

The Vengeance

Game Design Document

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Table of Contents

1. Introduction	4
1.2. Concept	4
1.3. Game Story	4
1.4. Inspiration	4
1.5. Overview	4
1.6. Platform	4
2. Gameplay	5
2.1. Camera	5
2.2. Mechanics	5
• Movement	5
• Basic Attack	5
• Strong Attack	5
• Block	5
2.3. Items	6
• Gold	6
• Sword	6
• Shield	6
2.4. Level System	7
2.5. Npcs	8
• Friendly	8
○ Fast Travel	8
○ Quest NPC	8
• Enemies	8
○ Forest	8
• Bosses	8
○ Forest	8
3. Interface	9
3.1. Gameplay Screen	9
3.2. Upgrade Popup	11
3.3. Map Popup	13
3.4. Main Menu	13
3.5. Pause Menu	14
3.6. Options Menu	15
4. Level Design	16

4.1. World Map	16
5. Artwork	17
5.1. Style	17
5.2. Required Art Assets	17
6. Audio	25
6.1. Music	25
6.2. Sound Effects	25
7. Companion App	26
7.1. Concept	26
7.2. Overview	26
7.3. Inspirations	26
7.4. Platform	26
The companion app is for an android phone.	26
7.5. Login	27
7.6. Map	28
7.7. Artwork	29
8. References	29

1. Introduction

1.1. Concept

The Vengeance is a 2D action-adventure single-player game in a Medieval fantasy setting for windows with a companion app.

In the game the player is on an adventure and to level up and became strong he/she must kill monsters that are around the map.

1.2. Game Story

After dreaming for to be an adventurer all your life, your father is killed during a quest and you decide to take revenge by killing all the monsters in the world. Now to be the best adventurer in the world you must kill the monster and complete quest, upgrade your equipment and travel to new places.

1.3. Inspiration

In the process of designing The Vengeance, we took inspiration from different sources for both the story and the mechanics.

For the mechanics we draw inspiration from the games "Kingdom Two Crowns" (Stumpy Squid, Fury Studios, Coatsink, 2018), "Hindsight 20/20" (Triple-I Games, 2021), "Tails of Iron" (Oss Bug Studios, 2021).

1.4. Overview

The Vengeance is a game where the player is an adventurer in a medieval fantasy world.

He can walk around the world between different biomes, for the vertical slice there will only be 1 biome with 2 cities.

Around the world there will be enemies for the player to kill, once the player kills an enemy, he will gain exp and once the player reaches a certain amount of exp the player will level up. After killing an enemy, the player will receive gold.

There will be one boss for biome.

He will be able to take quests, taking one and only being able to take another after finishing the current one.

He will be able to upgrade the equipment with the gold, some upgrades to the equipment will be locked until the player reaches a certain level.

1.5. Platform

The game is for Windows PC.

2. Gameplay

2.1. Camera

In game the camera is top-down with the player in the middle of the screen. The camera follows the player.

2.2. Mechanics

- **Movement**

The character will be moved on the X and Y axis. As the game uses a Top-Down view camera perspective, the player character won't jump or be affected by gravity.

- **Basic Attack**

The player needs to click on the left mouse button (Mouse 1) to activate the attack. The attack damage value is dependent on attack upgrades that the player has unlocked as well as the player level.

- **Strong Attack**

The player needs to click and hold on the left mouse button (Mouse 1). After reaching 2.5 seconds of holding the mouse button, the player can release the button whenever he wants to activate the attack.

The attack damage value is dependent on attack upgrades that the player has unlocked as well as the player level.

- **Block**

The player needs to click and hold on the right mouse button (Mouse 2). While holding the button, the block is active and the player character isn't able to move or attack. The block has an unlimited time of use and his defending value will depend on the unlocked defence upgrades.

2.3. Items

- Gold

Defeating enemies and completing quests will give gold to the player.

- Sword Upgrade

The sword has two attacks, the basic and the strong attack, increasing in damage as the player upgrades it. The attack will also increase their damage when the player levels up.

