions without her being the one letting them. In her view a world under her reign is a balanced world. (after defeating her the player will be able to navigate back through the realms taking paths they did not take before without the need of dying to return).

Attitude: She is cold and rational, she is manipulative everyone even her fellow witches are just a tool to her. Rarely acts out of emotions every action and every word has been calculated and plotted. An intimidating aura follows her.

Appearance: The Queen is tall wearing layered black and silver garments. Her skin is incredibly pale, but her eyes have a faint purple glow from deep within as if the magic is breathing from within her. Her presence distorts reality around her almost as if reality itself is silent from fear of her.

The Forest Witch Eldra (Second Realm - Nature twisted into corruption):

Motivation: Eldra believes humanity has corrupted nature with their impurities. She has shaped her dimension into a giant fortress of living plants, all monsters in her realm have plants growing on them. Aldric originally could sense nearby enemies, traps, and hidden pathways a "sixth sense". Eldra took this ability to make it easier to ambush and to grow her control while in the forest realm.

Attitude: Territorial, she treats anyone who enters her realm unrequested as a filthy intruder coming to taint her realm with impurities. She sees herself as the righteous protector of nature on a mission to purge all filth.

Appearance: Eldra's body is intertwined with living vines and tree bark a natural, pleasant aroma follows her like a combination of the best scented flowers. Her eyes a deep forest green and strangely pupilless. Thorny roots coil her garments they act as a living barrier between her and the unnatural world.

The Dungeon Witch Osetlla (First Realm - Depths, bone, decay, and traps):

Motivation: Ostella seeks to unlock forbidden knowledge, the knowledge to cheat death. She believes to gain this knowledge she must collect as many souls as possible. She has mastery over the dead. Aldric has an ability recover slightly from fatal wounds, whenever a fatal blow hits him, he would regain some life giving him a second chance. Ostella took this ability from him hoping it will mean that his soul will be hers.

Attitude: Treats the lives of others as some sort of puzzle piece, everything and everyone is just another step to her climb to knowledge. No emotions ever shown beyond her curiosity and thirst of knowledge. Sees herself as a scholar or mortality.

Appearance: Ostella is draped in robes that seem poorly stitched. Her build is almost skeletal, simply looking at her is haunting. Her skin is faded her eyes glow a cold blue they are soulless and detached from reality. Chains etched with sigils wrap her arms and drag across the floor as she moves.

GAMEPLAY OVERVIEW

Cursed Casino is a medieval fantasy game in the rougelite genre which aims to be accessible to a wide variety of players aged 16 and up. Strives made to accommodate the intended accessibility include: release on multiple platforms (PC, console, handheld), and accessible pricing.

Throughout gameplay, the player strives towards their over-arching goal while, along the way, overcoming small and large obstacles alike.

Players will have complete agency to move through and explore the environments, and fight enemies and bosses however they wish, although, there is an element of strategy in play in combat where certain classes of weapons are more effective against different enemies. This element encourages players to experiment with different playstyles and adds extra variety to the combat.

Most environments feature at least one split-path. This offers players a choice to influence their gameplay experience. Split-paths can consist of combat or parkour sections. Players will be able to return to split-paths later so there is no concern over missing out.

Combat is comprised of 3 unique classes. Melee (e.g. sword), ranged (e.g. bow), and magic (e.g. staff). The player will first be introduced to melee and ranged combat in the early game, followed later by magic.

Combat closely ties in with the game's most unique aspect: the ability to offer weapons at marked locations in the environments for a chance for an upgrade (or downgrade) or a new weapon.

The game features a scripted level-up system which is essentially the gameplay tie-in of the story beats of Aldric regaining his abilities after defeating each witch. Level-ups will increase base health, base damage and offer abilities like the sixth-sense which allows Aldric to sense traps and loot.

