# Game Design Document

## Section 1 – game overview

### Game title:

A Deal with the Devil

### Game Genre:

Action/Adventure/Platformer/Fantasy

### Game perspective:

Side view

### Game Mode(s):

Single player only

### Target Audience:

* All ages
* Platformer and pixel art fans

### Definitions:

* (mc name) : the name of the main character.
* Mysterious being (Brozrath) : name of the black being that helps the main character.
* (best friend name): name of the main character best friend who betrays him.
* (world name): name of the world that the game takes place in.

### 1.7 Core Idea:

In some fantasy world, after defeating the (mc name and title here) defeats the (strongest evil being here), the hero gets backstabbed by his best friend and dies, then with the help of a mysterious being he gets a chance to come back to life to seek revenge and gains a special ability, as he journeys through the levels, obtaining abilities and regaining his strength in order to fulfill his revenge.

### 1.8 Goal:

To find the old friend and get revenge against him.

### 1.9 Topic of game:

Adventure/Fantasy in some fantasy world.

## Section 2 Game Background & Game flow

### 2.1 Character starting story:

After the greatest (mc name and title here) defeated the (strongest evil being here), (mc name h ere) gets backstabbed by his best friend (name and title here), then (mc name here) wakes up in the realm of the dead and remembers how he died, suddenly a mysterious black being appears and gets to know how (mc) died and it offers (mc) a chance to go back to the living world once again to seek revenge in exchange of finding a specific object for that being, (mc) full of anger accepts the deal without a second thought.

The player must complete the tutorial in the realm of the dead before continuing with the game

## Section 3 Game Play

### 3.1 Objective(s):

* Navigate through various levels.
* Defeat enemies and obtain some of their abilities.
* Collect different collectables.
* Obtain different abilities to help you to progress through levels.

### 3.2 Game logic

* Enemies behavior varies depending on type.
* Character can’t double jump or wall jump.
* Some enemies drop a gemstone the can be absorbed to obtain an ability.

### 3.3 mechanics

#### 3.3.1 Rules

* Some enemies can be absorbed, and an ability will obtained from them.
* Some abilities can be permanently used while some have limited 1-3 times use.
* The ability can be discarded and another can be obtained with no limit.
* Only one ability can be active at one time.
* Character can push some heavy objects.
* If the characters health reaches zero then that character dies and if the player restarts then the character respawns at the most recent spawn point.
* The player cannot progress to the next level without completing the previous level.
* Characters cannot run through walls.

#### 3.3.2 In-game help and info:

* When the game starts and after the story introduction the player goes through a tutorial and prompted to do the following actions (to help in understanding of how to play the game):
* Move around
* Attack
* Jump
* Absorb enemy ability
* Use special ability

### 3.4 Game Progression:

#### 3.4.1 Game levels:

* The levels take place in different areas of (World name here)
* The cemetery is level 1 of the game
* Rocky mountains is level 2 of the game
* Magical cliffs is level 3 of the game
* The castle is level 4 of the game
* Different enemies are available on different levels of the game, each offering different abilities.
* To complete a level the Player must go through the entire level fighting some enemies and solving puzzles to reach the end of the level.
* The game won’t have difficulty options for the player as it will only have one default normal difficulty.

## Section 4 game elements

### 4.1 Environment:

* The location of the Game is in the vast lands of (world name).
* Closed world.
* There are different type of areas in (world name):
* The cemetery.
* Rocky mountains.
* Cliffs with some forest elements.
* Castle.
* The character wanders through the world on foot.

### 4.2 Characters:

#### 4.2.1 Player characters:

* The game have only one playable character (main character).

#### 4.2.2 Non-Player characters:

* Mysterious being.
* (main character)’s best friend (best friend name)
* Enemies
* Enemy 1
* Enemy 1
* Enemy 1
* Enemy 1
* Enemy 1
* Enemy 1
* Enemy 1
* Enemy 1

### 4.3 Obtainable abilities:

* Level one :
* Ab1
* Level two:
* Ab2
* Level three:
* Ab3
* Level four:
* Ab4

## Section 5 Game Play I/O Controls & GUI Interfaces

### 5.1 Game play I/O controls:

* Keyboard
* Mouse
* To move around the environment:
  + Arrow keys
  + W, A, S, And D keys
* Special Keys:
  + Space = jump
  + X = primary attack
  + Z = absorb or use special ability
  + C = discard current ability
  + Esc = pause the game

### 5.2 GUI Interfaces:

#### 5.2.1 Main Menu Interface:

* Options:
* New Game: starts a new game
* Continue: continues from the last level the player reached to
* Levels: opens a levels menu to choose to start a level from them
* Audio settings: change the audio levels or mute them
* Exit : exit the game

#### 5.2.2 In-game menu (Pause, win, death):

* Options :
  + Resume: resume the game
  + Restart: restarts the level
  + Audio settings: change the audio settings
  + Next level: loads the next level
  + Exit : back to Main menu

## Section 6 Visuals and Audio Features

### 6.1 HUD:

### 6.2 Audio Features:

* Background music
* Player attack sound
* Abilities sound
* Monster noises

## Section 7 System Parameters & Requirements

### 7.1 System requirements:

* Keyboard
* Mouse
* Monitor
* 2GB RAM
* Intel I3 or higher processor
* Speakers (optional)
* Hard drive
* Graphics memory
* Windows 7 or higher
* DirectX