Type	Level Required	Cost	Normal Attack	Strong Attack
Sword	2	20	10	5
Sword	3	40	15	10
Sword	4	60	20	15
Sword	5	80	25	20

- Shield Upgrade

The shield gives the player the ability to block against enemies' attacks. The defence power will increase by doing defense upgrades.

Type	Level Required	Cost	Defense
Shield	2	20	10
Shield	3	40	15
Shield	4	60	20
Shield	5	80	25

2.4. Level System

The player will get experience by defeating enemies, stronger enemies give more experience, for each level up the player increases his max health automatically by the values in the table below.

Level	Req. Exp to level up	Health Increase
1	100	100
2	200	100
3	300	100
4	400	100
5	500	100

2.5. Npcs

- **Friendly**

- **Fast Travel**

Selecting this Npc will show you a map to choose which city you want to fast travel to.

- **Quest NPC**

Selecting this Npc will provide quests to the player to earn gold.

- **Enemies**

Each biome has different enemies, for the vertical slice there will only be 2 enemies.

- **Forest**

Enemy Type	Melee Attack	Ranged Attack	Health	Gold Drop	Exp Gain
Orc	10	0	100	100	110
Skeleton	0	10	100	100	110

- **Bosses**

- **Forest**

Boss Name	Melee Attack	Ranged Attack	Health	Gold Drop	Exp Gain
Golem	10	15	500	100	110

3. Interface

3.1. Gameplay Screen



1) Player Level

In this section the level of the player will appear. The player's level will increase when a certain amount of experience is reached.

2) Player Life

The player's life will increase when the player levels up and will decrease when the player is in combat with enemies. The player can regain his health.

3) Player Experience

The experience can be increased by killing enemies and will determine when the player will level up.

4) Current Gold

The player will gain gold coins during the game by killing enemies and completing quests. The gold is used to upgrade the attack and the defense of the character.

5) Access the Upgrades Tab

By clicking on a certain key in the keyboard the player will be able to access the upgrades tab where he can do upgrades to his sword and shield (attack and defense). If the player is in combat the button will be greyed out to show to the player that he won't be able to access it.

6) Player**7) Enemies****8) Enemy's Health**

The enemy's life is right above the enemy. It represents the life that the enemy has left.

9) Friendly Npc

There are 2 types of friendly npcs, one of them gives a quest to the player and the other opens the map popup to let the player fast travel around the kingdom. The player will only be able to find the friendly npcs in the cities.

10) Friendly Npc Text

This is what the friendly npc says to the player. Depending on the npc it can be to fast travel around the kingdom or to give the player a quest.