GAMEPLAY EXPERIENCE

As with most games, this game strives for player engagement. This is taken into account throughout the game. There are many features to reduce the frustration felt by players looking for a more casual experience, as well as multiple difficulty options to make the game accessible or provide the player with a more challenging experience if that's what they seek.

First and foremost: the combat aims to be intuitive at a base level and satisfying for player to master. Players will need to grow familiar with not only their own weapons but the attacks of their enemies to truly master the combat. On unforgiving difficulties this adds that high-skill ceiling hardcore gamers look for.

Another pillar of the game's engagement is the story being told. Ideally, players would grow invested in Aldric's journey and noble quest as they progress through the game. An element which should help achieve this goal is that the player will grow alongside the protagonist. They will guide him at his lowest through the game's arduous trials as he regains his abilities and overcomes powerful foes.

The player is given lots of agency, as previously mentioned, to ensure that each playthrough is personalised and unique. For example: each time a weapon is offered, no matter the result, the weapon received will always be of the same class. This ensures players will always have one weapon of each type to prevent frustration when faced with bosses where only certain classes are most effective. If players find themselves struggling with a section, perhaps they can opt to take the other route on a split-path to find more success.

The game features a variety of environments from gloomy dungeons to vibrant otherworldly planes. This is a good way to prevent players from getting bored of an area but also have a chance to immerse the player in different environments.

MECHANICS AND MODES

This core mechanics of the game include traversal mechanics like movement including jumping, as well as the necessary combat-centric mechanics like swinging a melee weapon, blocking with it, shooting a bow and casting spells. Naturally, the game also includes its unique offering mechanic described previously.

The game offers 2 different types of modes for players to play with. First and foremost are the different difficulty modes offered to players. Key to the aim of accessibility outlined earlier the game will offer 3 basic difficulty selection options: easy, normal and hard. Upon completion of the game, players will unlock a 4th challenging nightmare difficulty.

Other modes mainly consist of challenge modes to offer players new and unique ways to play through the game. For example: mono-class playthroughs where only 1 class of weapon is available. Perfect for players looking to master each individual type of combat and kept interesting by having to overcome the bosses where that type of weapon is less effective. Or the Ultra-Cursed mode which offers the ultimate challenge, a mode where the player is constantly 1 mistake away from death. Alternatively, less challenging, more fun modes could be chosen like the Gambler's Paradise mode which forces players to offer their weapons after every single encounter.

ENEMIES AND BOSSES

With combat being such a core component of gameplay, enemy and boss design becomes almost equally integral. There a variety of enemies, mini-bosses and bosses present in the game.

Each level area features some of its own unique enemies to keep the combat feeling fresh. The enemies of each level aim to be thematic to the environment they are found in. Skeletons and spiders are found in the dungeon, goblins and ogres are found in the forest and ethereal spirits and etherealised versions of previous enemies are found in the ethereal plane.

Enemies, like the player, can use different types of weapons. For example: skeletons can use melee or ranged, goblins use melee, and ethereal spirits use magic.

Each level features at least 1 mini-boss for the player to tackle as well as a main story boss. Like basic enemies, boss enemies will use a variety of combat styles players will need to adapt to, as well as a suite of attacks to learn. Boss enemies also have the additional strategic element of being weaker to certain classes.

In addition to traditional enemies, players will need to watch out for environment hazards such as in parkour and traps. This will require players to remain vigilant and adds a risk/reward to looting areas.

PLANNED EXPANSIONS AND BONUS MATERIALS

While nothing concrete is planned, there's a lot of potential for future expansion with a game like "Cursed Casino" and a lot of avenues to explore in said DLC. With the end of the game and post-game leaving Aldric back to full-power, the door is opened to explore more powerful foes. Perhaps more demons come to avenge Malgrin and Aldric needs to fend them off and save the realms once more, this time using his full-power right out of the gate.

Upon completion of each bonus challenge mode, a new thematically-suited outfit will be unlocked for Aldric, and various concept art as well as each mono-class mode unlocking a new weapon in that class' offering rotation.