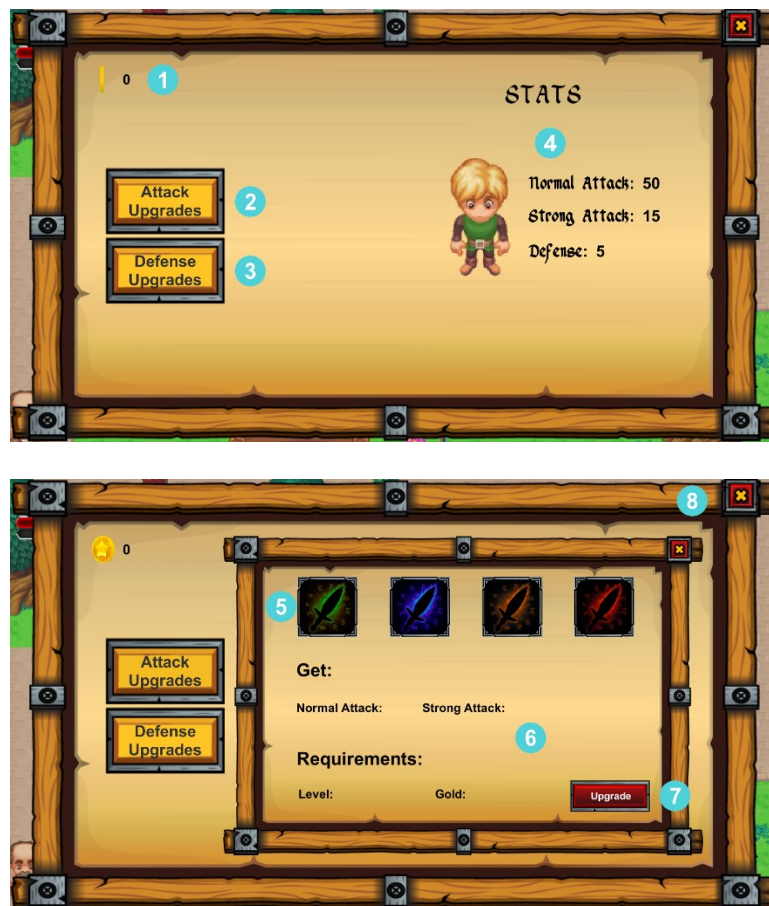
11) Friendly Npc Option 1° Answer

This is the first answer the player can give to the friendly npc.

12) Friendly Npc Option 2° Answer

This is the second answer the player can give to the friendly npc.

3.2. Upgrade Popup



1) Current Gold

The player will gain gold coins during the game by killing enemies and completing quests. The coins are used to upgrade the attack and the defense of the character.

2) Attack Tab

In the attack tab, the player can see and unlock the attacking upgrades.

3) Defense Tab

In the defense tab, the player can see and unlock the defense upgrades.

4) Player Status

In the defense tab, the player can see and unlock the defense upgrades.

5) Upgrades

Each upgrade has its own icon.

6) Upgrade Information

After selecting the upgrade, the information of the upgrade will appear showing the required level, gold, name and how much it will affect the player status.

7) Upgrade button

If the player has its requirements and clicks with the left mouse button (mouse 1) on it, he will buy the selected upgrade.

8) Close Button

The player can select the close button to return to the game.

3.3. Map Popup



1) Player Gold

To fast travel from one city to another the player will spend gold.

2) Close Button

The player can select the close button to return to the game.

3) Map Overview

Map of the kingdom.

4) City indicator

Shows the player where are the cities on the map. Once the city indicator is clicked it will open the city information. The city information shows the player the information of the city. Will only show up once the player selects a city indicator. Will give the player the option to go the selected city. The player won't be able to travel to the city he is in.

3.4. Main Menu



1) Play Button

The game starts once the player presses this button.

2) Options Button

Allows the player to go to the options menu.

3) Exit Game Button

Closes the game.

4) Game Logo

3.5. Pause Menu



1) Pause Game Menu

2) Resume Button

The player goes back to the game.

3) Options Button

Takes the player to the options menu.

4) Main Menu Button

Takes the player to the main menu.

5) Exit Button

Closes the game.

3.6. Options Menu



1) Options Menu

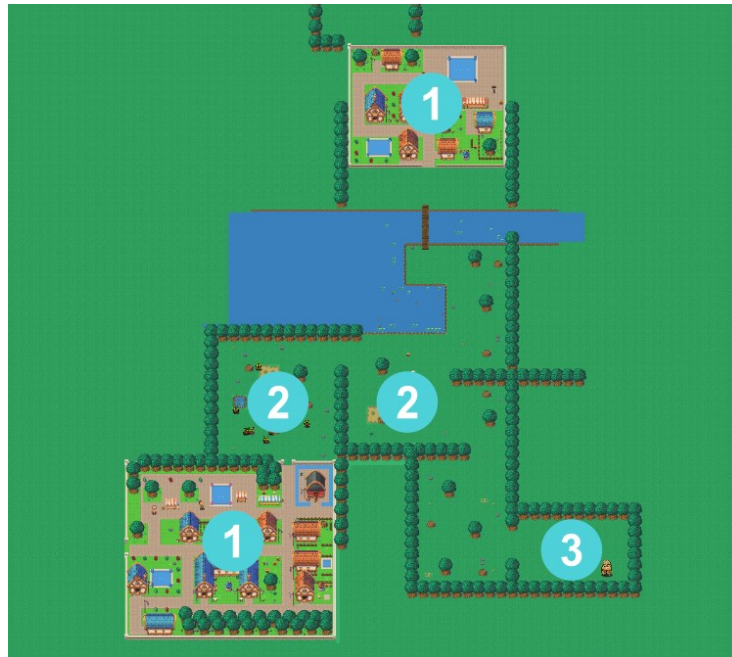
2) Adjust Audio

3) Back Button

Takes the player back to the main menu.

4. Level Design

4.1. World Map



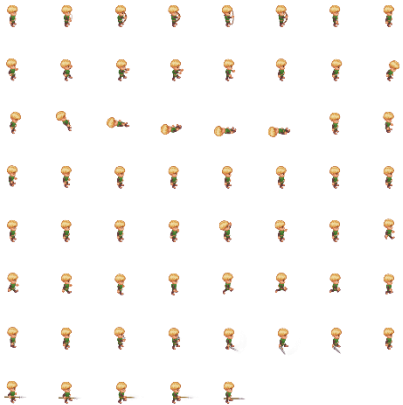
- 1) Cities
- 2) Enemies
- 3) Boss





5. Artwork


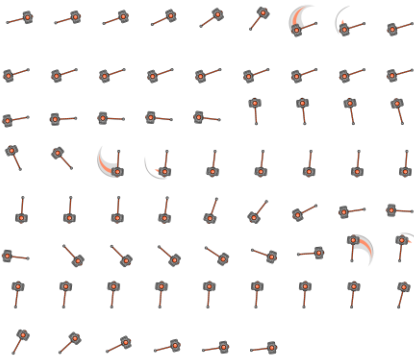
5.1. Style

The style of the game is cartoon-like 2D.


5.2. Required Art Assets

Playable Character	Used
Animation moving	

Enemies and Bosses	Used
Mele enemy	
Ranged enemy	
Boss	
Arrow	


Bow	
Hammer	

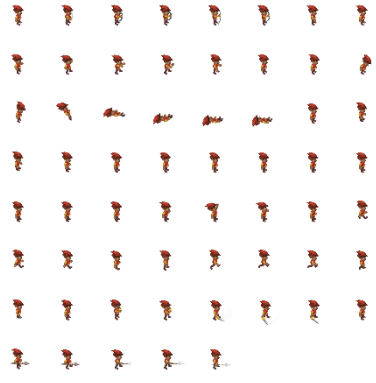


Sword upgrade icon	Used
First sword upgrade icon	
Second sword icon	



<p>Third sword icon</p>	
<p>Fourth sword icon</p>	





Shield upgrade icon	Used
First shield icon	 
Second shield icon	 
Third shield icon	 

Fourth shield icon	
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Gold icon	Used
Gold icon	

Friendly NPCS	Used
Traveller npc movement	
Quest npc movement 1	
Quest npc movement 2	

Tile Sets	Used
City	 <p>A collection of city-themed tile sets. It includes various house structures with blue roofs and wooden frames, street tiles with cobblestones and grass, and furniture like a striped awning, a bench, and a small table. There are also decorative elements like a street lamp and a small fountain.</p>
Forest	 <p>A collection of forest-themed tile sets. It includes various tree types, a path with a wooden fence, a small pond with a waterfall, and a small stream. There are also decorative elements like a small house and a small table.</p>

UI	Used
Refuse button	
Life bar	
Experience bar	
Info displays	
Panel	
Image to press a key	Press  to talk

Font
Wendell

6. Audio

6.1. Music

The type of background music for the game is a medieval instrumental music. For the background music in the game we used “Nimue- The Lady of the Lake – Medieval Love Ballad”

6.2. Sound Effects

The sound effects that will be needed for the game and app are:

Sounds	Used
Player attack	
Player walking	
Enemy ranged attack	
Enemy melee attack	
Enemy dyeing	
Boss ranged attack	
Boss melee attack	
Boss sound	
Mouse over buttons	https://freesound.org/people/bubaproducer/sounds/107155/
Click on buttons	https://freesound.org/people/potentjello/sounds/194060/
Close menu button	https://freesound.org/people/mmiron/sounds/130413/
Change upgrade	https://freesound.org/people/Ranner/sounds/488534/

7. Companion App

7.1. Concept

On the app the player can use the GPS to walk around and once he/she is close to a historical place the player will be able to open a treasure.

7.2. Overview

In the app the player will have a google map and once the player approaches a historical place (i.e. A castle) there will be a chest. When the player touches it he/she will gain gold on the game.

7.3. Inspirations

In the process of designing the companion app of the game The Vengeance, we took inspiration from different sources.

The inspiration for our companion app is the game "Pokémon go".

7.4. Platform

The companion app is for an android phone.

7.5. Login

The diagram shows a login form with the following elements:

- 1** Login
- 2** Username
- 3** Password
- 4** IP
- 5** LOGIN

1) Login App Menu

2) Username

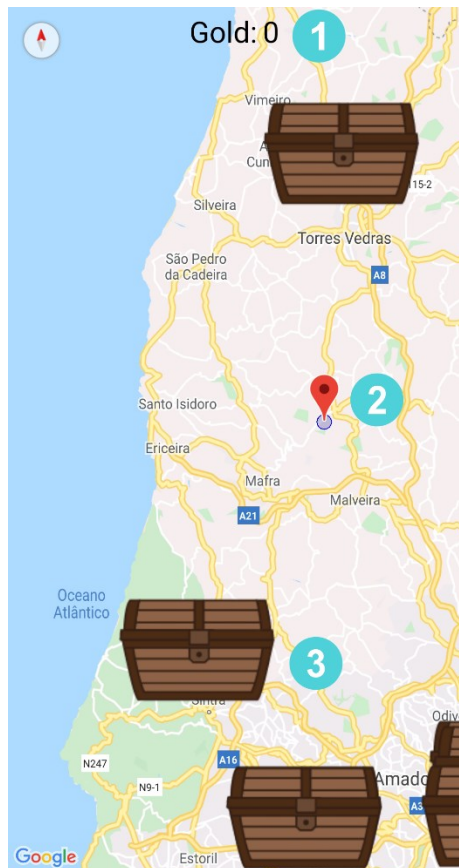
3) Password

4) IP

5) login Button

Button to confirm the username, password and Ip. Will let the player enter the app once the username and password are confirmed.

7.6. Map



1) Player's Gold

Place where the player's gold appears.

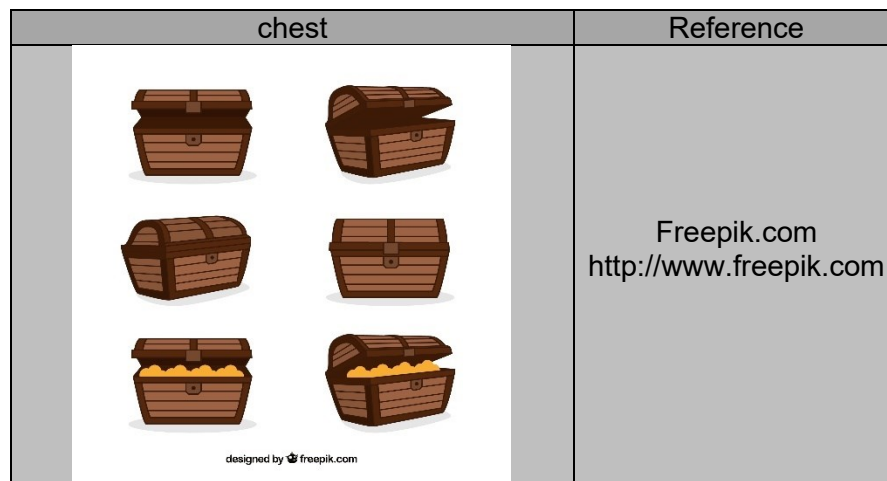
2) Player's Position

Indicates the player position on the google map.

3) Chest

Indicates the place where the player can gain gold. The player only has to touch it to receive gold.

7.7. Artwork



8. References

<http://pixabay.com/music/folk-nimue-the-lady-of-the-lake-medieval-love-ballad-5638/> → (background music in game)

<https://freesound.org/people/bubaproducer/sounds/107155/> → (mouse over buttons sound)

<https://freesound.org/people/potentjello/sounds/194060/> → (click on button sound)

<https://freesound.org/people/mmiron/sounds/130413/> → (close menu button)

<https://freesound.org/people/Ranner/sounds/488534/> → (change upgrade sound)

<http://www.freepik.com> → (chest for the app)